

| | Weapon Name (by type then size) | VARIANT | Type | Weight | Power | Fire Control | MIN | OPT | DROP/PER | Shots | LOS/NILOS | DAMAGE per shot | ARMOR PIERCE | SPLASH | MODES | Rounds | CLASS | LINK | Attributes |
|----------------------|---------------------------------|---------|----------------------------|--------|-------|--------------|-----|-----|----------|-------|-----------|-----------------|--------------|--------|-------|--------|-------------|------|---|
| CLOSE COMBAT WEAPONS | GAUNTLETS | MK1 | Robotic hands | 1 | 1 | 2 | CC | CC | NA | 2 | LOS | 24 | | NA | | NA | ULTRA LIGHT | 2 | BUILT IN: This gear/weapon must be integrated to the unit and cannot be otherwise installed HANDY: As part of an action this unit may pick up, move, or throw adjacent small non unit objects (one per hand) of AC1 or smaller. Throwing can be random (roll 2D20) and move the object that far in any preselected direction. If path is blocked consider it a throw attack. THROW: If carrying or able to pick up an object (or 2 if using both hands) select a target and add the appropriate AC plus. Subtract one for each 4 to the target. If hit is successful, score damage as above. Apply damage to the object thrown as well (unless it is a deathmatch skull or a player agreed indestructible object) |
| | GRINDER | MK1 | Saw | 3 | 8 | 2 | CC | CC | NA | 1 | LOS | (10+D20) xAC | AP6 | NA | | NA | LIGHT | N | |
| | LANCER | MK1 | Hydraulically assisted ram | 4 | 7 | 2 | CC | CC | NA | 1 | LOS | See Attribs | AP3 | NA | | NA | MEDIUM | 2 | SPEED IS POWER: Damage is equal to attacker's AC X (Speed moved) Speed moved is assumed to be the most direct path to the target unless the unit jump/leap equipped in which case the full vertical jump speed may be used. QUICK CYCLE: This weapon can be used twice per turn on a MSV unit |
| | KATANA | MK1 | MSV Martial blade | 4 | 10 | 2 | CC | CC | NA | 4 | LOS | 12+3D6 | | NA | | NA | MEDIUM | N | PARRY/COUNTER: if equipped unit is targetted by a close combat attack, or by an adjacent opponent, it may parry with a free counterattack from this weapon. If parry is used against a close combat attack, the player may opt to either deal damage or reduce damage. A unit may only make one parry per attacker. |
| | MAULER | MK1 | Power maul | 6 | 12 | 2 | CC | CC | NA | 1 | LOS | See Attribs | AP6 | NA | | NA | ULTRA HEAVY | N | WRECK It: On hit, roll 8 D20 and add up total to determine damage. Can be used as an Armor Piercing wall shot weapon. |
| | | | | | | | | | | | | | | | | | | | |

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| ROCKETS | B33 | MK1 | Multi Rocket Launcher pack | 1 | 1 | NA | 0 | 36 | 4 per 1 | 4 | LOS | 5 | | 2 | HE | NA | ULTRA LIGHT | 4 | |
| | HADES | MK1 | Multi Rocket Launcher pack | 3 | 1 | NA | 0 | 24 | 2 per 1 | 2 | LOS | 24 | AP2 | 2 | HE | NA | LIGHT | 2 | |
| | GUARDIAN | MK2 | Multi Rocket Launcher pack | 4 | 3 | NA | 0 | 24 | 2 per 1 | 12 | LOS | 9 | | 3 | HE | NA | MEDIUM | N | |
| MISSILES AND SMART MISSILES | APEX (SINGLE LAUNCHER) | MK1 | Smart missile single | 1 | 0 | 3 | 12 | 48 | 1 per 4 | 1 | NLOS | 24 | AP10 | 3 | | 6 | ULTRA LIGHT | 2 | PROPELLANT ACCELERATED: Double splash range for shots within opt range. ADVANCED RETARGETING: If facing defensive gear that requires a reroll, may ignore the first failed reroll and attempt the reroll one more time. Can be split to target two units if linked. |
| | STORMBOLT | MK1 | Smart missile system | 2 | 2 | 2 | 6 | 24 | 2 per 1 | 1 | NLOS | 20 | AP6 | 3 | HEAP | 6 | LIGHT | 6 | PROPELLANT ACCELERATED: Double splash range for shots within opt range |
| | FIRESHRIKE | MK2 | missile system | 3 | 4 | 2 | 0 | 24 | 1 per 1 | 6 | NLOS | 8 | AP2 | 1 | | 6 | LIGHT | 2 | PROPELLANT ACCELERATED: Double splash range for shots within opt range |
| | RAVAGE | MK1 | Smart missile system | 4 | 5 | 3 | 0 | 22 | 3 per 1 | 3 | NLOS | 24 | | 2 | | 6 | MEDIUM | NA | PROPELLANT ACCELERATED: Double splash range for shots within opt range |
| | PIGEON | MK2 | missile system | 5 | 8 | 2 | 6 | 30 | 1 per 1 | 4 | NLOS | 15 | AP3 | 2 | | 6 | HEAVY | 2 | PROPELLANT ACCELERATED: Double splash range for shots within opt range |
| | HOUNDFURY | MK1 | Smart missile system | 6 | 10 | 2 | 0 | 24 | 1 per 4 | 2 | NLOS | 26 | AP10 | 3 | | 6 | ULTRA HEAVY | 2 | PROPELLANT ACCELERATED: Double splash range for shots within opt range. ADVANCED RETARGETING: If facing defensive gear that requires a reroll, may ignore the first failed reroll and attempt the reroll one more time. Can be split to target two units if linked. |
| | PALADIN APEX LAUNCHER (PALADIN ONLY) | MK1 | Smart missile system | 6 | 0 | 3 | 12 | 48 | 1 per 4 | 2 | NLOS | 24 | AP10 | 3 | | 6 | ULTRA HEAVY | 2 | PROPELLANT ACCELERATED: Double splash range for shots within opt range. ADVANCED RETARGETING: If facing defensive gear that requires a reroll, may ignore the first failed reroll and attempt the reroll one more time. Can be split to target two units if linked. |
| | PROMETHEUS | MK2 | missile system | 6 | 8 | 2 | 12 | 36 | 1 per 1 | 2 | NLOS | 30 | AP3 | 3 | | 6 | ULTRA HEAVY | 2 | PROPELLANT ACCELERATED: Double splash range for shots within opt range |

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| HOWITZERS AND CANNONS | HAMMER | Mk2 | Mass cannon | 6 | 10 | 0 | 0 | 30 | 1 per 2 | 1 | LOS | 60 | | 6 | HE | NA | ULTRA HEAVY | 2 | ARCHING FIRE: May take NLOS shots by arcing over terrain. Assuming the target and firer are more than the height of the highest obstruction away from all objects being fired over horizontally and the shell path is not otherwise obstructed. The height difference of the target or the firer to the obstruction relative to the ground may be subtracted from the needed horizontal distance. |
| | ADJUDICATOR | Mk2 | Howitzer | 12 | 10 | 1 | 6 | 30 | 1 per 4 | 1 | LOS | 80 | AP6 | 3 | | NA | ULTRA HEAVY | 2 | ARCHING FIRE: May take NLOS shots by arcing over terrain. Assuming the target and firer are more than the height of the highest obstruction away from all objects being fired over horizontally and the shell path is not otherwise obstructed. The height difference of the target or the firer to the obstruction relative to the ground may be subtracted from the needed horizontal distance. |
| RAIL GUNS | SABER | Mk2 | Multishot rail gun | 3 | 4 | 2 | 0 | 30 | 1 per 2 | 3 | LOS | 14 | NA | NA | | NA | LIGHT | 2 | UNREACTABLE Ignore Phalanx and Reactive armor. |
| | SABER | Mk3 | Multishot rail gun | 4 | 5 | 3 | 0 | 30 | 1 per 2 | 3 | LOS | 14 | NA | NA | | NA | MEDIUM | 4 | UNREACTABLE Ignore Phalanx and Reactive armor. |
| | CR GUN | Mk1 | Capacitance Rail gun | 2 | 6 | See attribs | 0 | 28 | 1 per 2 | 1 | LOS | 8 per charge | NA | NA | | See attribs | LIGHT | 2 | UNREACTABLE Ignore Phalanx and Reactive armor CHARGE LIMIT Up to 6 charges may be used on a shot. Each charge deals 8 damage. Number of charges must be declared before rolling to hit. VARIABLE FIRE CONTROL: Up to 2 charges = +2, Up to 4 charges = +0, Up to 6 charges = -2 |
| | CR GUN | Mk2 | Upgraded Capacitance Rail gun | 2 | 10 | See attribs | 0 | 30 | 1 per 2 | 1 | LOS | 8 per charge | NA | NA | | See attribs | LIGHT | 4 | UNREACTABLE Ignore Phalanx and Reactive armor CHARGE LIMIT Up to 6 charges may be used on a shot. Each charge deals 8 damage. Number of charges must be declared before rolling to hit. VARIABLE FIRE CONTROL: Up to 2 charges = +2, Up to 4 charges = +0, Up to 6 charges = -2 |

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| MACHINE GUNS | SPITTER | MK2 | Rotary machine gun | 2 | 1 | 2 | 0 | 20 | 1 per 1 | 4 | LOS | 8 | AP6 | NA | | NA | LIGHT | 2 | FOCUS FIRE: If all shots are at the same target add a D20 for each gun that registers hit(s). Add an additional D20 if ALL linked guns register a hit. SPRAY and PRAY: May be used to attempt to damage infiltrated units. Target an area where an infiltrated unit is located with all shots at 6 or less + fire control. Take the base damage per shot and divide by the total number of units and terrain features within 6 of the chosen infiltrated unit. If there are no other units or features that qualify, divide shot damage by 2. Deal this modified damage for each hitting shot to the chosen infiltrated unit and each unit or terrain feature previously counted. |
| | SPITTER | MK3 | Rotary machine gun | 3 | 1 | 2 | 0 | 24 | 1 per 1 | 4 | LOS | 10 | AP4 | NA | | NA | LIGHT | 2 | FOCUS FIRE: If all shots are at the same target add a D20 for each gun that registers hit(s). Add an additional D20 if ALL linked guns register a hit. SPRAY and PRAY: May be used to attempt to damage infiltrated units. Target an area where an infiltrated unit is located with all shots at 6 or less + fire control. Take the base damage per shot and divide by the total number of units and terrain features within 6 of the chosen infiltrated unit. If there are no other units or features that qualify, divide shot damage by 2. Deal this modified damage for each hitting shot to the chosen infiltrated unit and each unit or terrain feature previously counted. |
| | HYPERSPITTER | MK1 | Hyper-cooled rotary machine gun | 4 | 2 | 2 | 0 | 20 | 1 per 1 | 6 | LOS | 8 | AP6 | NA | | NA | MEDIUM | 2 | FOCUS FIRE: If all shots are at the same target add a D20 for each gun that registers hit(s). Add an additional D20 if ALL linked guns register a hit. SPRAY and PRAY: May be used to attempt to damage infiltrated units. Target an area where an infiltrated unit is located with all shots at 6 or less + fire control. Take the base damage per shot and divide by the total number of units and terrain features within 6 of the chosen infiltrated unit. If there are no other units or features that qualify, divide shot damage by 2. Deal this modified damage for each hitting shot to the chosen infiltrated unit and each unit or terrain feature previously counted. |

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| MACHINE GUNS (continued) | HYPERSPITTER | MK2 | Hyper-cooled rotary machine gun | 6 | 3 | 2 | 0 | 24 | 1 per 1 | 6 | LOS | 10 | AP4 | NA | | NA | ULTRA-HEAVY | 4 | FOCUS FIRE: If all shots are at the same target add a D20 for each gun that registers hit(s). Add an additional D20 if ALL linked guns register a hit. SPRAY and PRAY: May be used to attempt to damage infiltrated units. Target an area where an infiltrated unit is located with all shots at 6 or less + fire control. Take the base damage per shot and divide by the total number of units and terrain features within 6 of the chosen infiltrated unit. If there are no other units or features that qualify, divide shot damage by 2. Deal this modified damage for each hitting shot to the chosen infiltrated unit and each unit or terrain feature previously counted. |
| | DEVASTATOR | MK1 | Rotary gun | 5 | 10 | 1 | 0 | 24 | 1 per 1 | 2 | LOS | 20 | | | | NA | HEAVY | 2 | FOCUS FIRE: If all shots are at the same target add a D20 for each gun that registers hit(s). Add an additional D20 if ALL linked guns register a hit. SPRAY and PRAY: May be used to attempt to damage infiltrated units. Target an area where an infiltrated unit is located with all shots at 6 or less + fire control. Take the base damage per shot and divide by the total number of units and terrain features within 6 of the chosen infiltrated unit. If there are no other units or features that qualify, divide shot damage by 2. Deal this modified damage for each hitting shot to the chosen infiltrated unit and each unit or terrain feature previously counted. |
| BLACKOUT | BLACKOUT FPP | MK1 | Forced Plasma Projector | 5 | 12 | 2 | 0 | 30 | 2 per 1 | 1 | LOS | 40 | | 3 | | NA | HEAVY | NA | POWER SHUNT: Add damage base of mounting unit -AC3+4 AC4= +8 AC5= +16 AC6= +24 |
| | BLACKOUT FPP | MK2 | Forced Plasma Projector | 6 | 13 | 2 | 0 | 30 | 2 per 1 | 1 | LOS | 48 | | 3 | | NA | ULTRA-HEAVY | 2 | POWER SHUNT: Add damage base of mounting unit -AC3+4 AC4= +8 AC5= +16 AC6= +24 |
| LASER | JAVELIN | MK2 | Laser | 2 | 5 | 2 | 0 | 28 | 1 per 1 | 1 | LOS | 20 | AP6 | NA | | NA | LIGHT | 6 | CRITICAL OVERLOAD: take AC like on failed attack roll of 20 |
| | NOVA | MK1 | Laser | 3 | 12 | 2 | 0 | 30 | 1 per 1 | 1 | LOS | 48 | AP6 | NA | | NA | LIGHT | NA | CRITICAL OVERLOAD: take AC like on failed attack roll of 20 |
| | NOVA | MK2 | Laser | 4 | 15 | 2 | 0 | 30 | 1 per 1 | 1 | LOS | 50 | AP6 | NA | | NA | MEDIUM | 2 | CRITICAL OVERLOAD: take AC like on failed attack roll of 20 |

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| RIFLES | LONGBOW | Mk2 | Rifle | 3 | 7 | 3 | 6 | 30 | 1 per 4 | 3 | LOS | 18 | AP4 (if AP) | 2 (if HE) | AP/HE | NA | LIGHT | 2 | ARS RECOIL: The rapid automatic re-load system only allows the first shot from this weapon to receive fire control. SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots. |
| | TRUSHOT | Mk2 | Rifle | 5 | 10 | 3 | 6 | 36 | 1 per 4 | 2 | LOS | 30 | AP6 (if AP) | 3 (if HE) | AP/HE | NA | HEAVY | 2 | ARS RECOIL: The rapid automatic re-load system only allows the first shot from this weapon to receive fire control. SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots. |
| | MARKSMAN 99 | Mk2 | Rifle | 8 | 12 | 3 | 6 | 48 | 1 per 4 | 2 | LOS | 40 | AP6 (if AP) | 3 (if HE) | AP/HE | NA | ULTRA HEAVY | 2 | ARS RECOIL: The rapid automatic re-load system only allows the first shot from this weapon to receive fire control. SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots. |
| SIDESWIPE | SIDESWIPE | Mk3 | Rapid Munitions Launcher | 2 | 1 | 2 | 0 | 24 | 2 per 1 | 4 | See at-tribs | 10 | AP3 | 3 | HEAP/GPS | NA | LIGHT | 2 | BLOOPER GUN: If both attacker and target have overhead clearance, and any obstructions are less than optimum range in height this weapon can be used NLOS but will not armor pierce. GPS MICROCHIPPED ROUNDS: May fire via GPS mode to target any coordinate within LOS. Ignore fire control and normal range modifiers. For roll to hit, start with 18 or less to hit, then -1 per 3 inches to coordinate or spot. Ignore armor pierce in this mode. |

TESLA GUNS

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| TEMPEST | MK1 | Tesla gun | 3 | 7 | NA | 0 | 30 | NA | 2 | NA | 9 | | | | NA | LIGHT | 2 | ARC CANNON: Cannot target buildings or terrain features. Pick up to 4 targets within OPT range. Each target must be within LOS and 18 of the firing unit or another target. At least one target must have LOS to the firing unit. Starting from the weapon, draw the path of least resistance through all targets. Target each unit in order of the path. Roll one attack roll for each shot (include linked) for each target in sequence. For each hit take the listed damage to the target unit and every unit previous in the sequence/path. If a miss is rolled, the rest of the rolls for that shot are ignored and only the previous damage is scored. All attack rolls are considered to be part of one attack. If less than 4 targets are selected, the last target in the chain may be targeted multiple times for the remainder of unused targets. A unit targeted more than once in this manner may not receive "previous unit in path" damage. Movement modifiers of the firing unit apply to all attack rolls. Cover modifiers apply only to each leg of the target path. |
| AVENGER | MK1 | Tesla gun | 4 | 12 | NA | 0 | 30 | NA | 1 | NA | 20 | | | | NA | MEDIUM | 2 | ARC CANNON: Cannot target buildings or terrain features. Pick up to 4 targets within OPT range. Each target must be within LOS and 18 of the firing unit or another target. At least one target must have LOS to the firing unit. Starting from the weapon, draw the path of least resistance through all targets. Target each unit in order of the path. Roll one attack roll for each shot (include linked) for each target in sequence. For each hit take the listed damage to the target unit and every unit previous in the sequence/path. If a miss is rolled, the rest of the rolls for that shot are ignored and only the previous damage is scored. All attack rolls are considered to be part of one attack. If less than 4 targets are selected, the last target in the chain may be targeted multiple times for the remainder of unused targets. A unit targeted more than once in this manner may not receive "previous unit in path" damage. Movement modifiers of the firing unit apply to all attack rolls. Cover modifiers apply only to each leg of the target path. |

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| MORTAR | SIEGEMASTER A1 | MK2 | Mortar launcher | 6 | 5 | NA | NA | NA | NA | 2 | NLOS | 24 | | 3 | | NA | ULTRA HEAVY | NA | GPS TARGETED ROUNDS: Fires via GPS. May target any coordinate if both attacking unit and target coordinates have full overhead clearance. Ignore fire control and normal range modifiers. For roll to hit, start with 10 or less to hit. If there is no smoke in play gain +1 to hit, a friendly unit can laser designate the coordinates gain +3 to the attack. This weapon may have one or both shots called as support fire from a Daedalus Fire Support system, or Vision Spotter equipped unit but any shot(s) used in support are unavailable for further support shots. |

| | Gear Name (sorted alphabetically) | VARIANT | Type | Weight | Power | Uses | Attributes |
|------------------|-----------------------------------|-------------------|--|--------|-------|--|--|
| MSV/VEHICLE GEAR | AIKIDO | MK1 | Energy grid (R type) | 4 | 0 | NA | DEFLECTION: Every time the unit equipped with this system is to take damage from a Tesla ARC or laser based weapon, the defending player may roll a D20 and direct that D20 value of damage energy back to the attacker. The reflected damage is also added to any links in the target chain between the defender and the attacker. Reflected damage may not be reflected by this system. Player gets to reflect every attack that deals damage as well as "previous unit in path" damage as separate rolls. This system cannot deflect more damage than it is dealt thus if the roll for deflection exceeds the damage received, the feedback is limited to what was to be dealt to the defender. You may not equip more than one of this system, and you may not equip this gear on a unit equipped with a Tesla based weapon. Attacker takes all reflected damage upon completion of current action. |
| | ANGEL AMS | MK1 | Anti Missile System | 2 | 6 | NA | AMS: Any hitting missile rounds must be rerolled with a -3 to the shot. Ignore any original hits that miss the second roll. Does not stack with other defense gear requiring a reroll. Takes priority over any STARFIRE flares in play. |
| | CHAFF LAUNCHER | MK1 | Defensive gear | 2 | 2 | 6 | STEALTH ILLUMINATION: effect occurs if chaff is deployed within 6 of any infiltrated or stealth unit(s). Effect reveals infiltrated units. Effect also negates the stealth modifiers for the remainder of the turn. REFLEXIVE CHAFF BURST: May spend a use to deploy defensively if any point within 6 of this unit is targeted for ranged attack.). The Angel, Starfire, Wild weasel, and or the Deinonychus stealth systems cannot be used when this gear is used. Roll a D6: on a 1 there is no effect, on a 2-5 the targeting unit must take a -4 to the shot(s), on a 6 the targeting unit takes a -6 to the shot(s). Stealth Illumination of all units within 6 including the deployer occurs upon use. CHAFF TARGET ILLUMINATION: May also spend a use to deploy adjacent to the unit as part of any action to cause stealth illumination of any unit (including the deploying unit) within 6 of the deploy point. Additionally if the related action involves a ranged combat attack factor a -4 to the shot(s). |
| | CHAMELEON | MK1 | radar/sensor absorbant coating | 1 | 2 | NA | BLEND: Roll a D6 when targeted by a ranged attack. On a 1 the coating has no effect. On a 2-5 it adds a -2 modifier to the attack. On a roll of 6 it adds a -6 modifier to the attack. MAY NOT BE used on the DEINONYCHUS unit or combined with Chameleon gear. |
| | CLOSE ATTACK AGILITY | MK1 | Martial Arts Mecha upgrades and software | 2 | 2 | NA | CLOSE COMBAT AGILE: If unit is attacked via close combat, the controlling player may opt to forgo any further movement for the unit for the remainder of the turn to roll a D6 for each successful DFA/Ram attack or for each shot. On the roll of 1, this gear has no effect. On a 2-5 the shot (or attack if DFA or ram) deals half damage rounded up. On a 6 the shot (or attack if DFA or ram) deals no damage. |
| | DISSONANCE TCX4 | MK1 | Defensive gear | 2 | 8 | 6 | INTERUPT: Once per hitting ballistic (rifles/cannons/missiles/rockets) shot, if this unit was targeted, the controlling player may expend a use to roll a D20. If the roll is under the roll made by the attacker, the shot is set off prematurely. If the shot deals splash damage and was fired from greater than 6 away, the shot detonates in a line back to the firer 6 from the target and applies collateral splash damage accordingly to any unit/terrain feature within splash range. If within 6, apply the splash damage to the firing unit only. Additional instances of this gear add uses (but effect does not stack) |
| | DRAGONSIGHT | MK1 | Laser Designator pod | 1 | 3 | NA | LASER DESIGNATOR: May be used to mark targets or locations (laser designation). Must be able to draw an unblocked line from the laser designator to the marked spot or target. Friendly units targeting marked spot with NLOS type weapons may nullify line of sight modifiers. |
| | FPAS | MK1 | Fusion Power Accelerant system | 2 | 8 | NA | SPEED BOOST: May be used at any point during movement to add four speed to an equipped unit. If the equipped unit is damaged by a weapon on the action after the unit moves with the additional speed, the FPAS the unit used is ejected to avoid overload. An unit may carry more than one FPAS system, but may only use once per movement. |
| | GAUNTLET REPAIR CONTROLLER | MK1 | Repair controller | 1 | 1 | NA | REPAIR ARM: Must be equiped to a gauntlet equiped unit. Roll an attack roll to repair. If applicable, factor move modifiers in to the repair "attack" as well as a -4 if the target unit is at 0 life. On success, the target unit may be repaired life/structure points in the amount of a D6 roll plus the difference between the needed attack roll and the actual roll. This unit may target itself for purposes of repair |
| | GHOSTRUNNER | MK1 | Stealth gear | 3 | 6 | NA | PROFILE reduction: Reduces the AC size plus granted to attackers targeting this unit with ranged shots. Factor -1 to AC if unit has at least partial cover, -1 if the unit has not yet acted this turn, -1 if there are no opposing units within 12 of this unit, -1 if there is smoke in play on the battlefield, and -2 if attacker is using a NLOS shot. All these modifiers stack. The total benefit from this gear can not be greater than the AC of the unit |
| HARDENED ARMOR | MK1 | Armor Enhancement | 2XAC | 0 | NA | HARDENED ARMOR: Reduces 6 LIFE (6xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements | |

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| MSV/VEHICLE GEAR | HYPERSCANNER | MK1 | Scanner Enhancement | 0 | 10 | NA | HYPERSCANNER: 30" range scanner, +2 to scanning. |
| | HYPERSCANNER | MK2 | Scanner Enhancement | 0 | 10 | NA | HYPERSCANNER: 36" range scanner, +4 to scanning. |
| | LIGHT FLEX ARM | MK1 | multi axis flex arm | 1 | 1 | NA | EXTENDER: This arm connects to the main unit and allows weapons mounting in a wider stance with 2 axis rotation |
| | LOCKSTOP | MK2 | EMP | 5 | 10 | NA | EMP: As an action Roll 14 or less to activate. On activation this unit and all units within 24 may not move, use defensive gear or fire weapons for rest of turn. Does not affect non-ECBS-equipped crew units. |
| | EJECTION SEATS | MK2 | Improved ejection system | 1 | 0 | NA | MK2 SEATS: +6 to survival rolls. Each seat has 1 REGULA and 1 PSS PERSONNEL SHIELD SYSTEM. Gives equipped crew that does not otherwise have an ECBS suit a shield system like that carried by a standard troop unit. stored in back of seat. Gear survives if crew survives; eliminated if crew fails survival roll. Surviving unit "ejects." Eject allows unit to deploy up to 12+2D20 away from hatch. Crew may disembark using this seat. After ejection, unit may not be recreated for missing seats. |
| | EM HARDENING | MK1 | retrofit | 1 | 1 | NA | HARDENED: equiped unit ignores EMP ability/effects |
| | PHALANX | MK1 | Active Phalanx Defense Grid (APDG) | AC | 1 | 6 | PHALANX: Defense System (not armor). Equipped unit may roll a d6 after the attack roll(s) if a shot or shots using ranged, non-energy munitions is fired at it or at a unit, point, or target adjacent to it. If multiple PHALANX systems would apply, only one system may be used. attacker reduces damage to each shot qualified as above by the die roll. This reduction is NOT affected by weapons that armor pierce or ignore reduction. If other armor defense systems are in play on target, consider these after the PHALANX has taken effect. |
| | PHALANX | MK2 | Active Phalanx Defense Grid (APDG) | 2xAC | 2 | NA | PHALANX: Defense System (not armor). Equipped unit may roll a d6 after the attack roll(s) if a shot or shots using ranged, non-energy munitions is fired at it or at a unit, point, or target adjacent to it. If multiple PHALANX systems would apply, only one system may be used. attacker reduces damage to each shot qualified as above by the die roll. This reduction is NOT affected by weapons that armor pierce or ignore reduction. If other armor defense systems are in play on target, consider these after the PHALANX has taken effect. |
| | PROGNOSTICATOR II | MK2 | Adaptive Scout retrofit | 1 | 1 | NA | SCOUT: This unit receives +4 to scans if opposing units have acted within 24 of the equiped unit this turn |
| | REACTIVE ARMOR | MK1 | Armor Enhancement | AC | AC | 6 | REACTIVE ARMOR: Once per attack, defending player may roll a D20 (rolling is considered a use). On 12 or less, reduce 2 x AC life taken from an attack. May not be stacked with other armor enhancements (other armor may be added to unit but only applies if this armor does not). |
| | REDUCTIVE ARMOR | MK1 | Armor Enhancement | AC | 0 | NA | REDUCTIVE ARMOR: Reduces 4 life (4xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements. |
| | SATCOM-VU | MK1 | Commander's Cell | 1 | 1 | NA | REQUEST FIRE SUPPORT: If equipped by a command capable vehicle or MSV, a player with units with this ability may, as an action, make a call for air support. This support consists of a pair of APEX missiles fired from an off field (non-player controlled friendly) UAV. A player may only call two vehicle/MSV based Apex strikes per turn (as separate actions). |
| | SEER | MK1 | Thermal enhanced sights | 1 | 4 | NA | SEER SYSTEM: Ignores smoke for cover modifier purposes. |
| SMOKE LAUNCHER | MK1 | Smoke Launcher | 1 | 1 | 6 | SMOKE: Use combined with any action assigned to the controlling unit, drops a 10" diameter circle (5" radius) x 12" height smoke area at any point adjacent along movement path. | |

| | Gear Name (sorted alphabetically) | VARIANT | Type | Weight | Power | Uses | Attributes |
|------------------|-----------------------------------|---------|------------------------------|--------|-------|------|--|
| MSV/VEHICLE GEAR | MAKO EM4C | MK1 | Spectral EM scope | 2 | 10 | NA | EM IMAGING: This ignores the -6 smoke modifier for both smoke and thermal smoke to any unit other than non ECBS crew or troops. Also grants +1 to attacks against units using Wild Weasel, Aikido, and Deinonychus stealth system against this unit's attack. |
| | STARFIRE | MK1 | Active gravitic flare system | 1 | 4 | 6 | STARFIRE: Once per turn in response to an enemy attack against any friendly target, or in combination with any action given to the equipped unit, may be launched up to 12" from unit at any terrain feature, non infiltrated unit, or spot on ground. (no action required). Sticks to target. All FPP Rounds or Missiles with line of fire within 12" of flare must be rerolled. Rerolled hits go to original target. Rerolled misses hit the spot where the nearest flare is and deal splash damage to units within radius. Does not stack with other defense gear requiring a reroll or other starfire systems, and does not cancel an opponents antimissile system. Effect lasts till end of turn. |
| | THERMAL REFLECTIVE SMOKE LAUNCHER | MK1 | Smoke Launcher | 3 | 3 | 6 | THERMAL SMOKE: Use combined with any action assigned to the controlling unit, drops a 10" diameter circle (5" radius) x 12" height smoke area at any point adjacent along movement path. Thermal reflective smoke may not be negated by the Seer system and provides the same -6 modifier to shots as regular smoke. |
| | WILD WEASEL | MK1 | Jammer | 2 | 8 | NA | WILD WEASEL: All weapons targeting this unit ignore fire control for ranged combat (not close combat) shots. |

ADVANCED SKULL SET

Use this set once your playgroup has enough units to make it work: (Roll 1D20, and use resulting number.)

ADVANCED SKULL SET

1. Conquest: Six infantry of player's choice spawn immediately at a random spawn location in support of claimer's squad. These units do not count against player's cap.

2. Thunder: A random AC6 (GM choice or die roll) spawns immediately in support of the claiming player at a random spawn location. This unit does not count against player's cap.

3. Tempest: Until killed, claiming unit of this skull has clear line-of-sight to all units on battlefield.

4. Death: Two D20 damage to claimer of skull.

5. War: A random AC4-6 (GM choice or die roll) spawns immediately in support of the claiming player at a random spawn location. This unit does not count against player's cap.

6. Pestilence: Identify the opposing non-eliminated unit with the least life on the battlefield. If there is a tie, claimer chooses among those units that tied. As soon as any player eliminates this unit, the claimer of the skull will also receive the points for it. If the claimer of the skull eliminates this unit, he or she will receive double points for its elimination.

7. Famine: All units in play take 10 life. Death chips are awarded for elimination. Kills are not awarded for elimination by the famine skull.

8. Destiny: All units under claimer's control die. Claimer may select spawn point on respawn before other players draw or roll or it. Claimer will also be granted four Syndicate (ninja) troop units above the player's current cap under their control for the next time they respawn until the four units are eliminated. If the last round, controlling player receives 5 points.

9. Archangel: Reveal all units on battlefield.

10. Hero: If the claiming unit can survive for the remainder of the game, and the game is not currently in the last round of play, the controlling player will receive 50 points. If the last round, controlling player receives 20 points.

11. Scourge: All smoke in play is removed; smoke has no effect for rest of turn. All units are revealed.

12. Patriot: Claiming player gets a UAV missile strike! An off-field UAV fires a pair of APEX missiles at designated target. Ignore smoke, cover, and range modifiers.

13. Fire: Take 1D20 damage to claimer, and then move claimer up to 2D20 in any direction.

14. Stupidity: All opposing players (or teams) get 15 points each! Claiming player only gets the 10 points for finding the skull . . . Stupid skull!

15. Anger: The claimer may immediately move to a location adjacent to the nearest opposing unit and attack it once for free. (No action cost)

16. Navigator: Immediately move claimer along with any units rallied to it to a point on the battlefield of claiming player's choice!

17. Fate: Claiming player must give a unit under his or her control to an opposing player. That player must immediately respawn the unit at full health at a random spawn location. This unit does not count against chosen player's cap.

18. Overwatch: Player claiming skull receives an extra action until the end of the turn on which the next skull is claimed.

19. Rebel: Claiming player may immediately spawn four pirates above cap at a spawn location of his or her choice!

20. Spring: All units under claiming player's control are healed to full life. If no unit requires healing, the player may choose to have an additional infantry unit join him rallied to the claimer's group, or have the player's cap increased by one.

DEATHMATCH: KILL PERKS

Kill perks can be cashed in at any time except when it is an opponent's place to take an action.

DEATHMATCH KILL PERKS

Increase budget cap (1 chip): Up unit budget limit by 1 for next respawn (max cap is 8)

Initiative boost up (1 chip): Initiative +2 until the next time player is fully eliminated.

Initiative boost down (1 chip): Initiative -2 until the next time player is fully eliminated.

Appeal deployment (1 chip): Player may use this kill perk to upgrade to the player's choice of one of several GM pre-designated spawn locations for the current respawn.

Saturation Orbital Scan (3 chips): Free scan of entire board (auto success)

Remote Strike (5 chips): Calls in a UAV that fires a pair of apex missiles at designated target. Ignore smoke, cover, and range modifiers.

Hired Gun (7 chips): A GM selected AC4 MSV will randomly spawn in support of player's team. This unit does not count against that player's cap and lasts until eliminated.

Fire in the Sky (10 chips): Antimatter bombardment targets player-selected spot on battlefield. Roll an attack at 12 or less. If attack succeeds, deal 4D20 damage to each unit (includes friendly) within 6 radius of the selected spot. If the attack fails, the shot deviates 1D20 in a line away from the nearest spawn location, then deals 4D20 damage to each unit (includes friendly) within 6 radius of the deviated spot.

Bring in the Thunder (15 chips): Air strike targets player-selected start point and line of 2D20 length in player selected direction. Deal 4D20 damage to each unit within 6 of line (includes friendly units)

Optional perk (GM choice to allow)

OPTIONAL KILL PERK

Requisition Assistance (3 chips): Player rolls a D20 to get a random kill perk of the following list:

1-5 = Initiative boost up or down (player's choice)

6-10 = Hired Gun

11-15 = Saturation Orbital Scan

16-19 = Remote Strike

20 = Bring in the Thunder