

'25 Series Mecha Special Rules

Overheating

Elements that are susceptible to Overheating have their movement allowance printed in *red text*.

At the end of a platoon's activation (after all other game functions have been completed), each vehicle that is susceptible to Overheating that used Double Time movement *or* used Move and Fire orders that made an attack with at least one weapon must take a CQ Overheating test. Add one to the element's CQ target number for *each* To Hit dice roll or AP attack made this turn, and add one if it is already under Overheat 1 restrictions. Add two to the target number if the element used Double Time and/or Jump Jet movement during this activation; add two if it is currently under Overheat 2 restrictions. If the element fails this CQ test, it has Overheated.

An element automatically Overheats if it rolls snake eyes while taking a CQ Overheating test.

When an element Overheats, place an Overheat 1 marker next to it on the tabletop. An element that already possesses an Overheat 1 marker that Overheats again replaces that marker with an Overheat 2 marker. An element with an Overheat 2 marker that Overheats again is Destroyed.

Effects of Overheating

Overheat 1: Reduce the element's movement allowance and EW by one quarter (rounded up, and reducing already allocated EW as evenly as possible, with any odd points reducing allocated DEW), add one to all To Hit numbers, and subtract two from all dice totals used to resolve attacks on the IFC.

Overheat 2: Reduce the element's movement allowance and EW by half (rounded up, and reducing already allocated EW as evenly as possible, with any odd points reducing allocated DEW), add two to all To Hit numbers, and subtract three from all dice totals used to resolve attacks on the IFC.

All Overheating effects are applied immediately upon acquiring either Overheat 1 or Overheat 2 status.

Reducing Overheating

An element automatically reduces its Overheat level by one level (2 to 1; 1 to none) at the end of its activation if it neither made any type of attack (To Hit, IFC, Walker Mobile Attacks, or OVR) nor moved more than half (rounded down) of its available movement during that activation, OR if it makes no attacks of any kind and moves up to its printed movement allowance exclusively in or through water terrain.

Elements that begin their activation under Overheat 1 or 2 may voluntarily attempt to reduce their Overheat status prior to taking any other action during their activation. The element takes a CQ Overheating test, increasing the target number by double the Overheating status (+2 for Overheat 1; +4 for Overheat 2). If this test is passed, reduce the element's Overheat status by one level; there is no penalty for failing this test.

Elements that attempt to voluntarily reduce their Overheat status are limited to using only Intensive Fire or Overwatch orders during their current activation, and may still take advantage of automatic Overheating reductions if it meets the requirements of such at the end of its activation.

Hit Locations

Walkers in this series are rated for separate (A)rm, (L)eg, (T)orso, and (H)ead armor factors, with each factor being valid in all target arcs. When determining the hit location against a Walker, an even doubles roll (double 2's or 4's) indicates an Arm hit; an odd doubles roll (double 3's or 5's) indicates a Leg hit, and Boxcars indicate a Head hit. Any other To Hit dice combination results in a Torso hit (though snake eyes still automatically miss).

Penetrating hits to the Torso location roll a d10 to determine damage normally.

Penetrating hits to the Arm location automatically result in a Weapons hit.

Penetrating hits to the Leg location automatically result in a Mobility hit (and a CQ Crash test if the damage scored results in the element having its mobility reduced).

Penetrating hits to the Head location automatically result in a Critical Hit; roll *two* damage results against the element's Primary systems.

New Firing Arcs

Oblique Left (OL) is a combination of the Fixed Forward and Side Left firing arcs. *Oblique Right (OR)* is a combination of the Fixed Forward and Side Right firing arcs.

If an element has weapons mounted to fire in both of these firing arcs, only one of them may be used during a single activation. Weapons with a firing arc opposite (left or right) the one chosen for use during an activation are restricted to firing in the vehicle's Fixed Forward arc during this activation.

New Systems and Weapons

Bulkheads 0

The first Damage check box for Signature 2 through -1 elements with Bulkheads is colored blue to indicate that a vehicle suffers no reduction to its statistics in that category as a result of that damage point. Similarly, the first *two* Damage check boxes are colored blue for Signature -2 through -4 vehicles.

Single-Shot Missile Launchers

AT Missiles entries that have their Damage die printed in **red** or **green** text do not track ammunition as do other missile types. Each of these missiles may be fired once per turn.

If the missile's Damage die is printed in **red** text, make a Depletion die roll (d10) after each attack. If the die roll is less than or equal to the Depletion number, the missile launcher has run out of ammunition and may not fire again for the remainder of the game.

If the missile's Damage die is printed in **green** text, no Depletion roll is necessary; the weapon has (for game purposes) an unlimited number of missiles that may be fired during the game (but still only one missile per turn).

Limited Ammo Gauss Weapons

If a Gauss weapon's Damage die is printed in **red** text, it is also subject to a Depletion die roll after each attack it makes. Use the same procedure as for a single-shot missile system to determine if a Gauss weapon becomes Depleted.

Ventilators

When making a CQ Overheating test, reduce the Target Number by the amount in parentheses listed next to the Ventilator entry.

Flamer

A Flamer has both AP and AT attack capabilities and always uses the IFC to attack any target type. In addition, if the target is a vehicle that is subject to Overheating, compare the Training die roll (only) of the IFC attack to the vehicle's highest Armor factor. If the Training die equals or exceeds the target's Armor value, immediately increase the target's Overheating status by one level.

ORGANIZATIONS

Mecha with a 4-pointed star on their Data Cards are fielded in platoons of 4 vehicles; those with 5-pointed stars are fielded in platoons of five vehicles (note that this creates an exception to the limit of 4 vehicles per platoon). Keep in mind that all vehicles of the same platoon need not be the same exact type; they need only share the same EW rating.

ATLAS-D

PV: 655

MV: 5"/Walker Sig: -4 EW: 12 Def: 12

2x AT Laser (d6)(OL/OR) 3/6/10/15
 Dual AT Laser (d6)(F) 3/6/10/15
 AT Gauss (d10*)(F) 3/6/10/15
 AT Missile (d10**) 6/12/21/30
 AT Missile (d8**) 3/6/10/15

Sharmor
 H: 3 T: 7
 A: 6 L: 7

SYSTEMS
 Automated Turret
 Stabilizers
 Ventilators (2)
 *D5 **D4 ***D3

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (3)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (-4)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-6: No Damage
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators

AWESOME-Q

PV: 381

MV: 5"/Walker Sig: -2 EW: 12 Def: 12

AT Particle (d8)(F) 5/10/17/25
 AT Particle (d8)(F) 5/10/17/25
 AT Particle (d8)(OR) 5/10/17/25
 AT Laser (d4)(FF) 1/2/3/5

Sharmor
 H: 3 T: 5
 A: 4 L: 5

SYSTEMS
 Automated Turret
 Stabilizers
 Ventilators (2)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (3)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (6)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-6: No Damage
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators

AWESOME-R

PV: 391

MV: 5"/Walker Sig: -2 EW: 12 Def: 12

AT Laser (d6)(OR) 5/10/17/25
 AT Laser (d4)(FF) 1/2/3/5
 AT Missile (d8) 6/12/21/30
 AT Missile (d8) 6/12/21/30

Sharmor
 H: 3 T: 5
 A: 4 L: 5

SYSTEMS
 Automated Turret
 Stabilizers
 Ventilators (2)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (3)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (6)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-6: No Damage
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators

AWESOME-T

PV: 404

MV: 5"/Walker Sig: -2 EW: 12 Def: 12

AT Laser (d6)(OR) 5/10/17/25
 AT Laser (d6)(OL) 5/10/17/25
 AT Laser (d4)(FF) 1/2/3/5
 AT Missile (d8) 6/12/21/30
 AT Missile (d8) 6/12/21/30

Sharmor
 H: 3 T: 5
 A: 4 L: 5

SYSTEMS
 Automated Turret
 Stabilizers
 Ventilators (2)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (3)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (6)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-6: No Damage
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators

AWESOME-V

PV: 400

MV: 5"/Walker Sig: -2 EW: 12 Def: 12

AT Particle (d8)(OL) 5/10/17/25
 AT Laser (d6)(F) 5/10/17/25
 AT Laser (d4)(FF) 1/2/3/5
 AT Missile (d8) 6/12/21/30

Sharmor
 H: 3 T: 5
 A: 4 L: 5

SYSTEMS
 Automated Turret
 Stabilizers
 Ventilators (2)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (3)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (6)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-6: No Damage
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators

BATTLEMASTER-D

PV: 513

MV: 6"/Walker Sig: -3 EW: 12 Def: 12

Dual AT Laser (d6)(F) 3/6/10/15
 Dual AT Laser (d6)(F) 3/6/10/15
 AT Particle (d8)(OL) 5/10/17/25
 Dual AP (d4)(OR) 1/2/3/5

Sharmor
 H: 3 T: 6
 A: 5 L: 5

SYSTEMS
 Automated Turret
 Stabilizers
 Ventilators (2)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (3)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (6)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-6: No Damage
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators

BATTLEMASTER-G

PV: 506

MV: 6"/Walker Sig: -3 EW: 12 Def: 12

Quad AT Laser (d6)(F) 3/6/10/15
 Dual AT Laser (d6)(R) 3/6/10/15
 AT Particle (d8)(OL) 5/10/17/25
 AT Missile (d8) 3/6/10/15
 AP (d4)(OR) 1/2/3/5

Sharmor
 H: 3 T: 6
 A: 5 L: 5

SYSTEMS
 Automated Turret
 Stabilizers
 Ventilators (2)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (3)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (6)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-6: No Damage
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators

BATTLEMASTER-S

PV: 522

MV: 6"/Walker Sig: -3 EW: 12 Def: 12

Quad AT Laser (d6)(F) 3/6/10/15
 AT Missile (d8*) 7/14/24/35
 AT Missile (d6) 7/14/24/35
 AT Missile (d4) 3/6/10/15
 AT Missile (d4) 3/6/10/15

Sharmor
 H: 3 T: 6
 A: 5 L: 5

SYSTEMS
 Automated Turret
 Stabilizers
 Ventilators (2)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (3)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (6)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-6: No Damage
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators

BANSHEE-E

PV: 485

MV: 6"/Walker Sig: -3 EW: 12 Def: 12

AT Particle(d8)(F) 5/10/17/25
 AT Gauss (d6)(F) 5/10/17/25
 AT Laser (d6)(FF) 3/6/10/15

Sharmor
 H: 3 T: 6
 A: 4 L: 5

SYSTEMS

Automated Turret
 Stabilizers
 Ventilators (2)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (3)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (6)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-6: No Damage
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators

BANSHEE-M

PV: 494

MV: 6"/Walker Sig: -3 EW: 12 Def: 12

AT Particle (d8)(F) 5/10/17/25
 AT Particle (d8)(F) 5/10/17/25
 Dual AT Laser(d6)(F) 3/6/10/15
 AT Laser (d4)(FF) 1/2/3/5

Sharmor
 H: 3 T: 6
 A: 4 L: 5

SYSTEMS

Automated Turret
 Stabilizers
 Ventilators (2)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (3)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (6)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-6: No Damage
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators

BANSHEE-Q

PV: 447

MV: 6"/Walker Sig: -3 EW: 12 Def: 12

AT Gauss (d6)(F) 3/6/10/15
 AT Laser (d4)(FF) 1/2/3/5

Sharmor
 H: 3 T: 6
 A: 4 L: 5

SYSTEMS

Automated Turret
 Stabilizers
 Ventilators (1)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (3)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (6)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-6: No Damage
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators

BANSHEE-S

PV: 516

MV: 6"/Walker Sig: -3 EW: 12 Def: 12

Quad AT Laser (d6)(F) 3/6/10/15
 Dual AT Laser (d4)(FF) 1/2/3/5
 AT Particle(d8)(F) 5/10/17/25
 AT Particle(d8)(OL) 5/10/17/25
 AT Gauss (d8)(F) 5/10/17/25

Sharmor
 H: 3 T: 6
 A: 4 L: 5

ATM (d8*) 3/6/10/15
 *D3

SYSTEMS
 Automated Turret
 Stabilizers
 Ventilators (2)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (3)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (6)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-6: No Damage
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators

CHARGER-A1

PV: 327

MV: 8"/Walker Sig: -2 EW: 12 Def: 12

Dual AT Laser (d4)(F) 1/2/3/5
 AT Laser (d4)(OL) 1/2/3/5
 AT Laser (d4)(OR) 1/2/3/5
 AT Laser (d4)(FF) 1/2/3/5

Sharmor
 H: 3 T: 5
 A: 3 L: 4

SYSTEMS

Automated Turret
 Stabilizers
 Ventilators (1)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (4)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (6)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-6: No Damage
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators

CHARGER-L

PV: 317

MV: 8"/Walker Sig: -2 EW: 12 Def: 12

Dual AT Laser (d6)(F) 3/6/10/15
 AT Laser (d6)(OL) 5/10/17/25

Sharmor
 H: 3 T: 3
 A: 2 L: 3

SYSTEMS

Automated Turret
 Stabilizers
 Ventilators (1)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (4)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (6)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-6: No Damage
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators

CYCLOPS-Q

PV: 545

MV: 6"/Walker Sig: -3 EW: 12 Def: 12

AT Laser (d6)(F) 3/6/10/15
 AT Laser (d6)(OL) 3/6/10/15
 AT Laser (d6)(OR) 3/6/10/15
 2x AT Missile (d8) 6/12/21/30
 AT Missile (d6) 3/6/10/15

Sharmor
 H: 3 T: 6
 A: 5 L: 6

SYSTEMS

Automated Turret
 Stabilizers
 Ventilators (1)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (3)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (6)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-6: No Damage
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators

CYCLOPS-Z

PV: 452

MV: 6"/Walker Sig: -3 EW: 12 Def: 12

AT Gauss (d10)(F) 3/6/10/15
 AT Laser (d6)(OL) 3/6/10/15
 AT Laser (d6)(OR) 3/6/10/15
 AT Missile (d6*) 6/12/21/30
 AT Missile (d6) 3/6/10/15

Sharmor
 H: 3 T: 5
 A: 3 L: 4

SYSTEMS

Automated Turret
 Stabilizers
 Ventilators (1)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (3)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (6)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-6: No Damage
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators

*D4

CROCKETT

PV: 560

MV: 5"/Walker Sig: -3 EW: 12 Def: 12

AT Gauss (d8)(F) 5/10/17/25
 AT Laser (d8)(OL) 5/10/17/25
 AT Laser (d8)(OR) 5/10/17/25
 AT Laser (d4)(OL) 1/2/3/5
 AT Laser (d4)(OR) 1/2/3/5

Sharmor

H: 3 T: 5

A: 5 L: 6

2x ATM (d8)3/6/10/15

SYSTEMS

Automated Turret
 Jump Jets 0
 Stabilizers
 Ventilators (2)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (3)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (6)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-5: No Damage
 6: Jump Jets
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators

**GOLIATH-H**

PV: 501

MV: 6"/Walker Sig: -3 EW: 12 Def: 12

AT Particle (d8)(F) 5/10/17/25
 Dual AP (F)(d4) 1/2/3/5
 AT Missile (d8*) 6/12/21/30
 AT Missile (d8*) 6/12/21/30

Sharmor

H: 3 T: 5

A: 5 L: 5

SYSTEMS

Automated Turret
 Stabilizers
 Ventilators (2)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (3)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (6)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-6: No Damage
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators



*D4 00

HIGHLANDER

PV: 549

MV: 5"/Walker Sig: -3 EW: 12 Def: 12

Dual AT Laser (d6)(F) 3/6/10/15
 AT Gauss (d10)(OR) 5/10/17/25
 AT Missile (d8) 6/12/21/30
 AT Missile (d10) 6/12/21/30

Sharmor

H: 3 T: 6

A: 5 L: 6

SYSTEMS

Automated Turret
 Jump Jets 0
 Stabilizers
 Ventilators (1)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (3)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (6)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-5: No Damage
 6: Jump Jets
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators

**KING CRAB**

PV: 565

MV: 5"/Walker Sig: -4 EW: 12 Def: 12

AT Laser (d6)(F) 5/10/17/25
 AT Gauss (d10*)(F+OL) 3/6/10/15
 AT Gauss (d10*)(F+OR) 3/6/10/15
 AT Missile (d8*) 6/12/21/30

Sharmor

H: 3 T: 6

A: 6 L: 6

SYSTEMS

Automated Turret
 Stabilizers
 Ventilators (2)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (3)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (6)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-6: No Damage
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators



*D5 00 0

STALKER-F

PV: 556

MV: 5"/Walker Sig: -3 EW: 12 Def: 12

Dual AT Laser (d6)(F) 5/10/17/25
 Dual AT Laser (d6)(OL) 3/6/10/15
 Dual AT Laser (d6)(OR) 3/6/10/15
 2x AT Missile (d8*) 6/12/21/30
 2x AT Missile (d8**) 3/6/10/15

Sharmor

H: 3 T: 6

A: 4 L: 5

SYSTEMS

Automated Turret
 Stabilizers
 Ventilators (2)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (3)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (6)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-6: No Damage
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators



*D4 00 **D3 00

STALKER-H

PV: 534

MV: 5"/Walker Sig: -3 EW: 12 Def: 12

Dual AT Laser (d6)(OL) 3/6/10/15
 Dual AT Laser (d6)(OR) 3/6/10/15
 2x AT Missile (d10*) 6/12/21/30
 2x AT Missile (d8**) 3/6/10/15

Sharmor

H: 3 T: 6

A: 6 L: 6

SYSTEMS

Automated Turret
 Stabilizers
 Ventilators (2)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (3)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (6)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-6: No Damage
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators



*D6 00 **D3 00

THUG

PV: 393

MV: 6"/Walker Sig: -2 EW: 12 Def: 12

AT Particle (d8)(OL) 5/10/17/25
 AT Particle (d8)(OR) 5/10/17/25
 2x AT Missile (d6*) 3/6/10/15

Sharmor

H: 3 T: 5

A: 4 L: 6

SYSTEMS

Automated Turret
 Stabilizers
 Ventilators (2)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (3)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (6)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-6: No Damage
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators



*D4 00

VICTOR-A

PV: 375

MV: 6"/Walker Sig: -2 EW: 12 Def: 12

AT Gauss (10*)(OR) 3/6/10/15
 Dual AT Laser (d6)(OL) 3/6/10/15
 AT Missile (d6) 3/6/10/15
 AP (d4)(F) 1/2/3/5

Sharmor

H: 3 T: 4

A: 3 L: 4

2x Flamer(d4)(F)
 1/2/3/5

SYSTEMS

Automated Turret
 Jump Jets 0
 Stabilizers
 Ventilators (2)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (3)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (6)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-5: No Damage
 6: Jump Jets
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators



*D3 0

VICTOR-A1

PV: 347

MV: 6"/Walker Sig: -2 EW: 12 Def: 12

AT Gauss (10*)[OR] 3/6/10/15
 Dual AT Laser (d6)[OL] 3/6/10/15
 AT Missile (d6) 3/6/10/15
 Dual AP (d4)[F] 1/2/3/5

Sharmor
 H: 3 T: 4
 A: 3 L: 4

SYSTEMS

Automated Turret
 Jump Jets 0
 Stabilizers
 Ventilators (2)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (3)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (6)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-5: No Damage
 6: Jump Jets
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators

*D3 0

VICTOR-B

PV: 351

MV: 6"/Walker Sig: -2 EW: 12 Def: 12

AT Gauss (d10*)[F] 3/6/10/15
 Dual AT Laser (d6)[OL] 3/6/10/15
 AT Missile (d6) 3/6/10/15

Sharmor
 H: 3 T: 5
 A: 3 L: 4

SYSTEMS

Automated Turret
 Jump Jets 0
 Stabilizers
 Ventilators (2)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOO (3)
 5-6: Wpns OOO (3)
 7-8: EW OOO (5)
 9: Crew OOO
 10: Critical (2d10)

Secondary
 1-5: No Damage
 6: Jump Jets
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators

*D3 0

VICTOR-S

PV: 345

MV: 6"/Walker Sig: -2 EW: 12 Def: 12

AT Gauss (d10*)[OR] 3/6/10/15
 Dual AT Laser (d6)[OL] 3/6/10/15
 AT Missile (d8*) 3/6/10/15

Sharmor
 H: 3 T: 4
 A: 3 L: 4

SYSTEMS

Automated Turret
 Jump Jets 0
 Stabilizers
 Ventilators (2)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOO (3)
 5-6: Wpns OOO (3)
 7-8: EW OOO (5)
 9: Crew OOO
 10: Critical (2d10)

Secondary
 1-5: No Damage
 6: Jump Jets
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators

*D3 0 0

ZEUS-S

PV: 368

MV: 6"/Walker Sig: -2 EW: 12 Def: 12

AT Laser (d6)[F] 5/10/17/25
 Dual AT Laser (d4)[F] 3/6/10/15
 AT Gauss (d6)[OL] 5/10/17/25
 AT Missile (d8*) 6/12/21/30

Sharmor
 H: 3 T: 4
 A: 4 L: 5

SYSTEMS

Automated Turret
 Stabilizers
 Ventilators (2)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (3)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (6)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-7: No Damage
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators

*D5

ZEUS-T

PV: 374

MV: 6"/Walker Sig: -2 EW: 12 Def: 12

AT Laser (d6)[F] 5/10/17/25
 Dual AT Laser (d4)[F] 3/6/10/15
 AT Particle (d8)[OL] 5/10/17/25
 AT Missile (d8*) 6/12/21/30

Sharmor
 H: 3 T: 4
 A: 4 L: 5

SYSTEMS

Automated Turret
 Stabilizers
 Ventilators (2)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (3)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (6)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-7: No Damage
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators

*D5

CHARGER-SB

PV: 395

MV: 5"/Walker Sig: -2 EW: 12 Def: 12

Dual AT Laser (d8)[F] 5/10/17/25
 AT Laser (d8)[OL] 5/10/17/25
 AT Laser (d8)[OR] 5/10/17/25
 AT Laser (d6)[FF] 3/6/10/15

Sharmor
 H: 3 T: 5
 A: 4 L: 6

SYSTEMS

Automated Turret
 Stabilizers
 Ventilators (2)

Primary
 1-2: 2ndary (roll)
 3-4: Mobility OOOO (3)
 5-6: Wpns OOOO (2)
 7-8: EW OOOO (6)
 9: Crew OOOO
 10: Critical (2d10)

Secondary
 1-7: No Damage
 7: Stabilizers
 8 Automated Turret
 9-10: Ventilators

*D5