

# Special Equipment

## Ballistic Damage Special Equipment

RED X

**ARMOR PIERCING.** This unit ignores all defense special equipment while making a ranged combat attack. (Optional) When this unit makes a ranged combat attack, it ignores all defense special equipment of the target unit while resolving this attack.

BLUE X

**ANTI-PERSONNEL.** This unit's ranged combat attack can affect all infantry units in base contact with the target. (Optional) This unit's ranged combat attack affects the target unit and every infantry unit in base contact with the target, delivering this unit's damage value to each figure hit. For this attack, only one attack dice roll is made and compared to each unit's defense value.

BLACK X

**STREAK MISSILES.** This unit can make a ranged combat attack against a target when its line of fire is blocked. (Optional) When this unit is given a ranged combat order with a single target, the line of fire is never considered blocked or hindered by the presence of terrain or other units. If the attack is successful, deal damage equal to this unit's damage value reduced by 1 to a minimum of 1 click. This attack may not be used to target a 'Mech that is shutdown.

GRAY X

**POINT DEFENSE SYSTEM.** This unit can share its defense value with friendly figures in base contact. (Optional) Any friendly unit in base contact with this unit may use this unit's defense value instead of its own.

## Energy Damage Special Equipment

RED X

**PULSE.** If this unit successfully hits in ranged combat, it may make a second attack. (Optional) When this unit makes a successful ranged combat attack against a single target, this unit may immediately make a second ranged combat attack against the same target with a +2 modifier to the target's defense. If the firing unit is a 'Mech, it takes an additional click of heat for the second attack. Pulse can be used by a unit only once per turn and does not cost an extra order.

BLUE X

**GRAPPLE.** This unit may reduce the chance of an opposing unit breaking away. (Optional) When this unit is in base contact with a single opposing vehicle or 'Mech, the target unit only successfully breaks away on a roll of 5 or 6 even if it has the Evade or Jump Jets special equipment.

BLACK X

'Mech Only

**ALPHA STRIKE.** This unit may shut down to increase its ranged combat attack damage. (Optional) 'Mech Only. When this 'Mech makes a ranged combat attack against a single target, click its heat dial until the shutdown icons appear while counting the number of clicks of heat needed to reach shutdown. If the attack is successful, add to the 'Mech's normal damage value a number of clicks of damage equal to the number of clicks of heat this unit needed to reach shutdown. Once the ranged combat attack is complete, this 'Mech is shutdown.

GRAY X

**FLAMERS.** This unit may deliver 2 clicks of heat to a 'Mech with a successful close combat attack. (Optional) When this unit hits an infantry or vehicle unit with a close combat attack, add 1 click of damage to this unit's normal damage value. When this unit hits a 'Mech with a close combat attack, the target unit takes 2 clicks of heat. In this case, do not use this unit's normal damage value.

## Melee Special Equipment

'Mech Only

RED X

**HAND-TO-HAND (HTH) WEAPON.** This 'Mech can use a close combat order to deliver 1 to 4 clicks of damage. (Optional) 'Mech Only. When this 'Mech hits with a close combat attack, roll 1 six-sided die. This is the number of clicks of damage you deliver to the target unit. In this case, do not use this 'Mech's normal damage value.

BLUE X

**RAPID STRIKE.** If this 'Mech successfully hits in close combat, it may make a second attack. (Optional) 'Mech Only. When this 'Mech makes a successful close combat attack, this 'Mech may immediately make a second attack against the same target and takes an additional click of heat. Rapid Strike can only be used by a 'Mech once per turn and does not cost an extra order.

BLACK X

**AGILITY.** This 'Mech reduces damage received by close combat, charge, ram and death from above attacks. (Optional) 'Mech Only. This 'Mech reduces to 1 click all damage received from enemy units by close combat, charge, ram and death from above attacks.

GRAY X

**BRAWLING.** This 'Mech improves damage dealt in close combat, charge and death from above attacks. 'Mech Only. This 'Mech adds 1 click of damage to all close combat, charge and death from above attacks.



## Speed Special Equipment



GREEN X

**CAMOUFLAGE.** When in hindering terrain, this unit's defense is improved against ranged combat attacks. (Optional) If this unit's center dot is in hindering terrain, increase this unit's defense value by 2 versus ranged combat attacks.

RED X

**EVADE.** This unit's defense is improved against ranged combat attacks, and it doesn't heat up when running. (Optional) Increase this unit's defense value by 2 versus ranged combat attacks. This unit only fails to break away from opposing units on a roll of 1. If this unit is a 'Mech, it does not take a click of heat due to running.

BLUE X

**JUMP JETS.** This unit can ignore all terrain and unit bases while moving. (Optional) This unit may not run. This unit may move through figure bases and blocking terrain, though it may not end its move in blocking terrain. This unit's movement is not affected by hindering terrain or low walls and it does not stop when entering or exiting elevated terrain. This unit only fails to break away from opposing units on a roll of 1. If this unit is a 'Mech, it may attempt a death from above attack. A controlling unit can not use Jump Jets.

BLACK X

**ELECTRONIC CAMOUFLAGE.** This unit cannot be the target of an indirect ranged combat attack. (Optional) This unit cannot be the target of an indirect ranged combat attack.

GRAY X

**INFILTRATE.** This unit begins the game outside its deployment zone. (Optional) When preparing the battlefield, place this unit after all players have placed their units without Infiltrate. You may place this unit up to twice its speed value away from your deployment zone. You may not initially place this unit in any other player's deployment zone or in any terrain the unit could not normally occupy.