




Attack Special Equipment



REPAIR. This unit can repair friendly units using a close combat order. (Optional) This unit may use a close combat order targeting a friendly unit to repair it. Neither unit may be in base contact with an opposing unit. All modifiers to the close combat attack are ignored, except heat effects. If the attack is successful you may either: a) repair the target with clicks of repair equal to this unit's damage value, or b) roll 1 six-sided die and repair that many clicks to the target unit. If this unit has a  as its attack symbol, it can only repair units with speed mode Foot. If this unit has a  as its attack symbol, it can repair all units except those with the speed mode Foot. If this unit has a  as its attack symbol, this unit can repair any type of unit.



BYPASS. This unit can gain control of a captured unit. (Optional) Give this unit a move order but do not move it. If this unit begins the turn with no order tokens and is in base contact with a single captured vehicle or captured 'Mech, eliminate this unit to gain control of the captured unit. Your opponent gains victory points for the eliminated Bypass unit. The captured unit is no longer considered captured and is a friendly unit in all respects.



IMPROVED TARGETING. You may re-roll 1 die of this unit's attack roll. When this unit rolls 3 six-sided dice to resolve a close combat or ranged combat order, you may choose to re-roll a single die. If you choose to re-roll a die, you must accept the result of the second die roll. You may not score a critical hit with the re-rolled die.



SALVAGE. This unit may only be given a move order. This unit can only be given a move order. If this unit is a vehicle, it may not be pushed. If this unit is a Mech, it may not make a death from above attack.



COMMAND. This unit may add an order to your order total for the turn. (Optional) At the beginning of your turn, roll 1 six-sided die for this unit. Each 5 or 6 that you roll adds 1 extra order to your normal order allotment for this turn.

Defense Special Equipment



DECOY. This unit avoids a successful hit from a ranged combat attack. (Optional) When this unit is successfully hit by a ranged combat attack that is not a critical hit, the firer must make a second attack roll. Only if this second attack roll is successful does this unit take damage. Otherwise, the attack misses. If a second attack roll is made, it does not count as an additional ranged combat order for the firer.



REFLECTIVE ARMOR. This unit reduces damage dealt to it by energy ranged combat attacks by 2 clicks. Subtract 2 from any damage scored against this unit by energy ranged combat attacks.



REACTIVE ARMOR. This unit reduces damage dealt to it by ballistic ranged combat attacks by 2 clicks. Subtract 2 from any damage scored against this unit by ballistic ranged combat attacks.



HARDENED ARMOR. This unit reduces damage dealt to it by 2 clicks. Subtract 2 from any damage scored against this unit by close combat or ranged combat attacks. Hardened Armor does not reduce pushing, critical miss, charge, ram or death from above damage.



HEAVY ARMOR. This unit reduces damage dealt to it by 1 click. Subtract 1 from any damage scored against this unit by close combat or ranged combat attacks. Heavy Armor does not reduce pushing, critical miss, charge, ram or death from above damage.



WIZKIDS

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Ballistic Heat Effects



STARTING POSITION. All 'Mechs must start the game with this square showing. Before every MechWarrior battle, all 'Mechs must have this green square showing in the heat slot.



AVOID AMMUNITION EXPLOSION: CRITICAL. This Mech will take damage from an ammunition explosion half the time. If the 'Mech is not shutdown, roll 1 six-sided die. On a result of 1, 2 or 3, there is a severe ammunition explosion. The 'Mech takes damage equal to its ballistic damage value + 1. This damage may not be reduced by any defense special effects.



AVOID AMMUNITION EXPLOSION. This Mech may take damage from an ammunition explosion. If the 'Mech is not shutdown, roll 1 six-sided die. On a result of 1 or 2, the 'Mech's ammunition explodes. The 'Mech takes damage equal to its ballistic damage value - 1. Treat a negative result as zero. This damage may not be reduced by any defense special effects.



AMMUNITION JAM. This 'Mech cannot make any ballistic ranged combat attacks or use any ballistic damage special abilities. This 'Mech cannot make any ballistic ranged combat attacks or use any ballistic damage special abilities.

'Mech Base Information



Energy Heat Effects



STARTING POSITION. All 'Mechs must start the game with this square showing. Before every MechWarrior battle, all 'Mechs must have this green square showing in the heat slot.



AVOID HEAT SINK OVERLOAD: CRITICAL. This overheated 'Mech will take 2 clicks of heat half the time. If the 'Mech is not shutdown, roll 1 six-sided die. On a result of 1, 2 or 3, the 'Mech takes 2 clicks of heat.



AVOID HEAT SINK OVERLOAD. This overheated 'Mech may take 1 click of heat. If the 'Mech is not shutdown, roll 1 six-sided die. On a result of 1 or 2, the 'Mech takes 1 click of heat.



WEAPONS OFFLINE. This 'Mech cannot make an energy ranged combat attack or use any energy damage special abilities. This 'Mech cannot make any energy ranged combat attacks or use any energy damage special equipment.

Speed Heat Effects



STARTING POSITION. All 'Mechs must start the game with this square showing. At the beginning of every MechWarrior battle, all 'Mechs must have this green square showing in the heat slot.



AVOID SHUTDOWN: CRITICAL. This 'Mech will shut down half the time due to overheating. If the 'Mech is not shutdown, roll 1 six-sided die. On a result of 1, 2 or 3, shutdown occurs. Mark the 'Mech such that it has a total of 2 order tokens. If the 'Mech is already shutdown, roll 1 six-sided die. On a result of 4, 5 or 6, the 'Mech restarts. This restart roll is optional.



AVOID SHUTDOWN. This 'Mech may shut down due to overheating. If the 'Mech is not shutdown, roll 1 six-sided die. On a result of 1 or 2, shutdown occurs. Mark the 'Mech such that it has a total of 2 order tokens. If the 'Mech is already shutdown, roll 1 six-sided die. On a result of 3, 4, 5 or 6, the 'Mech restarts. This restart roll is optional.



ENGINE OVERHEAT. This 'Mech cannot run or use any speed special and has its speed reduced by 2. This 'Mech cannot use any speed special equipment. This 'Mech cannot run.