PLASMA CANNON

4
RANGE



+1 Dice. May Reroll 1 dice.
ESD: Removes 1 Shield. **AP:** Ignores 1 Armor.
Support: Cannot Sprint, Fight, throw grenades.
End move when pickup. Speed reducd to 1.

MISSILE POD

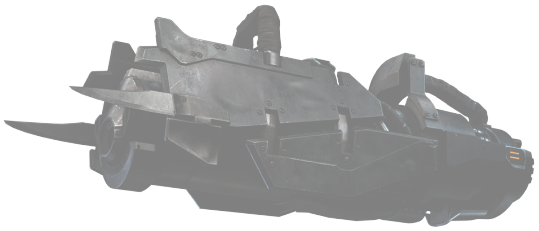
5
RANGE



AP: Ignores 2 Armor. **Lethal:** +2 Wounds.
Blast: Removes 1 Shield from figs in adjacent cubes.
Support: Cannot Sprint, Fight, throw grenades.
End move when pickup. Speed reducd to 1.

SCRAP CANNON

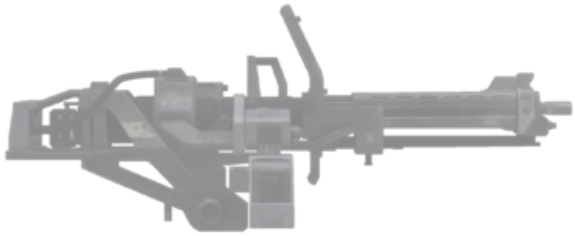
4
RANGE



+3 Dice.
Knockback: Success = Move target 1 cube directly away.
Support: Cannot Sprint, Fight, throw grenades.
End move when pickup. Speed reducd to 1.

M247 MACHINE GUN

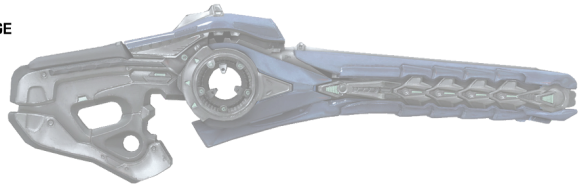
5
RANGE



+1 Dice. May Reroll 2 dice. Ignores 1 Armor.
Suppression: In addtion to normal damage, all figures in target's cube are pinned.
Support: Cannot Sprint, Fight, throw grenades.
End move when pickup. Speed reducd to 1.

FOCUS RIFLE

6
RANGE



Long Action only. **Optics:** +1 dice, add a dice on 7 or 8.
Weight of Fire: May reroll 2 dice.
ESD: Removes 2 Shields. **Lethal:** +1 Wound.
After attacking, roll 3 (SV). If fail, attacker takes 1 unblockable Wound.

GRAVITY HAMMER

CC
RANGE



Smash: +1 dice. **ESD:** Removes 1 Shields.
AP: Ignores 1 Armor. **Lethal:** +1 Wound.
Knockback: Success = Move target 1 cube directly away.

SHOCK RIFLE

6
RANGE



Long Action only.
Optics: +1 dice, add a dice on 7 or 8.
ESD: Removes 2 Shields.
AP: Ignores 1 Armor. **Suppression:** In addtion to normal damage, all figures in target's cube are pinned.

GRAVITY HAMMER

1
RANGE



Lethal: +1 Wound.
Knockback: Success = Move target 1 cube directly away.
Lunge: Roll 3 dice (FA) but can get Clear Shot and High Ground modifiers.