

Heavy Gear 3e D20 Vehicle Errata

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1 Introduction

This errata applies to the d20 portions of the mechanical catalogue from Heavy Gear 3e Rulebook DP8-925C, Earth Companion DP9-926C (excepting Chapter 8 Spaceships), Vehicle Companion DP9-927C. This errata also applies to the Heavy Gear sections of the d20 Mecha Compendium DP9-910 and d20 Mecha Compendium Deluxe DP9-911. Some designs included here were not present in those books (primarily Colony variants).

This errata is for the Heavy Gear 3e RPG only. This errata does not apply to, and is not compatible with, the Silhouette Core Heavy Gear Miniature Rules.

1.1 Weapon Damage

Weapon damage was consolidated from the wide range of dice types used throughout the 3rd Edition Heavy Gear books to just the d10 and d12. This change was made for sound mechanical reasons and to match the weapons in Jovian Chronicles 2nd Edition.

1.2 Weapon Design

To simulate the grappling hooks employed on several gears and frames a new weapon special attack was developed.

Winch Special Attack

Winch attacks are resolved per the grappling rules with the following modifications. The winch is considered to have a Strength score equal to the Giant Robots/Mecha Suits normal Strength score plus twice the winches modifier. If a vehicle has the winch special attack, use the following Strength scores based on the size of the vehicle: Large 18, Huge 26, Gargantuan 34 and Colossal 42).

The attacker can drag the target towards him at the rate one range increment a round if the target weighs less than the winches Heavy Load, two range increments a round if the target weighs less than the winches Medium Load and three range increments a round if the target weighs less than the winches Light Load.

If the target weighs more than the winches Heavy Load, but less than twice the winches Heavy load the attacker can drag himself towards the target at the rate of one range increment a round, two range increments a round if the target weighs more than twice the winches Heavy Load, but less than triple the winches Heavy load and three range increments a round if the target weighs more than triple the winches Heavy Load.

The Winch costs (Modifier + 10)x2

2 Changelog

See also the Silhouette Core Rules errata.

Weapon damage changed to use the formula: $x1 \text{ DM} = 6 \text{ point of damage}$. Dice types consolidated to d10 and d12.

Added Winch special attack.

Cheetah								
Type	Giant Robot							
MP Cost	894 MP							
Size	Large (Tall 4.1m)							
Hit Points	40 (60 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	10 (50 MP)							
Defense	9							
Strength	35 (+12) (75 MP)							
Speed	Land 66 kph/90 kph (SMS) (97 MP)							
Tactical Speed	Land 110m/150m (SMS)							
Initiative	+3 (20 MP)							
Maneuver	+3 (20 MP)							
Special Abilities	Tactical Radio (Secure 2), ECM (Defensive +9, Radar +9, Radio +9), GPS, Laser Designator (RI 150m), NBC Filter, Sensor - High-Res Radar, Infrared, Low-light Optics, Magnetic, Optics (5 km), Stabilisation Gear (171 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-27 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Deployable Pack Gun*	4d12	A	80m	30	Automatic	Arc of Fire (Fr)	69
1	Light Rocket Pack/24*	6d12	A	60m	24	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	195
4	Hand Grenade*	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	61
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Black Cat								
Type	Giant Robot							
MP Cost	1002 MP							
Size	Large (Tall 4.1m)							
Hit Points	40 (60 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	10 (50 MP)							
Defense	9							
Strength	35 (+12) (75 MP)							
Speed	Land 66 kph/90 kph (SMS) (97 MP)							
Tactical Speed	Land 110m/150m (SMS)							
Initiative	+3 (20 MP)							
Maneuver	+3 (20 MP)							
Special Abilities	Tactical Radio (Secure 2), ECM (Defensive +6, Radar +6, Radio +6), GPS, NBC Filter, Sensor - High-Res Radar, Infrared, Low-light Optics, Magnetic, Optics (5 km), Stabilisation Gear, Stealth (Infrared +18, Radar +18) (131 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute), Weak Point (-37 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Auto-Cannon*	4d12	A	80m	40	Automatic, Extra Ammo	Arc of Fire (Fr)	104
1	Light Rocket Pack/24*	6d12	A	60m	24	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	195
4	Hand Grenade*	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	61
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Cheetah MP								
Type	Giant Robot							
MP Cost	20 MP							
Size	Large (Tall 4.1m)							
Hit Points	45 (60 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	10 (50 MP)							
Defense	9 (12 w/Shield)							
Strength	35 (+12) (75 MP)							
Speed	Land 66 kph/ 90 kph (SMS) (97 MP)							
Tactical Speed	Land 110m/ 150m (SMS)							
Initiative	+3 (20 MP)							
Maneuver	+3 (20 MP)							
Special Abilities	Tactical Radio (Secure 1), ECM (Defensive +9, Radar +9, Radio +9), GPS, NBC Filter, Sensor - High-Res Radar, Infrared, Low-light Optics, Magnetic, Optics (2 km), Shield (+3), Stabilisation Gear (125 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-27 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Fragmentation Cannon	7d12	SS	70m	20	Cone	Arc of Fire (Fr), Low Penetration, Short Range	121
2	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	56
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Cheetah Paratrooper								
Type	Giant Robot							
MP Cost	714 MP							
Size	Large (Tall 4.1m)							
Hit Points	45 (70 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	10 (50 MP)							
Defense	9							
Strength	35 (+12) (75 MP)							
Speed	Land 66 kph/ 90 kph (SMS) (97 MP)							
Tactical Speed	Land 110m/ 150m (SMS)							
Initiative	+3 (20 MP)							
Maneuver	+3 (20 MP)							
Special Abilities	Tactical Radio (Secure 1), ECM (Defensive +9, Radar +9, Radio +9), GPS, Laser Designator (RI 150m), NBC Filter, Parachute, Sensor - High-Res Radar, Infrared, Low-light Optics, Magnetic, Optics (2 km), Stabilisation Gear (128 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-27 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Auto-Cannon*	4d12	A	80m	30	Automatic	Arc of Fire (Fr)	6
1	Light Grenade Launcher*	9d10	A	67m	10	AP, Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Less Ammo, Short Range	198
1	Chassis Reinforcement	4d12	n/a	n/a	n/a	Muscle – Powered	Arc of Fire (Fr), Melee	26

* Hardpoint or Handheld

Strike Cheetah								
Type	Giant Robot							
MP Cost	907 MP							
Size	Large (Tall 4.1m)							
Hit Points	44 (68 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	14 (70 MP)							
Defense	9							
Strength	35 (+12) (75 MP)							
Speed	Land 66 kph/ 90 kph (SMS) (135 MP)							
Tactical Speed	Land 110m/ 150m (SMS)							
Initiative	+3 (20 MP)							
Maneuver	+3 (20 MP)							
Special Abilities	Tactical Radio (Secure 2), ECM (Defensive +6, Radar +6, Radio +6), GPS, NBC Filter, Sensor - High-Res Radar, Infrared, Low-light Optics, Magnetic, Optics (5 km), Stabilisation Gear (147 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-27 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Rapid – Fire Bazooka	7d12	A	70m	60	Automatic, Blast, Extra Ammo x2	Arc of Fire (Fr), Short Range	227
1	Deployable Pack Gun*	4d12	80m	2	30	Automatic	Arc of Fire (Fr)	69
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

White Cat								
Type	Giant Robot							
MP Cost	880 MP							
Size	Large (Tall 4.1m)							
Hit Points	40 (60 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	10 (50 MP)							
Defense	9							
Strength	35 (+12) (75 MP)							
Speed	Land 66 kph/ 90 kph (SMS) (97 MP)							
Tactical Speed	Land 110m/ 150m (SMS)							
Initiative	+3 (20 MP)							
Maneuver	+3 (20 MP)							
Special Abilities	Long Range Radio (Secure 2), ECM (Defensive +12, Radar +12, Radio +12), GPS, Laser Designator (RI 150m), NBC Filter, Sensor - High-Res Radar, Infrared, Low-light Optics, Magnetic, Optics (7 km), Searchlight, Stabilisation Gear, Targeting System (+1 VB) (233 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute), Weak Point (-37 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light AutoCannon	4d12	A	80m	40	Automatic, Extra Ammo	Arc of Fire (Fr)	104
1	Light Rocket Pack/8	6d12	A	60m	8	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Less Ammo x2, Short Range	97
4	Hand Grenade*	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	61
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Bobcat								
Type	Giant Robot							
MP Cost	870 MP							
Size	Large (Tall 4.1m)							
Hit Points	43 (66 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	13 (65 MP)							
Defense	9							
Strength	35 (+12) (75 MP)							
Speed	Land 66 kph/ 84 kph (SMS) (107 MP)							
Tactical Speed	Land 80m/ 140m (SMS)							
Initiative	+1 (10 MP)							
Maneuver	+1 (10 MP)							
Special Abilities	Tactical Radio (Secure 2), ECM (Defensive +6, Radar +6, Radio +6), GPS, Laser Designator (RI 150m), NBC Filter, Sensor - High-Res Radar, Infrared, Low-light Optics, Magnetic, Optics (4 km), Stabilisation Gear (136 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-27 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Deployable Pack Gun*	4d12	80m	2	30	Automatic	Arc of Fire (Fr)	69
1	Light Rocket Pack/24*	6d12	A	60m	24	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	195
4	Hand Grenade*	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	61
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Ferret								
Type	Giant Robot							
MP Cost	792 MP							
Size	Large (Tall 4.3m)							
Hit Points	42 (64 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	12 (60 MP)							
Defense	9							
Strength	35 (+12) (75 MP)							
Speed	Land 36 kph/ 78 kph (SMS) (85 MP)							
Tactical Speed	Land 60m/ 130m (SMS)							
Initiative	+1 (10 MP)							
Maneuver	-1/ +1 (SMS only) (10 MP)							
Special Abilities	Tactical Radio (Secure 2), GPS, Laser Designator (RI 150m), NBC Filter, Sensor - High-Res Radar, Infrared, Low-light Optics, Magnetic, Optics (5 km), Stabilisation Gear (99 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute), Weak Point (-38 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Deployable Pack Gun*	4d12	80m	2	30	Automatic	Arc of Fire (Fr)	69
1	Light Rocket Pack/24*	6d12	60m	3	24	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	195
4	Hand Grenade*	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	61
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Weasel								
Type	Giant Robot							
MP Cost	745 MP							
Size	Large (Tall 4.3m)							
Hit Points	44 (68 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	14 (70 MP)							
Defense	9							
Strength	35 (+12) (75 MP)							
Speed	Land 42 kph/ 78 kph (SMS) (104 MP)							
Tactical Speed	Land 70m/ 130m (SMS)							
Initiative	-1 (0 MP)							
Maneuver	-1 (0 MP)							
Special Abilities	Long Range Radio (Secure 3), ECM (Defensive +12, Radar +12, Radio +12), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (10 km), Stabilisation Gear (180 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute), Weak Point (-40 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light AutoCannon	4d12	A	80m	60	Automatic, Extra Ammo	Arc of Fire (Fr)	86
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51
1	Hand Grenade*	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	49
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Tattletale								
Type	Giant Robot							
MP Cost	700 MP							
Size	Large (Tall 4.3m)							
Hit Points	44 (68 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	14 (70 MP)							
Defense	9							
Strength	35 (+12) (75 MP)							
Speed	Land 42 kph/ 78 kph (SMS) (104 MP)							
Tactical Speed	Land 70m/ 130m (SMS)							
Initiative	-1 (0 MP)							
Maneuver	-1 (0 MP)							
Special Abilities	Long Range Radio (Secure 4), ECM (Defensive +6, Radar +6, Radio +6), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (10 km), Stabilisation Gear (132 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute), Weak Point (-40 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light AutoCannon	4d12	A	80m	60	Automatic, Extra Ammo	Arc of Fire (Fr)	86
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51
1	Hand Grenade*	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	53
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Hunter								
Type	Giant Robot							
MP Cost	900 MP							
Size	Large (Tall 4.3m)							
Hit Points	45 (70 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	15 (75 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 42 kph/ 72 kph (SMS) (106 MP)							
Tactical Speed	Land 70m/ 120m (SMS)							
Initiative	+0 (5 MP)							
Maneuver	+0 (5 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km) Stabilisation Gear (32 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Auto-Cannon*	4d12	A	80m	60	Automatic, Extra Ammo x2	Arc of Fire (Fr)	138
1	Light Rocket Pack/24*	6d12	A	60m	24	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	195
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51
3	Hand Grenade*	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	57
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Armored Hunter								
Type	Giant Robot							
MP Cost	910 MP							
Size	Large (Tall 4.3m)							
Hit Points	47 (74 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	17 (85 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 36 kph/ 66 kph (SMS) (108 MP)							
Tactical Speed	Land 60m/ 110m (SMS)							
Initiative	-2 (-5 MP)							
Maneuver	-2 (-5 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km) Stabilisation Gear (32 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-25 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Auto-Cannon*	4d12	A	80m	60	Automatic, Extra Ammo x2	Arc of Fire (Fr)	138
1	Light Rocket Pack/24*	6d12	A	60m	24	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	195
1	Anti – Personnel Mortar*	2d12	SS	60m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2, Static	38
3	Hand Grenade*	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	57
1	Chassis Reinforcement	4d12	n/a	n/a	n/a	Muscle – Powered	Arc of Fire (Fr), Melee	26
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Assault Hunter								
Type	Giant Robot							
MP Cost	612 MP							
Size	Large (Tall 4.3m)							
Hit Points	45 (70 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	15 (75 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 42 kph/ 72 kph (SMS) (106 MP)							
Tactical Speed	Land 70m/ 120m (SMS)							
Initiative	+0 (5 MP)							
Maneuver	+0 (5 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km) Stabilisation Gear (32 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Snub Cannon*	14d12	SS	70m	6	n/a	Arc of Fire (Fr), Less Ammo x2, Short Rangex2	45
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51
3	Hand Grenade*	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	57
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Bricklayer	
Type	Giant Robot
MP Cost	303 MP
Size	Large (Tall 4.3m)
Hit Points	42 (64 MP)
Occupancy	1 operator, no cargo (10 MP)
Hardness	12 (60 MP)
Defense	9
Strength	40 (+15) (90 MP)
Speed	Land 36 kph (27 MP)
Tactical Speed	Land 60m
Initiative	+0 (5 MP)
Maneuver	+0 (5 MP)
Special Abilities	Tactical Radio (Secure 1), Extra Arm (Crane Str 60), GPS, Sensor - Infrared, Low-light Optics, Optics (2 km) (48 MP)
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)
Mecha Defects	Reduced Endurance (several hours), Open, Start-up Time (1 minute) (-46 MP)

Headhunter								
Type	Giant Robot							
MP Cost	908							
Size	Large (Tall 4.3m)							
Hit Points	45 (70 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	15 (75 MP)							
Defense	9							
Strength	42 (+16) (96 MP)							
Speed	Land 42 kph/ 72 kph (SMS) (106 MP)							
Tactical Speed	Land 70m/ 120m (SMS)							
Initiative	+0 (5 MP)							
Maneuver	+0 (5 MP)							
Special Abilities	Tactical Radio (Secure 2), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km) Stabilisation Gear (34 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Auto-Cannon*	4d12	A	80m	60	Automatic, Extra Ammo x2	Arc of Fire (Fr)	138
1	Light Rocket Pack/24*	6d12	60m	3	24	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	195
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51
3	Hand Grenade*	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	57
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Hunter Commando								
Type	Giant Robot							
MP Cost	1021 MP							
Size	Large (Tall 4.3m)							
Hit Points	47 (84 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	15 (75 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 42 kph/ 78 kph (SMS) (112 MP)							
Tactical Speed	Land 70m/ 130m (SMS)							
Initiative	+0 (5 MP)							
Maneuver	+0 (5 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Parachute, Sensor - Infrared, Low-light Optics, Optics (3 km) Stabilisation Gear (42 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Bazooka*	9d10	SS	100m	30	Blast	Arc of Fire (Fr), Short Range	99
1	Medium Rocket Pack/18*	11d10	A	120m	18	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	302
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51
3	Hand Grenade*	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	57
1	Spike Gun*	6d12	n/a	n/a	5	n/a	Arc of Fire (Fr), Less Ammo x2, Melee	23
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Hunter Paratrooper								
Type	Giant Robot							
MP Cost	707 MP							
Size	Large (Tall 4.3m)							
Hit Points	50 (80 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	15 (75 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 42 kph/ 72 kph (SMS) (106 MP)							
Tactical Speed	Land 70m/ 120m (SMS)							
Initiative	+0 (5 MP)							
Maneuver	+0 (5 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Parachute, Sensor - Infrared, Low-light Optics, Optics (2 km) Stabilisation Gear (36 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Auto-Cannon*	4d12	A	80m	30	Automatic	Arc of Fire (Fr)	6
-	Light Grenade Launcher*	9d10	A	67m	10	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Less Ammo, Short Range	198
2	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	56
1	Chassis Reinforcement	4d12	n/a	n/a	n/a	Muscle – Powered	Arc of Fire (Fr), Melee	26

* Hardpoint or Handheld

Hunter Recon								
Type	Giant Robot							
MP Cost	520 MP							
Size	Large (Tall 4.3m)							
Hit Points	44 (68 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	14 (70 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 48 kph/ 78 kph (SMS) (110 MP)							
Tactical Speed	Land 80m/ 130m (SMS)							
Initiative	+0 (5 MP)							
Maneuver	+0 (5 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km) Stabilisation Gear (32 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute), Weak Point (-40 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium AutoCannon*	5d12	A	100m	40	Automatic, Extra Ammo	Arc of Fire (Fr)	130

* Hardpoint or Handheld

Jaguar								
Type	Giant Robot							
MP Cost	1039 MP							
Size	Large (Tall 4.3m)							
Hit Points	46 (72 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	16 (80 MP)							
Defense	9							
Strength	42 (+16) (96 MP)							
Speed	Land 54 kph/ 78 kph (SMS) (132 MP)							
Tactical Speed	Land 90m/ 130m (SMS)							
Initiative	+1 (10 MP)							
Maneuver	+1 (10 MP)							
Special Abilities	Tactical Radio (Secure 2), GPS, NBC Filter, Parachute, Sensor - Infrared, Low-light Optics, Optics (3 km), Stabilisation Gear, Targeting System (+1 MAC & VB) (52 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium AutoCannon*	5d12	A	100m	40	Automatic, Extra Ammo	Arc of Fire (Fr)	130
1	Light Rocket Pack/32*	6d12	A	60m	32	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	273
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51
3	Hand Grenade*	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	57
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Fire Jaguar								
Type	Giant Robot							
MP Cost	1062 MP							
Size	Large (Tall 4.3m)							
Hit Points	47 (74 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	16 (80 MP)							
Defense	9							
Strength	42 (+16) (96 MP)							
Speed	Land 54 kph/ 78 kph (SMS) (132 MP)							
Tactical Speed	Land 90m/ 130m (SMS)							
Initiative	+1 (10 MP)							
Maneuver	+1 (10 MP)							
Special Abilities	Tactical Radio (Secure 2), GPS, NBC Filter, Parachute, Sensor - Infrared, Low-light Optics, Optics (3 km), Stabilisation Gear (42 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium AutoCannon*	5d12	A	100m	40	Automatic, Extra Ammo	Arc of Fire (Fr)	130
2	Medium Rocket Pack/36	11d10	A	120m	36	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	465

* Hardpoint or Handheld

Jaguar MP								
Type	Giant Robot							
MP Cost	718 MP							
Size	Large (Tall 4.3m)							
Hit Points	51 (82 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	16 (80 MP)							
Defense	9 (12 w/shield)							
Strength	42 (+16) (96 MP)							
Speed	Land 54 kph/ 78 kph (SMS) (132 MP)							
Tactical Speed	Land 90m/ 130m (SMS)							
Initiative	+1 (10 MP)							
Maneuver	+1 (10 MP)							
Special Abilities	Tactical Radio (Secure 2), GPS, NBC Filter, Parachute, Sensor - Infrared, Low-light Optics, Optics (3 km), Shield (+3), Stabilisation Gear (45 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Fragmentation Cannon*	7d12	SS	70m	20	Cone	Arc of Fire (Fr), Low Penetration, Short Range	121
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	12	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo	66
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Strike Jaguar								
Type	Giant Robot							
MP Cost	1109 MP							
Size	Large (Tall 4.3m)							
Hit Points	46 (72 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	16 (80 MP)							
Defense	9							
Strength	42 (+16) (96 MP)							
Speed	Land 54 kph/ 78 kph (SMS) (132 MP)							
Tactical Speed	Land 90m/ 130m (SMS)							
Initiative	+1 (10 MP)							
Maneuver	+1 (10 MP)							
Special Abilities	Tactical Radio (Secure 2), GPS, NBC Filter, Parachute, Sensor - Infrared, Low-light Optics, Optics (3 km), Stabilisation Gear, Targeting Bonus (+1 MBZK & VB) (52 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium Bazooka*	10d12	SS	100m	30	AP, Blast	Arc of Fire (Fr), Short Range	165
1	Incendiary Rocket Pack/20*	8d10	A	60m	20	Automatic, Burning, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	308
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51
3	Hand Grenade*	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	57
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Tiger								
Type	Giant Robot							
MP Cost	841 MP							
Size	Large (Tall 4.3m)							
Hit Points	47 (74 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	17 (85 MP)							
Defense	9							
Strength	42 (+16) (96 MP)							
Speed	Land 48 kph/ 72 kph (SMS) (127 MP)							
Tactical Speed	Land 80m/ 120m (SMS)							
Initiative	+0 (5 MP)							
Maneuver	+0 (5 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (3 km), Stabilisation Gear, Targeting Bonus (+1 MAC) (43 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium AutoCannon*	5d12	A	100m	40	Automatic, Extra Ammo	Arc of Fire (Fr)	130
1	Medium Rocket Pack/9*	11d10	A	120m	9	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Less Ammo, Short Range	201
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51

* Hardpoint or Handheld

Grizzly								
Type	Giant Robot							
MP Cost	1362 MP							
Size	Huge (Tall 5.1m)							
Hit Points	48 (56 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	18 (90 MP)							
Defense	8							
Strength	45 (+17) (105 MP)							
Speed	Land 36 kph/ 66 kph (SMS) (114 MP)							
Tactical Speed	Land 60m/ 110m (SMS)							
Initiative	-2 (0 MP)							
Maneuver	-2 (0 MP)							
Special Abilities	Tactical Radio (Secure 1), Chobham Armor, GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km), Stabilisation Gear (52 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Heavy Auto-Cannon*	6d12	A	120m	30	Automatic	Arc of Fire (Fr)	104
2	Medium Rocket Pack/18*	11d10	A	120m	18	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	302
1	Heavy Machine Gun	2d12	A	80m	300	Automatic, Extra Ammo x3, Long Range	Arc of Fire (Fr)	86
1	Deployable Pack Gun*	4d12	A	80m	30	Automatic	Arc of Fire (Fr)	69
1	Heavy Guided Mortar*	10d12	SS	200m	12	Blast, Guided (LG), Indirect Fire	Arc of Fire (Fr), Less Ammo, Static	303
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Assault Grizzly								
Type	Giant Robot							
MP Cost	1091 MP							
Size	Huge (Tall 5.1m)							
Hit Points	53 (66 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	18 (90 MP)							
Defense	8							
Strength	45 (+17) (105 MP)							
Speed	Land 36 kph/ 66 kph (SMS) (114 MP)							
Tactical Speed	Land 60m/ 110m (SMS)							
Initiative	-2 (0 MP)							
Maneuver	-2 (0 MP)							
Special Abilities	Tactical Radio (Secure 1), Chobham Armor, GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km), Stabilisation Gear (52 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium Bazooka*	10d12	SS	100m	30	Blast	Arc of Fire (Fr), Short Range	130
2	Incendiary Rocket Pack/20*	8d10	A	60m	20	AP, Automatic, Burning, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	308
1	Heavy Machine Gun	2d12	A	80m	300	Automatic, Extra Ammo x3, Long Range	Arc of Fire (Fr)	86
1	Deployable Pack Gun*	4d12	A	80m	30	Automatic	Arc of Fire (Fr)	69
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Engineering Grizzly								
Type	Giant Robot							
MP Cost	407 MP							
Size	Huge (Tall 5.1m)							
Hit Points	46 (52 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	16 (80 MP)							
Defense	8							
Strength	45 (+17) (105 MP)							
Speed	Land 36 kph/ 66 kph (SMS) (102 MP)							
Tactical Speed	Land 60m/ 110m (SMS)							
Initiative	-2 (0 MP)							
Maneuver	-2 (0 MP)							
Special Abilities	Tactical Radio (Secure 1), Chobham Armor, GPS, Headlight, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km) (43 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Open, Start-up Time (1 minute) (-57 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Chain Sword	5d10	n/a	n/a	n/a	Muscle – Powered	Arc of Fire (Fr), Melee	27

Rabid Grizzly								
Type	Giant Robot							
MP Cost	1789 MP							
Size	Huge (Tall 5.1m)							
Hit Points	48 (56 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	21 (105 MP)							
Defense	8							
Strength	45 (+17) (105 MP)							
Speed	Land 36 kph/ 66 kph (SMS) (133 MP)							
Tactical Speed	Land 60m/ 110m (SMS)							
Initiative	-2 (0 MP)							
Maneuver	-2 (0 MP)							
Special Abilities	Tactical Radio (Secure 1), Chobham Armor, GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km), Stabilisation Gear (52 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Front-Optimised Armor, Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-47 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Grenade Launcher*	9d10	A	67m	60	Automatic, Blast, Extra Ammo x2, Indirect Fire	Arc of Fire (Fr), Short Range	346
1	Medium Rocket Pack/36	11d10	A	120m	36	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	423
1	Heavy Machine Gun	2d12	A	80m	300	Automatic, Extra Ammo x3, Long Range	Arc of Fire (Fr)	86
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51
1	Deployable Pack Gun*	4d12	A	80m	30	Automatic	Arc of Fire (Fr)	69
1	Medium Field Mortar*	10d12	SS	200m	12	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo, Static	303
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Kodiak								
Type	Giant Robot							
MP Cost	1702 MP							
Size	Huge (Tall 5.2m)							
Hit Points	50 (60 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	20 (100 MP)							
Defense	8							
Strength	50 (+20) (120 MP)							
Speed	Land 36 kph/ 66 kph (SMS) (127 MP)							
Tactical Speed	Land 60m/ 110m (SMS)							
Initiative	-2 (0 MP)							
Maneuver	-2 (0 MP)							
Special Abilities	Tactical Radio (Secure 2), Chobham Armor, GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km), Stabilisation Gear, Targeting Bonus (+1 LPA) (61 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Particle Accelerator*	5d12	SS	100m	12	Increased Threat (18 – 20)	Arc of Fire (Fr), Less Ammo	97
1	Medium Rocket Pack/36*	11d10	A	120m	36	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	423
2	Heavy Machine Gun	2d12	A	80m	300	Automatic, Extra Ammo x3, Long Range	Arc of Fire (Fr)	94
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51
1	Anti – Gear Missile*	9d10	SS	135m	12	Blast, Guided (LG), Indirect Fire	Arc of Fire (Fr), Less Ammo	297
6	Hand Grenade*	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	69
6	Heavy Hand Grenade*	15d10	1	22m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	122
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Bear								
Type	Giant Robot							
MP Cost	1405 MP							
Size	Large (Tall 4.8m)							
Hit Points	47 (74 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	17 (85 MP)							
Defense	9							
Strength	45 (+17) (105 MP)							
Speed	Lnad 36 kph/ 60 kph (SMS) (102 MP)							
Tactical Speed	Land 60m/ 100m (SMS)							
Initiative	-2 (-5 MP)							
Maneuver	-2 (-5 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km), Stabilisation Gear (32 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-25 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Heavy Auto-Cannon*	6d12	A	120m	40	Automatic, Extra Ammo	Arc of Fire (Fr)	156
2	Medium Rocket Pack/36*	11d10	A	120m	36	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	465
1	Light Machine Gun	2d10	A	60m	200	Automatic x2, Extra Ammo x3, Long Range	Arc of Fire (Fr)	88
1	Light Guided Mortar*	9d10	SS	135m	8	Blast, Guided (LG), Indirect Fire	Arc of Fire (Fr), Less Ammo, Static	231
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Den Mother II								
Type	Giant Robot							
MP Cost	1453 MP							
Size	Large (Tall 4.8m)							
Hit Points	53 (86 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	18 (90 MP)							
Defense	9							
Strength	45 (+17) (105 MP)							
Speed	Land 36 kph/ 66 kph (SMS) (114 MP)							
Tactical Speed	Land 60m/ 110m (SMS)							
Initiative	-2 (-5 MP)							
Maneuver	-2 (-5 MP)							
Special Abilities	Long Range Radio (Secure 2), Chobham Armor, GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km), Stabilisation Gear (52 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Heavy Auto-Cannon*	6d12	A	120m	40	Automatic, Extra Ammo	Arc of Fire (Fr)	156
2	Medium Rocket Pack/36*	11d10	A	120m	36	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	465
1	Light Machine Gun	2d10	A	60m	200	Automatic x2, Extra Ammo x3, Long Range	Arc of Fire (Fr)	88
1	Light Guided Mortar*	9d10	SS	135m	8	Blast, Guided (LG), Indirect Fire	Arc of Fire (Fr), Less Ammo x2, Static	231
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Razorback								
Type	Giant Robot							
MP Cost	845 MP							
Size	Large (Tall 4.8m)							
Hit Points	50 (80 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	20 (100 MP)							
Defense	9							
Strength	45 (+17) (105 MP)							
Speed	Land 36 kph/ 60 kph (SMS) (120 MP)							
Tactical Speed	Land 60m/ 100m (SMS)							
Initiative	-2 (-5 MP)							
Maneuver	-2 (-5 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km), Stabilisation Gear (32 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-25 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Snub Cannon*	14d12	SS	70m	10	n/a	Arc of Fire (Fr), Less Ammo, Short Rangex2	68
1	Medium Rocket Pack/9*	11d10	A	120m	9	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Less Ammo, Short Range	201
1	Light Machine Gun	2d10	A	60m	100	Automatic x2, Extra Ammo x2, Long Range	Arc of Fire (Fr)	73
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51

* Hardpoint or Handheld

Mammoth								
Type	Giant Robot							
MP Cost	1171 MP							
Size	Huge (Wide 9.2m)							
Hit Points	65 (90 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	25 (125 MP)							
Defense	8							
Strength	47 (+18) (111 MP)							
Speed	Land 30 kph (46 MP)							
Tactical Speed	Land 50m							
Initiative	-2 (0 MP)							
Maneuver	-4 (-10 MP)							
Special Abilities	Tactical Radio (Secure 1), Chobham Armor, GPS, Laser Designator (RI 150m), NBC Filter, Sensor - Infrared, Low-light Optics, Optics (3 km), Stabilisation Gear, Targeting Bonus (+1 ATM) (72 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	No Hands, Reduced Endurance (several hours), Start-up Time (1 minute) (-69 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium AutoCannon	5d12	A	100m	200	Automatic, Extra Ammo x2	Arc of Fire (Fr)	173
1	Anti – Tank Missile	15d10	SS	225m	8	Blast, Guided (LG), Indirect Fire	Less Ammo x2	412
2	Light Machine Gun	2d10	A	60m	600	Automatic x2, Extra Ammo x3, Long Range	Arc of Fire (Fr)	96
1	Snub Cannon	14d12	SS	70m	20	n/a	Arc of Fire (Fr), Short Rangex2	60

Assault Mammoth								
Type	Giant Robot							
MP Cost	743 MP							
Size	Huge (Wide 9.2m)							
Hit Points	65 (90 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	25 (125 MP)							
Defense	8							
Strength	47 (+18) (111 MP)							
Speed	Land 30 kph (46 MP)							
Tactical Speed	Land 50m							
Initiative	-2 (0 MP)							
Maneuver	-4 (-10 MP)							
Special Abilities	Tactical Radio (Secure 1), Chobham Armor, GPS, Laser Designator (RI 150m), NBC Filter, Sensor - Infrared, Low-light Optics, Optics (3 km), Stabilisation Gear (67 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	No Hands, Reduced Endurance (several hours), Start-up Time (1 minute) (-69 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Heavy AutoCannon	6d12	A	120m	150	Automatic, Extra Ammo x2	Arc of Fire (Fr)	156
2	Snub Cannon	14d12	SS	70m	25	n/a	Arc of Fire (Fr), Short Rangex2	66
2	Light Machine Gun	2d10	A	60m	600	Automatic x2, Extra Ammo x3, Long Range	Arc of Fire (Fr)	96

Damocles								
Type	Giant Robot							
MP Cost	712 MP							
Size	Huge (Wide 9.2m)							
Hit Points	65 (90 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	25 (125 MP)							
Defense	8							
Strength	47 (+18) (111 MP)							
Speed	Land 30 kph (46 MP)							
Tactical Speed	Land 50m							
Initiative	-2 (0 MP)							
Maneuver	-4 (-10 MP)							
Special Abilities	Tactical Radio (Secure 1), Chobham Armor, GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (3 km), Stabilisation Gear, Targeting Bonus (+1 SLC) (70 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Hangar Queen, No Hands, Reduced Endurance (several hours), Start-up Time (1 minute) (-79 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Artillery Gun	6d12	A	960m	4	Automatic, Blast x4, Indirect Fire, Long Range x3	Arc of Fire (Fr), Less Ammo x3, Static	156
2	Sniper Laser Cannon	6d12	SS	400m	15	Long Range x2	Arc of Fire (Fr), Less Ammo, Space - Optimized	52
2	Heavy Machine Gun	2d12	A	80m	250	Automatic, Extra Ammo x3, Long Range	Arc of Fire (Fr)	86

Thunderhammer								
Type	Giant Robot							
MP Cost	1430 MP							
Size	Huge (Wide 9.4m, 12m w/feet)							
Hit Points	75 (110 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	30 (150 MP)							
Defense	8							
Strength	47 (+18) (111 MP)							
Speed	Land 30 kph (56 MP)							
Tactical Speed	Land 50m							
Initiative	-4 (-10 MP)							
Maneuver	-4 (-10 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (5 km), Stabilisation Gear, (52 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	No Hands, Reduced Endurance (several hours), Start-up Time (1 minute) (-69 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Heavy Auto-Cannon*	6d12	A	120m	30	Automatic, Extra Ammo x3	Arc of Fire (Fr)	208
1	Light Field Gun*	11d12	SS	220m	12	Indirect Fire	Less Ammo	190
1	Medium Rocket Pack/36*	11d10	A	120m	36	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	423
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	20	Blast x4, Indirect Fire		154

* Hardpoint or Handheld

Aller								
Type	Vehicle							
MP Cost	1481 MP							
Size	Gargantuan (Long 10.2m)							
Hit Points	90 (100 MP)							
Occupancy	3 operators, no cargo (30 MP)							
Hardness	45 (225 MP)							
Defense	6							
Strength	n/a							
Speed	Land 60 kph (168 MP)							
Tactical Speed	Land 100m							
Initiative	-4 (0 MP)							
Maneuver	-4 (0 MP)							
Special Abilities	Tactical Radio (Secure 1), Chobham Armor, GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2km), Stabilisation Gear, Targeting Bonus (+1 HRG & LPLC) (91 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Direction-Optimised Armor (Front), Reduced Endurance (a few hours), Start-up Time (1 minute) (-72 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Heavy Railgun	21d10	SS	500m	20	Long Range		346
1	Light Pulse Laser Cannon	10d12	SS	240m	30	Long Range	Space – Optimized	130
1	Medium AutoCannon	5d12	A	100m	60	Automatic, Extra Ammo x2		195
2	Light Machine Gun	2d10	A	60m	1200	Automatic x2, Extra Ammo x4, Long Range		169
1	Smoke Discharger	Smoke	SS	10m	10	Blast x4, Emanation	Less Ammo	44

Verder								
Type	Vehicle							
MP Cost	878 MP							
Size	Gargantuan (Long 10.2m)							
Hit Points	87 (94 MP)							
Occupancy	3 operators, no cargo (30 MP)							
Hardness	30 (150 MP)							
Defense	6							
Strength	n/a							
Speed	Land 54 kph (101 MP)							
Tactical Speed	Land 90m							
Initiative	-6 (-10 MP)							
Maneuver	-6 (-10 MP)							
Special Abilities	Tactical Radio (Secure 1), Chobham Armor, GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (5km), Stabilisation Gear, Targeting System (+1 SLC) (89 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few hours), Start-up Time (1 minute) (-27 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Heavy Artillery Gun	11d12	SS	1600m	30	Blast x7, Indirect Fire, Long Range x3	Arc of Fire (Fr), Less Ammo x5, Static	245
1	Sniper Laser Cannon	6d12	SS	400m	20	Long Range x2	Arc of Fire (Fr), Space – Optimized	117
1	Smoke Discharger	Smoke	SS	10m	10	Blast x4, Emanation	Less Ammo	44

Klemm								
Type	Vehicle							
MP Cost	1200 MP							
Size	Huge (Long 6.08m)							
Hit Points	60 (80 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	25 (125 MP)							
Defense	8							
Strength	n/a							
Speed	Land 66 kph (103 MP)							
Tactical Speed	Land 110m							
Initiative	-2 (0 MP)							
Maneuver	-2 (0 MP)							
Special Abilities	Tactical Radio (Secure 1), Chobham Armor, GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (1km), Stabilisation Gear, Targeting Bonus (+1 ATM) (58 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (a few hours), Start-up Time (1 minute) (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light AutoCannon	4d12	A	80m	200	Automatic, Extra Ammo x3		208
1	Anti – Tank Missile	15d10	SS	225m	6	Blast, Guided (LG), Indirect Fire	Less Ammo x2	495
1	Anti – Personnel Grenade Launcher	2d10	SS	30m	16	Blast x4, Indirect Fire	Less Ammo	88

Jaxon								
Type	Vehicle							
MP Cost	1129 MP							
Size	Huge (Long 6.08m)							
Hit Points	60 (80 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	25 (125 MP)							
Defense	8							
Strength	n/a							
Speed	Land 66 kph (103 MP)							
Tactical Speed	Land 110m							
Initiative	-2 (0 MP)							
Maneuver	-2 (0 MP)							
Special Abilities	Tactical Radio (Secure 1), Chobham Armor, GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (1km), Stabilisation Gear (53 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (a few hours), Start-up Time (1 minute) (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light AutoCannon	4d12	A	80m	200	Automatic, Extra Ammo x3		208
2	Heavy Rocket Pack/48	10d12	A	120m	48	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	429
1	Anti – Personnel Grenade Launcher	2d10	SS	30m	16	Blast x4, Indirect Fire	Less Ammo	88

Tyburr								
Type	Vehicle							
MP Cost	577 MP							
Size	Huge (Long 6.08m)							
Hit Points	65 (80 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	25 (125 MP)							
Defense	8							
Strength	n/a							
Speed	Land 60 kph (93 MP)							
Tactical Speed	Land 100m							
Initiative	-4 (-10 MP)							
Maneuver	-4 (-10 MP)							
Special Abilities	Tactical Radio (Secure 1), Chobham Armor, GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (1km) (43 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (a few hours), Start-up Time (1 minute) (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Field Gun	11d12	SS	220m	16	Indirect Fire	Arc of Fire (Fr), Less Ammo	107
1	Heavy Machine Gun	2d12	A	80m	300	Automatic, Extra Ammo x3, Long Range	Arc of Fire (Fr)	86

Baxter								
Type	Vehicle							
MP Cost	388 MP							
Size	Huge (Long 6.08m)							
Hit Points	53 (66 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	23 (115 MP)							
Defense	8							
Strength	n/a							
Speed	Land 54 kph (77 MP)							
Tactical Speed	Land 90m							
Initiative	-6 (-20 MP)							
Maneuver	-6 (-20 MP)							
Special Abilities	Accessories: Dozer Blade, Tactical Radio (Secure 1), Extra Arm (Str 80), Chobham Armor, GPS, NBC Filter, Searchlight, Sensor - Infrared, Low-light Optics, Optics (2km) (88 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (a few hours), Start-up Time (1 minute) (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Mining Equipment	3d10	n/a	n/a	n/a	n/a	Arc of Fire (Fr), Melee	11

Badger								
Type	Vehicle							
MP Cost	438 MP							
Size	Huge (Long 6.08m)							
Hit Points	48 (56 MP)							
Occupancy	2 operators, 20 passengers, no cargo (100 MP)							
Hardness	13 (65 MP)							
Defense	8							
Strength	n/a							
Speed	Land 120 kph (97 MP)							
Tactical Speed	Land 200m							
Initiative	-2 (0 MP)							
Maneuver	-6 (-20 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2km), Stabilisation Gear (32 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (a few hours), Start-up Time (1 minute) (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
2	Light AutoCannon	4d12	A	80m	30	Automatic		85

Rabid Badger								
Type	Vehicle							
MP Cost	600 MP							
Size	Huge (Long 6.08m)							
Hit Points	48 (56 MP)							
Occupancy	2 operators, 20 passengers, no cargo (100 MP)							
Hardness	13 (65 MP)							
Defense	8							
Strength	n/a							
Speed	Land 114 kph (92 MP)							
Tactical Speed	Land 200m							
Initiative	-2 (0 MP)							
Maneuver	-6 (-20 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2km), Stabilisation Gear, Targeting Bonus (+1 AGM) (37 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (a few hours), Start-up Time (1 minute) (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Anti - Gear Missile	9d10	SS	135m	12	Blast, Guided (LG), Indirect Fire	Less Ammo	247

Camel	
Type	Vehicle
MP Cost	125 MP
Size	Huge (Long 6.09m)
Hit Points	38 (36 MP)
Occupancy	1 operator, 6.5 tons cargo (75 MP)
Hardness	8 (40 MP)
Defense	8
Strength	n/a
Speed	Land 78 kph (39 MP)
Tactical Speed	Land 130m
Initiative	-6 (-20 MP)
Maneuver	-6 (-20 MP)
Special Abilities	Tactical Radio, GPS, Headlight (5 MP)
Exotic Abilities	None
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute), Windows (-30 MP)

Stinger								
Type	Vehicle							
MP Cost	497 MP							
Size	Huge (Long 6.09m)							
Hit Points	38 (36 MP)							
Occupancy	1 operator, 6.5 tons cargo (75 MP)							
Hardness	8 (40 MP)							
Defense	8							
Strength	n/a							
Speed	Land 66 kph (33 MP)							
Tactical Speed	Land 110m							
Initiative	-6 (-20 MP)							
Maneuver	-6 (-20 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Sensors - Low-light Optics, Optics (4km) (24 MP)							
Exotic Abilities	None							
Mecha Defects	Reduced Endurance (a few hours), Start-up Time (1 minute), Windows (-35 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Artillery Missile	6d12	V	2000m	16	Blast x4, Guided (IG, LG), Indirect Fire, Long Range x4, Volley	Arc of Fire (Fr), Less Ammo, Static	364

Tanker	
Type	Vehicle
MP Cost	413 MP
Size	Gargantuan (Long 12.9m)
Hit Points	38 (-2 MP)
Occupancy	1 operator, 2 passengers, 39.5 tons cargo (160m3 of fuel) (408 MP)
Hardness	8 (40 MP)
Defense	6
Strength	n/a
Speed	Land 66 kph (33 MP)
Tactical Speed	Land 110m
Initiative	-8 (-20 MP)
Maneuver	-8 (-20 MP)
Special Abilities	Tactical Radio, GPS (4 MP)
Exotic Abilities	None
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute), Volatile, Windows (-37 MP)

Behemoth	
Type	Vehicle
MP Cost	413 MP
Size	Gargantuan (Long 17.28m)
Hit Points	48 (16 MP)
Occupancy	2 operators, 5 passengers, 10 tons cargo (140 MP)
Hardness	18 (90 MP)
Defense	6
Strength	n/a
Speed	Land 90 kph (101 MP)
Tactical Speed	Land 150m
Initiative	-4 (0 MP)
Maneuver	-4 (0 MP)
Special Abilities	Tactical Radio (Secure 1), GPS, Hangar (Large), Headlight, NBC Filter (35 MP)
Exotic Abilities	None
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute), (-22 MP)

CV-3 Murdock								
Type		Vehicle						
MP Cost		386 MP						
Size		Huge (Long 5.15m)						
Hit Points		38 (36 MP)						
Occupancy		3 operators, 4 passengers, no cargo (42 MP)						
Hardness		8 (40 MP)						
Defense		8						
Strength		n/a						
Speed		Land 72 kph (36 MP)						
Tactical Speed		Land 120m						
Initiative		+0 (10 MP)						
Maneuver		+0 (10 MP)						
Special Abilities		Accessory: Battle Management System, Long Radio (Secure 3), ECM (Defensive +9), GPS, NBC Filter, Sensors - Infrared, Low-light Optics, Optics, Stabilization Gear (66 MP)						
Exotic Abilities		None						
Mecha Defects		Reduced Endurance (several hours), Start-up Time (1 minute), Weakpoint (-30 MP)						
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Anti – Personnel Grenade Launcher	2d10	SS	30m	6	Blast x4, Extra Ammo x2, Indirect Fire		176

EWV-7 Seeker								
Type	Vehicle							
MP Cost	386 MP							
Size	Huge (Long 5.15m)							
Hit Points	38 (36 MP)							
Occupancy	3 operators, no cargo (20 MP)							
Hardness	8 (40 MP)							
Defense	8							
Strength	n/a							
Speed	Land 72 kph (36 MP)							
Tactical Speed	Land 120m							
Initiative	+0 (10 MP)							
Maneuver	+0 (10 MP)							
Special Abilities	Tactical Radio (Secure 2), ECM (Defensive +9, Radar +6, Radio +6), GPS, NBC Filter, Sensor - High-Res Radar, Infrared, Low-light Optics, Magnetic, Optics (10 km), Stabilization Gear (231 MP)							
Exotic Abilities	None							
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute), Weakpoint (-30 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Heavy Machine Gun	2d12	A	80m	80	Automatic, Extra Ammo x2, Long Range	Arc of Fire (Fr)	58
1	Very Light Rocket Pack/8	4d12	A	40m	8	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Less Ammo x2, Short Range	52

Antelope	
Type	Vehicle
MP Cost	41 MP
Size	Large (Long 3.83m)
Hit Points	17 (14 MP)
Occupancy	1 operator, 1 passenger, no cargo (14 MP)
Hardness	4 (20 MP)
Defense	9
Strength	n/a
Speed	Land 90 kph (28 MP)
Tactical Speed	Land 150m
Initiative	-2 (-5 MP)
Maneuver	-2 (-5 MP)
Special Abilities	Tactical Radio, GPS (4 MP)
Exotic Abilities	None
Mecha Defects	Reduced Endurance (several hours), Open, Start-up Time (1 minute) (-30 MP)

Wallaby	
Type	Vehicle
MP Cost	62 MP
Size	Large (Long 3.62m)
Hit Points	15 (10 MP)
Occupancy	1 operator, 0.4 tons cargo (14 MP)
Hardness	3 (15 MP)
Defense	9
Strength	n/a
Speed	Land 84 kph (26 MP)
Tactical Speed	Land 140m
Initiative	+1 (10 MP)
Maneuver	+1 (10 MP)
Special Abilities	Tactical Radio, GPS (4 MP)
Exotic Abilities	None
Mecha Defects	Reduced Endurance (several hours), Open, Start-up Time (1 minute) (-28 MP)

Northern Field Artillery								
Type	Vehicle							
MP Cost	48 MP							
Size	Huge (Long 7.47m)							
Hit Points	24 (8 MP)							
Occupancy	no operators, no cargo (0 MP)							
Hardness	10 (50 MP)							
Defense	9							
Strength	n/a							
Speed	Land 0kph (towed) (0 MP)							
Tactical Speed	Land 0m							
Initiative	-2 (0 MP)							
Maneuver	-2 (0 MP)							
Special Abilities	None							
Exotic Abilities	None							
Mecha Defects	Front-Optimized Armor, Open, Weak Point (-40 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Field Gun	11d12	SS	220m	12	Indirect Fire	Arc of Fire (Fr), Crew – Served x2, Less Ammo, Slow Firing x2	30

Buzzard								
Type	Vehicle							
MP Cost	1714 MP							
Size	Colossal (Wide 33.6 meters)							
Hit Points	53 (-94 MP)							
Occupancy	3 operators, no cargo (30 MP)							
Hardness	18 (90 MP)							
Defense	2							
Strength	n/a							
Speed	Air 900 kph, 12 km ceiling (1061 MP)							
Tactical Speed	Air 1503m							
Initiative	-6 (10 MP)							
Maneuver	-6 (10 MP)							
Special Abilities	Long Radio (Secure 2), ECM (Defensive +9, Radar +3, Radio +3), GPS, Laser Designator (RI 800m), Life Support, Sensor - Radar (Global, 2 km), Low-light Optics (2 km), Optics (2 km), Stabilization Gear, Stealth (Infrared +9, Radar +9) (292 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (75 MP)							
Mecha Defects	Reduced Endurance (several hours), Stall Speed (120 kph), Start-up Time (1 minute) (-157 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
4	Light Bomb Rack*	5d12	V	D	10	Blast x4, Guided (LG), Volley	Arc of Fire (B), Dropped, Less Ammo	224
2	Medium Bomb Rack*	9d10	V	D	4	Blast x4, Guided (LG), Volley	Arc of Fire (B), Dropped, Less Ammo x3	173

* Hardpoint or Handheld

Dragonfly								
Type	Vehicle							
MP Cost	1215 MP							
Size	Gargantuan (Long 13.1 meters)							
Hit Points	45 (10 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	10 (50 MP)							
Defense	6							
Strength	n/a							
Speed	Air 420 kph, 4 km ceiling (284 MP)							
Tactical Speed	Air 701m							
Initiative	-2 (10 MP)							
Maneuver	-2 (10 MP)							
Special Abilities	Tactical Radio (Secure 2), ECM (Defensive +3), Ejection Seat x2, GPS, Laser Designator (RI 800m), NBC Filter, Sensor - High-Res Radar (Global, 2 km), Low-light Optics (2 km), Optics (2 km), Stabilisation Gear, Targeting Bonus (+1 ATM, +2 AAM) (82 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few hours), Start-up Time (1 minute) (-27 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium AutoCannon	5d12	A	100m	160	Automatic, Extra Ammo x3	Arc of Fire (Fr)	173
1	Light Machine Gun	2d10	A	60m	1600	Automatic x2, Extra Ammo x4, Long Range	Arc of Fire (Fr)	102
2	Anti – Tank Missile*	15d10	SS	225m	3	Blast, Guided (LG), Indirect Fire	Arc of Fire (Fr), Less Ammo x3	316
2	Anti – Aircraft Missile*	5d12	SS	1600m	1	Blast, Guided (LG, ARH), Indirect Fire, Long Range	Arc of Fire (Fr), Less Ammo x5	130

* Hardpoint or Handheld

Eagle								
Type	Vehicle							
MP Cost	2009 MP							
Size	Gargantuan (Long 15 meters)							
Hit Points	55 (30 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	15 (75 MP)							
Defense	6							
Strength	n/a							
Speed	Air 1050 kph/2100 kph with booster, 12 km ceiling (1033 MP)							
Tactical Speed	Air 1753m/3507m with booster							
Initiative	-2 (10 MP)							
Maneuver	-2 (10 MP)							
Special Abilities	Booster (+1050 kph), Tactical Radio (Secure 2), ECM (Defensive +6), GPS, Laser Designator (RI 1400m), Life Support, Sensor - Radar (Global, 3 km), Low-light Optics (3 km), Optics (3 km), Stabilisation Gear, Stealth (Infrared +6, Radar +6), Targeting Bonus (+2 AAM) (639 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few hours), Stall Speed (300 kph), Start-up Time (1 minute) (-308 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium AutoCannon	5d12	A	100m	2560	Automatic, Extra Ammo x5	Arc of Fire (Fr)	260
2	Anti – Aircraft Missile*	5d12	SS	1600m	3	Blast, Guided (LG, ARH), Indirect Fire, Long Range x4	Arc of Fire (Fr), Less Ammo x3	195

* Hardpoint or Handheld

Goliath	
Type	Vehicle
MP Cost	1751 MP
Size	Colossal (Wide 33.6 meters)
Hit Points	67 (-66 MP)
Occupancy	4 operators, 100 passengers, 7.44 tons cargo (264 MP)
Hardness	22 (110 MP)
Defense	2
Strength	n/a
Speed	Air 1020 kph, 12 km ceiling (1451 MP)
Tactical Speed	Air 1703m
Initiative	-6 (10 MP)
Maneuver	-6 (10 MP)
Special Abilities	Tactical Radio (Secure 2), ECM (Defensive +3), Ejection Seat, GPS, Life Support, Sensor - Radar (Global, 2 km), Low-light Optics (2 km), Optics (2 km) (54 MP)
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (75 MP)
Mecha Defects	Reduced Endurance (several hours), Stall Speed (180 kph), Start-up Time (1 minute), Weak Point (-291 MP)

Orca								
Type	Vehicle							
MP Cost	1425 MP							
Size	Colossal (Wide 33.6 meters)							
Hit Points	55 (-90 MP)							
Occupancy	2 operators, 12 passengers, 108 tons cargo (298 MP)							
Hardness	15 (75 MP)							
Defense	2							
Strength	n/a							
Speed	Air 660 kph, 12 km ceiling (667 MP)							
Tactical Speed	Air 1102m							
Initiative	-8 (0 MP)							
Maneuver	-7 (5 MP)							
Special Abilities	Tactical Radio (Secure 1), ECM (Defensive +12, Radar +6, Radio +6), Ejection Seat x2, GPS, Life Support, Searchlight, Sensor - Radar (Global, 2 km), Low-light Optics (2 km), Optics (2 km), Stabilization Gear, Stealth (Infrared +2, Radar +2) (244 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (75 MP)							
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute), (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium AutoCannon	5d12	A	100m	300	Automatic, Extra Ammo x3	Arc of Fire (Fr)	173

Redjacket								
Type	Vehicle							
MP Cost	1623 MP							
Size	Gargantuan (Long 16 meters)							
Hit Points	46 (12 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	11 (55 MP)							
Defense	6							
Strength	n/a							
Speed	Air 1170 kph, 12 km ceiling (853 MP)							
Tactical Speed	Air 1953m							
Initiative	-4 (0 MP)							
Maneuver	-4 (0 MP)							
Special Abilities	Tactical Radio (Secure 1), ECM (Defensive +6, Radar +3, Radio +3), Ejection Seat, GPS, Laser Designator (RI 1200m), Life Support, Sensor - Radar (Global, 1 km), Low-light Optics (1 km), Optics (1 km), Stabilisation Gear, Targeting Bonus (+1 AGM & ATM, +2 AAM) (114 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few hours), Stall Speed (240 kph), Start-up Time (1 minute) (-192 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light AutoCannon	4d12	A	80m	60	Automatic, Extra Ammo x2	Arc of Fire (Fr)	104
1	Anti – Aircraft Missile*	5d12	SS	1600	2	Blast, Guided (LG, ARH), Indirect Fire, Long Range x4	Arc of Fire (Fr), Less Ammo x4	143
1	Anti – Tank Missile*	15d10	SS	225m	2	Blast, Guided (LG), Indirect Fire	Arc of Fire (Fr), Less Ammo x4	231
1	Anti – Gear Missile*	9d10	SS	135m	8	Blast, Guided (LG), Indirect Fire	Arc of Fire (Fr), Less Ammo x2	231

* Hardpoint or Handheld

Scorpion								
Type	Vehicle							
MP Cost	1346 MP							
Size	Gargantuan (Long 12.5 meters)							
Hit Points	46 (12 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	11 (55 MP)							
Defense	6							
Strength	n/a							
Speed	Air 390 kph, 4 km ceiling (297 MP)							
Tactical Speed	Air 651m							
Initiative	-2 (10 MP)							
Maneuver	-1 (15 MP)							
Special Abilities	Tactical Radio (Secure 2), ECM (Defensive +6, Radar +3, Radio +3), GPS, Laser Designator (RI 800m), NBC Filter, Searchlight (400m), Sensor - High-Res Radar (Global, 3 km), Low-light Optics (3 km), Optics (3 km), Stabilisation Gear, Targeting Bonus (+1 MAC, +2 ATM) (199 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few hours), Start-up Time (1 minute), Weak Point (-38 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium AutoCannon	5d12	100m	A	320	Automatic, Extra Ammo x3	Arc of Fire (Fr)	173
2	Anti – Tank Missile*	15d10	225m	SS	4	Blast, Guided (LG), Indirect Fire	Arc of Fire (Fr), Less Ammo x3	316
2	Medium Rocket Pack/18*	11d10	120m	A	18	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	332

* Hardpoint or Handheld

Shadowfox								
Type	Vehicle							
MP Cost	1036 MP							
Size	Gargantuan (Long 15.2 meters)							
Hit Points	42 (4 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	12 (60 MP)							
Defense	6							
Strength	n/a							
Speed	Air 780 kph, 12 km ceiling (634 MP)							
Tactical Speed	Air 1302m							
Initiative	-4 (0 MP)							
Maneuver	-3 (5 MP)							
Special Abilities	Tactical Radio (Secure 1), ECM (Defensive +6), GPS, Laser Designator (RI 800m), Life Support, Searchlight (200m), Sensor - Radar (Global, 1 km), Low-light Optics (1 km), Optics (1 km), Stealth (Infrared +15, Radar +15) (229 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (several hours), Stall Speed (90 kph), Start-up Time (1 minute) (-89 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
2	Light Bomb Rack*	5d12	D	V	4	Blast x4, Guided (LG), Volley	Arc of Fire (B), Dropped, Less Ammo x3	118

* Hardpoint or Handheld

Iguana								
Type	Giant Robot							
MP Cost	826 MP							
Size	Large (Tall 4.1m)							
Hit Points	44 (68 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	14 (70 MP)							
Defense	9							
Strength	35 (+12) (75 MP)							
Speed	Land 54 kph/ 84 kph (SMS) (120 MP)							
Tactical Speed	Land 90m/ 140m (SMS)							
Initiative	+1 (10 MP)							
Maneuver	+1 (10 MP)							
Special Abilities	Tactical Radio (Secure 3), ECM (Defensive +6, Radar +6, Radio +6), GPS, Laser Designator (RI 150m), NBC Filter, Sensor - High-Res Radar, Infrared, Low-light Optics, Magnetic, Optics (4 km) Stabilisation Gear (134 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-27 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Deployable Pack Gun*	4d12	80m	A	30	Automatic	Arc of Fire (Fr)	69
1	Light Rocket Pack/24*	6d12	60m	A	24	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	195
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Blitz Iguana								
Type	Giant Robot							
MP Cost	871 MP							
Size	Large (Tall 4.1m)							
Hit Points	45 (70 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	14 (70 MP)							
Defense	9							
Strength	35 (+12) (75 MP)							
Speed	Land 54 kph/ 84 kph (SMS) (120 MP)							
Tactical Speed	Land 90m/ 140m (SMS)							
Initiative	+1 (10 MP)							
Maneuver	+1 (10 MP)							
Special Abilities	Tactical Radio (Secure 2), GPS, NBC Filter, Sensor - High-Res Radar, Infrared, Low-light Optics, Magnetic, Optics (4 km) Stabilisation Gear (82 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-27 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Auto-Cannon*	4d12	A	80m	60	Automatic, Extra Ammo	Arc of Fire (Fr)	86
1	Light Rocket Pack/32*	6d12	A	60m	32	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	273
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Chameleon								
Type	Giant Robot							
MP Cost	884 MP							
Size	Large (Tall 4.1m)							
Hit Points	44 (68 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	14 (70 MP)							
Defense	9							
Strength	35 (+12) (75 MP)							
Speed	Land 54 kph/ 84 kph (SMS) (120 MP)							
Tactical Speed	Land 90m/ 140m (SMS)							
Initiative	+1 (10 MP)							
Maneuver	+1 (10 MP)							
Special Abilities	Tactical Radio (Secure 3), GPS, Laser Designator (RI 150m), NBC Filter, Sensor - High-Res Radar, Infrared, Low-light Optics, Magnetic, Optics (4 km), Stabilisation Gear, Stealth (+15 Infrared, +15 Radar (206 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute), Weak Point (-41 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Deployable Pack Gun*	4d12	80m	2	30	Automatic	Arc of Fire (Fr)	69
1	Light Rocket Pack/24*	6d12	60m	3	24	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	195
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Chatterbox								
Type	Giant Robot							
MP Cost	714 MP							
Size	Large (Tall 4.1m)							
Hit Points	49 (78 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	14 (70 MP)							
Defense	9							
Strength	35 (+12) (75 MP)							
Speed	Land 54 kph/ 84 kph (SMS) (120 MP)							
Tactical Speed	Land 90m/ 140m (SMS)							
Initiative	+1 (10 MP)							
Maneuver	+1 (10 MP)							
Special Abilities	Long Range Radio (Secure 3), ECM (Defensive +9, Radar +9, Radio +9), GPS, NBC Filter, Sensor - High-Res Radar, Infrared, Low-light Optics, Magnetic, Optics (4 km) Stabilisation Gear (156 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-27 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Deployable Pack Gun*	4d12	80m	2	30	Automatic	Arc of Fire (Fr)	69
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Iguana MP								
Type	Giant Robot							
MP Cost	682 MP							
Size	Large (Tall 4.1m)							
Hit Points	44 (68 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	14 (70 MP)							
Defense	9 (12 w/Shield)							
Strength	35 (+12) (75 MP)							
Speed	Land 54 kph/ 84 kph (SMS) (120 MP)							
Tactical Speed	Land 90m/ 140m (SMS)							
Initiative	+1 (10 MP)							
Maneuver	+1 (10 MP)							
Special Abilities	Tactical Radio (Secure 2), GPS, NBC Filter, Sensor - High-Res Radar, Infrared, Low-light Optics, Magnetic, Optics (3 km), Shield (+3), Stabilisation Gear (67 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-27 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Fragmentation Cannon*	7d12	SS	70m	20	Cone	Arc of Fire (Fr), Low Penetration, Short Range	121
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	12	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo	66
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Iguana Paratrooper								
Type	Giant Robot							
MP Cost	754 MP							
Size	Large (Tall 4.1m)							
Hit Points	49 (78 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	14 (70 MP)							
Defense	9							
Strength	35 (+12) (75 MP)							
Speed	Land 54 kph/ 84 kph (SMS) (120 MP)							
Tactical Speed	Land 90m/ 140m (SMS)							
Initiative	+1 (10 MP)							
Maneuver	+1 (10 MP)							
Special Abilities	Tactical Radio (Secure 3), ECM (Defensive +6, Radar +6, Radio +6), GPS, Laser Designator (RI 150m), NBC Filter, Parachute, Sensor - High-Res Radar, Infrared, Low-light Optics, Magnetic, Optics (4 km) Stabilisation Gear (138 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-27 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Auto-Cannon*	4d12	A	80m	30	Automatic	Arc of Fire (Fr)	6
-	Light Grenade Launcher*	9d10	A	67m	10	AP, Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Less Ammo, Short Range	198
1	Chassis Reinforcement	4d12	n/a	n/a	n/a	Muscle – Powered	Arc of Fire (Fr), Melee	26

* Hardpoint or Handheld

OACS-03/SC ANOLIS								
Type	Giant Robot							
MP Cost	668 MP							
Size	Large (Tall 3.9m)							
Hit Points	41 (62 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	11 (55 MP)							
Defense	9							
Strength	35 (+12) (75 MP)							
Speed	Land 54 kph/ 78 kph (SMS) (90 MP)							
Tactical Speed	Land 90m/ 130m (SMS)							
Initiative	+1 (10 MP)							
Maneuver	+1 (10 MP)							
Special Abilities	Tactical Radio (Secure 2), GPS, Laser Designator (RI 150m), NBC Filter, Sensor - High-Res Radar, Infrared, Low-light Optics, Magnetic, Optics (4 km) Stabilisation Gear (84 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Deployable Pack Gun*	4d12	80m	2	40	Automatic, Extra Ammo	Arc of Fire (Fr)	104
2	Light Rocket Pack/8*	6d12	A	60m	8	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Less Ammo x2, Short Range	106
1	Hand Grenade*	9d10	13m	1	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	48

* Hardpoint or Handheld

OACS-03M/SU BASILISK								
Type	Giant Robot							
MP Cost	900 MP							
Size	Large (Tall 4.2m)							
Hit Points	45 (70 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	15 (75 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 42 kph/ 78 kph (SMS) (120 MP)							
Tactical Speed	Land 70m/ 130m (SMS)							
Initiative	+0 (5 MP)							
Maneuver	+0 (5 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km) Stabilisation Gear (32 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Auto-Cannon*	4d12	A	80m	60	Automatic, Extra Ammo x2	Arc of Fire (Fr)	138
1	Light Rocket Pack/24*	6d12	A	60m	24	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	195
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51
3	Hand Grenade*	9d10	13m	1	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	57
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

OACS-03M/SC SILVERSCALE								
Type	Giant Robot							
MP Cost	574 MP							
Size	Large (Tall 4.2m)							
Hit Points	42 (64 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	12 (60 MP)							
Defense	9							
Strength	Land 42 kph/ 78 kph (SMS) (85 MP)							
Speed	Land 70m/ 130m (SMS)							
Tactical Speed	70m/ 130m							
Initiative	+0 (5 MP)							
Maneuver	+0 (5 MP)							
Special Abilities	Tactical Radio (Secure 2), ECM (Radar +6, Radio +6), GPS, Laser Designator (RI 150m), NBC Filter, Sensor - High-Rez Radar (20 km), Infrared, Low-light Optics, Magnetic, Optics (5 km) Stabilisation Gear (172 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Deployable Pack Gun*	4d12	80m	2	30	Automatic	Arc of Fire (Fr)	69

* Hardpoint or Handheld

Jaeger								
Type	Giant Robot							
MP Cost	900 MP							
Size	Large (Tall 4.3m)							
Hit Points	45 (70 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	15 (75 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 42 kph/ 72 kph (SMS) (106 MP)							
Tactical Speed	Land 70m/ 120m (SMS)							
Initiative	+0 (5 MP)							
Maneuver	+0 (5 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km) Stabilisation Gear (32 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Auto-Cannon*	4d12	A	80m	60	Automatic, Extra Ammo x2	Arc of Fire (Fr)	138
1	Light Rocket Pack/24*	6d12	A	60m	24	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	195
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51
3	Hand Grenade*	9d10	13m	1	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	57
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Blitz Jaeger								
Type	Giant Robot							
MP Cost	933 MP							
Size	Large (Tall 4.3m)							
Hit Points	45 (70 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	15 (75 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 42 kph/ 72 kph (SMS) (106 MP)							
Tactical Speed	Land 70m/ 120m (SMS)							
Initiative	0 (5 MP)							
Maneuver	0 (5 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km) Stabilisation Gear, Targeting Bonus (ATM +1) (37 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium AutoCannon*	5d12	A	100m	40	Automatic, Extra Ammo	Arc of Fire (Fr)	130
1	Anti – Tank Missile*	15d10	SS	225m	1	Blast, Guided (LG), Indirect Fire	Less Ammo x5	231
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51
3	Hand Grenade*	9d10	13m	1	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	57
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Command Jaeger								
Type	Giant Robot							
MP Cost	908 MP							
Size	Large (Tall 4.3m)							
Hit Points	45 (70 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	15 (75 MP)							
Defense	9							
Strength	42 (+16) (96 MP)							
Speed	Land 42 kph/ 72 kph (SMS) (106 MP)							
Tactical Speed	Land 70m/ 120m (SMS)							
Initiative	0 (5 MP)							
Maneuver	0 (5 MP)							
Special Abilities	Tactical Radio (Secure 2), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km) Stabilisation Gear, (34 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Auto-Cannon*	4d12	A	80m	60	Automatic, Extra Ammo x2	Arc of Fire (Fr)	138
1	Light Rocket Pack/24*	6d12	60m	3	24	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	195
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51
3	Hand Grenade*	9d10	13m	1	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	57
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Dartjaeger								
Type	Giant Robot							
MP Cost	633 MP							
Size	Large (Tall 4.3m)							
Hit Points	45 (70 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	15 (75 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 48 kph/ 84 kph (SMS) (123 MP)							
Tactical Speed	Land 80m/ 140m (SMS)							
Initiative	+0 (5 MP)							
Maneuver	+0 (5 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km) Stabilisation Gear (32 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute), Weak Point (-41 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Auto-Cannon*	4d12	A	80m	60	Automatic, Extra Ammo x2	Arc of Fire (Fr)	138
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Flammjaeger								
Type	Giant Robot							
MP Cost	997 MP							
Size	Large (Tall 4.3m)							
Hit Points	45 (70 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	15 (75 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 42 kph/ 72 kph (SMS) (106 MP)							
Tactical Speed	Land 70m/ 120m (SMS)							
Initiative	0 (5 MP)							
Maneuver	0 (5 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km) Stabilisation Gear, Targeting Bonus (+1 MFL) (37 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium Flamer*	4d10	A	15m	25	Automatic, Burning, Indirect, Stream	Arc of Fire (Fr), Short Range x2	117
1	Incendiary Rocket Pack/20*	8d10	A	60m	20	AP, Automatic, Burning, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	308
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51
3	Hand Grenade*	9d10	13m	1	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	57
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Jaeger Paratrooper								
Type	Giant Robot							
MP Cost	707 MP							
Size	Large (Tall 4.3m)							
Hit Points	50 (80 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	15 (75 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 42 kph/ 72 kph (SMS) (106 MP)							
Tactical Speed	Land 70m/ 120m (SMS)							
Initiative	0 (5 MP)							
Maneuver	0 (5 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Parachute, Sensor - Infrared, Low-light Optics, Optics (2 km) Stabilisation Gear, (36 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Auto-Cannon*	4d12	A	80m	30	Automatic	Arc of Fire (Fr)	6
-	Light Grenade Launcher*	9d10	A	67m	10	AP, Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Less Ammo, Short Range	198
2	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	56
1	Chassis Reinforcement	4d12	n/a	n/a	n/a	Muscle – Powered	Arc of Fire (Fr), Melee	26

* Hardpoint or Handheld

Jaeger Recon								
Type	Giant Robot							
MP Cost	539 MP							
Size	Large (Tall 4.3m)							
Hit Points	44 (68 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	14 (70 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 48 kph/ 78 kph (SMS) (110 MP)							
Tactical Speed	Land 80m/ 130m (SMS)							
Initiative	+0 (5 MP)							
Maneuver	+0 (5 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km) Stabilisation Gear (32 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute), Weak Point (-40 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium AutoCannon*	5d12	A	100m	40	Automatic, Extra Ammo	Arc of Fire (Fr)	130
2	Light Panzerfaust*	5d12	SS	50m	1	Blast	Arc of Fire (Fr), Less Ammo x5, Short Range	19

* Hardpoint or Handheld

Stone Mason								
Type	Giant Robot							
MP Cost	380 MP							
Size	Large (Tall 4.3m)							
Hit Points	42 (64 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	12 (60 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 66 kph (49 MP)							
Tactical Speed	Land 110m							
Initiative	+0 (5 MP)							
Maneuver	+0 (5 MP)							
Special Abilities	Tactical Radio (Secure 1), Extra Arm x2, GPS, Sensor - Infrared, Low-light Optics, Optics (1 km) (52 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Open, Start-up Time (1 minute) (-46 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Anti - Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51

Black Mamba								
Type	Giant Robot							
MP Cost	1011 MP							
Size	Large (Tall 4.6m)							
Hit Points	47 (74 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	17 (85 MP)							
Defense	9							
Strength	42 (+16) (96 MP)							
Speed	Land 54 kph/ 84 kph (SMS) (146 MP)							
Tactical Speed	Land 90m/ 140m (SMS)							
Initiative	+1 (10 MP)							
Maneuver	+1 (10 MP)							
Special Abilities	Tactical Radio (Secure 2), GPS, NBC Filter, Parachute, Sensor - Infrared, Low-light Optics, Optics (3 km), Stabilisation Gear, Targeting Bonus (+1 MAC & VB) (54 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute), Weak Point (-43 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium AutoCannon*	5d12	A	100m	40	Automatic, Extra Ammo	Arc of Fire (Fr)	130
1	Light Rocket Pack/32*	6d12	A	60m	32	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	234
2	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr & Rr), Less Ammo x2	56
3	Hand Grenade*	9d10	13m	1	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	57
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Long Fange Black Mamba								
Type	Giant Robot							
MP Cost	1013 MP							
Size	Large (Tall 4.6m)							
Hit Points	47 (74 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	17 (85 MP)							
Defense	9							
Strength	42 (+16) (96 MP)							
Speed	Land 54 kph/ 84 kph (SMS) (146 MP)							
Tactical Speed	Land 90m/ 140m (SMS)							
Initiative	+1 (10 MP)							
Maneuver	+1 (10 MP)							
Special Abilities	Tactical Radio (Secure 2), GPS, NBC Filter, Parachute, Sensor - Infrared, Low-light Optics, Optics (3 km), Stabilisation Gear, Targeting Bonus (+1 MAC & VB) (54 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute), Weak Point (-43 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium AutoCannon*	5d12	A	100m	40	Automatic, Extra Ammo	Arc of Fire (Fr)	130
2	Medium Rocket Pack/36*	11d10	A	120m	36	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	465
3	Hand Grenade*	9d10	13m	1	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	57
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Black Mamba MP								
Type	Giant Robot							
MP Cost	1008 MP							
Size	Large (Tall 4.6m)							
Hit Points	52 (84 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	17 (85 MP)							
Defense	9							
Strength	42 (+16) (96 MP)							
Speed	Land 53 kph/ 81 kph (SMS) (142 MP)							
Tactical Speed	Land 88m/ 135m (SMS)							
Initiative	+1 (10 MP)							
Maneuver	+1 (10 MP)							
Special Abilities	Tactical Radio (Secure 2), GPS, NBC Filter, Parachute, Sensor - Infrared, Low-light Optics, Optics (3 km), Shield (+3), Stabilisation Gear (45 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute), Weak Point (-43 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Fragmentation Cannon*	7d12	SS	70m	20	Cone	Arc of Fire (Fr), Low Penetration, Short Range	121
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	12	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo	66

* Hardpoint or Handheld

Razor Fang Black Mamba								
Type	Giant Robot							
MP Cost	1010 MP							
Size	Large (Tall 4.6m)							
Hit Points	47 (74 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	17 (85 MP)							
Defense	9							
Strength	42 (+16) (96 MP)							
Speed	Land 54 kph/ 83 kph (SMS) (145 MP)							
Tactical Speed	Land 90m/ 138m (SMS)							
Initiative	+1 (10 MP)							
Maneuver	+1 (10 MP)							
Special Abilities	Long Range Radio (Secure 2), GPS, NBC Filter, Parachute, Sensor - Infrared, Low-light Optics, Optics (3 km), Stabilisation Gear, Targeting Bonus (+1 MAC & VB) (54 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute), Weak Point (-43 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium AutoCannon*	5d12	A	100m	40	Automatic, Extra Ammo	Arc of Fire (Fr)	130
1	Light Rocket Pack/32*	6d12	A	60m	32	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	234
2	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr & Rr), Less Ammo x2	56
3	Hand Grenade*	9d10	13m	1	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	57
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Snakeye Black Mamba								
Type	Giant Robot							
MP Cost	916 MP							
Size	Large (Tall 4.3m)							
Hit Points	47 (74 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	17 (85 MP)							
Defense	9							
Strength	42 (+16) (96 MP)							
Speed	Land 54 kph/ 78 kph (SMS) (140 MP)							
Tactical Speed	Land 90m/ 130m (SMS)							
Initiative	+1 (10 MP)							
Maneuver	+1 (10 MP)							
Special Abilities	Tactical Radio (Secure 2), GPS, NBC Filter, Parachute, Sensor - Infrared, Low-light Optics, Optics (2 km), Stabilisation Gear, Stealth (Infrared +15, Radar +15), Targeting Bonus (+1 VB, +2 SLC) (173 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute), Weak Point (-43 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Sniper Laser Cannon*	6d12	SS	400m	40	Long Range x2, Extra Ammo	Arc of Fire (Fr), Space – Optimized	156
2	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr & Rr), Less Ammo x2	56
3	Hand Grenade*	9d10	13m	1	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	57
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Sidewinder								
Type	Giant Robot							
MP Cost	1039 MP							
Size	Large (Tall 4.3m)							
Hit Points	51 (82 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	16 (80 MP)							
Defense	9							
Strength	42 (+16) (96 MP)							
Speed	Land 47 kph/ 78 kph (SMS) (125 MP)							
Tactical Speed	Land 78m/ 128m (SMS)							
Initiative	+0 (5 MP)							
Maneuver	+0 (5 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (3 km), Stabilisation Gear (38 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium AutoCannon*	5d12	A	100m	40	Automatic, Extra Ammo	Arc of Fire (Fr)	130
1	Medium Rocket Pack/36*	11d10	A	120m	36	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	423
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51

* Hardpoint or Handheld

Spitting Cobra								
Type	Giant Robot							
MP Cost	1801 MP							
Size	Huge (Tall 5.0m)							
Hit Points	56 (72 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	21 (105 MP)							
Defense	8							
Strength	45 (+17) (105 MP)							
Speed	Land 36 kph/ 60 kph (SMS) (126 MP)							
Tactical Speed	Land 60m/ 100m (SMS)							
Initiative	-2 (0 MP)							
Maneuver	-2 (0 MP)							
Special Abilities	Tactical Radio (Secure 1), Chobham Armor, GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km), Stabilisation Gear (55 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Heavy Auto-Cannon*	6d12	A	120m	30	Automatic	Arc of Fire (Fr)	104
1	Medium Rocket Pack/18*	11d10	A	120m	18	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	302
1	Heavy Rocket Pack/48*	10d12	A	120m	48	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	455
2	Light Machine Gun	2d10	A	60m	400	Automatic x2, Extra Ammo x3, Long Range	Arc of Fire (Fr)	96
1	Light Guided Mortar*	9d10	SS	135m	10	Blast, Guided (LG), Indirect Fire	Arc of Fire (Fr), Less Ammo, Static	231
6	Hand Grenade*	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	69
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Engineering Cobra	
Type	Giant Robot
MP Cost	398 MP
Size	Huge (Tall 5.0m)
Hit Points	49 (58 MP)
Occupancy	1 operator, no cargo (10 MP)
Hardness	19 (95 MP)
Defense	8
Strength	45 (+17) (105 MP)
Speed	Land 36 kph/ 61 kph (SMS) (111 MP)
Tactical Speed	Land 60m/ 101m (SMS)
Initiative	-2 (0 MP)
Maneuver	-2 (0 MP)
Special Abilities	Tactical Radio (Secure 1), Chobham Armor, GPS, Headlight, Sensor - Infrared, Low-light Optics, Optics (2 km) (38 MP)
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)
Mecha Defects	Reduced Endurance (several hours), Open, Road Vehicle (SMS only), Start-up Time (1minute) (-64 MP)

Striking Cobra								
Type	Giant Robot							
MP Cost	1141 MP							
Size	Huge (Tall 5.0m)							
Hit Points	56 (72 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	21 (105 MP)							
Defense	8							
Strength	45 (+17) (105 MP)							
Speed	Land 36 kph/ 60 kph (SMS) (126 MP)							
Tactical Speed	Land 60m/ 100m (SMS)							
Initiative	-2 (0 MP)							
Maneuver	-2 (0 MP)							
Special Abilities	Tactical Radio (Secure 1), Chobham Armor, GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km), Stabilisation Gear (55 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium Bazooka	10d12	SS	100m	30	Blast	Arc of Fire (Fr), Short Range	130
1	Medium Rocket Pack/18*	11d10	A	120m	18	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	302
2	Light Machine Gun	2d10	A	60m	400	Automatic x2, Extra Ammo x3, Long Range	Arc of Fire (Fr)	96
6	Hand Grenade*	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	69
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Support Cobra								
Type	Giant Robot							
MP Cost	1037 MP							
Size	Huge (Tall 5.0m)							
Hit Points	56 (72 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	21 (105 MP)							
Defense	8							
Strength	45 (+17) (105 MP)							
Speed	Land 36 kph/ 60 kph (SMS) (126 MP)							
Tactical Speed	Land 60m/ 100m (SMS)							
Initiative	-2 (0 MP)							
Maneuver	-2 (0 MP)							
Special Abilities	Tactical Radio (Secure 1), Chobham Armor, GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km), Stabilisation Gear (55 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Very Heavy AutoCannon*	9d10	A	135m	30	Automatic, Extra Ammo	Arc of Fire (Fr)	198
1	Very Light Field Gun*	10d12	SS	200m	12	Indirect Fire	Arc of Fire (Fr), Less Ammo	130
2	Light Machine Gun	2d10	A	60m	400	Automatic x2, Extra Ammo x3, Long Range	Arc of Fire (Fr)	96
6	Hand Grenade*	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	69
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

King Cobra								
Type	Giant Robot							
MP Cost	1925 MP							
Size	Huge (Tall 5.0m)							
Hit Points	56 (72 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	21 (105 MP)							
Defense	8							
Strength	45 (+17) (105 MP)							
Speed	Land 36 kph/ 66 kph (SMS) (133 MP)							
Tactical Speed	Land 60m/ 110m (SMS)							
Initiative	-2 (0 MP)							
Maneuver	-2 (0 MP)							
Special Abilities	Tactical Radio (Secure 1), Chobham Armor, GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km), Stabilisation Gear, Targeting Bonus (+1 LPA) (60 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Particle Accelerator*	5d12	SS	100m	12	Increased Threat (18 – 20)	Arc of Fire (Fr), Less Ammo	97
1	Medium Rocket Pack/18*	11d10	A	120m	18	AP, Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	302
1	Heavy Rocket Pack/48*	10d12	A	120m	48	AP, Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	455
1	Light Auto-Cannon*	4d12	A	80m	120	Automatic, Extra Ammo x2	Arc of Fire (Fr)	138
1	Light Guided Mortar*	9d10	SS	135m	10	Blast, Guided (LG), Indirect Fire	Arc of Fire (Fr), Less Ammo, Static	231
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr & Rr), Less Ammo x2	51
6	Hand Grenade*	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	69
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52
1	Chassis Reinforcement	4d12	n/a	n/a	n/a	Muscle – Powered	Arc of Fire (Fr), Melee	26

* Hardpoint or Handheld

OACS-03H/FS PYTHON								
Type	Giant Robot							
MP Cost	1491 MP							
Size	Large (Tall 4.8m)							
Hit Points	49 (78 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	19 (95 MP)							
Defense	9							
Strength	45 (+17) (105 MP)							
Speed	Land 36 kph/ 60 kph (SMS) (114 MP)							
Tactical Speed	Land 60m/ 100m (SMS)							
Initiative	-2 (-5 MP)							
Maneuver	-2 (-5 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km), Stabilisation Gear (32 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-25 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Heavy Auto-Cannon*	6d12	A	120m	30	Automatic	Arc of Fire (Fr)	104
1	Light Guided Mortar*	9d10	SS	135m	15	Blast, Guided (LG), Indirect Fire	Arc of Fire (Fr), Less Ammo, Static	231
1	Heavy Incendiary Rocket Pack/24*	8d12	A	120m	24	Automatic, Burning, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	364
1	Medium Rocket Pack/18*	11d10	A	120m	18	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	302
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51

* Hardpoint or Handheld

OACS-02M/SU DESERT VIPER								
Type	Giant Robot							
MP Cost	1022 MP							
Size	Large (Tall 4.7m)							
Hit Points	51 (82 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	16 (80 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 42 kph (42 MP)							
Tactical Speed	Land 70m							
Initiative	+0 (5 MP)							
Maneuver	+0 (5 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km), Stabilisation Gear (32 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Heavy Grenade Launcher	10d12	A	100m	20	AP, Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	260
1	Medium Rocket Pack/18*	11d10	A	120m	18	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	302
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51
1	Hand Grenade*	9d10	13m	1	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	49

* Hardpoint or Handheld

OACS-02M/AQ-STL WATER VIPER SILENT RUNNING								
Type	Giant Robot							
MP Cost	1072 MP							
Size	Large (Tall 4.7m)							
Hit Points	51 (82 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	16 (80 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 42 kph/Water 39 kph, 400m dive depth (207 MP)							
Tactical Speed	Land 70m/Water 65m							
Initiative	+0 (5 MP)							
Maneuver	+0/-4 (-10 MP)							
Special Abilities	Tactical Radio (Secure 1), ECM (Radar +6, Radio +6), GPS, Headlight, Life Support, Sensor - Infrared, Low-light Optics, Optics (3 km), Sonar (5 km), Stabilisation Gear, Stealth (Infared +3, Radar +3, Sonar +9) (141 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Hangar Queen, Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Fragmentation Cannon*	7d12	SS	70m	20	Cone	Arc of Fire (Fr), Low Penetration, Short Range	121
2	Light Rocket Pack/32	6d12	A	60m	32	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Only in Water, Short Range	200
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Rr), Less Ammo x2	51
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52
1	Spike Gun*	6d12	n/a	n/a	10	n/a	Arc of Fire (Fr), Less Ammo, Melee	29

* Hardpoint or Handheld

Black Adder								
Type	Giant Robot							
MP Cost	986 MP							
Size	Large (Tall 4.5m)							
Hit Points	56 (92 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	16 (80 MP)							
Defense	9							
Strength	42 (+16) (96 MP)							
Speed	Land 42 kph/ 72 kph (SMS) (114 MP)							
Tactical Speed	Land 70m/ 120m (SMS)							
Initiative	0 (5 MP)							
Maneuver	0 (5 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km) Stabilisation Gear (28 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Snub Cannon*	14d12	SS	70m	10	n/a	Arc of Fire (Fr), Less Ammo, Short Rangex2	68
1	Medium Rocket Pack/36*	11d10	A	120m	36	AP, Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	423
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51

* Hardpoint or Handheld

Naga								
Type	Giant Robot							
MP Cost	862 MP							
Size	Huge (Tall 6.4m)							
Hit Points	53 (66 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	23 (115 MP)							
Defense	8							
Strength	42 (+16) (96 MP)							
Speed	Land 42 kph/ 72 kph (SMS) (163 MP)							
Tactical Speed	Land 70m/ 120m (SMS)							
Initiative	-2 (0 MP)							
Maneuver	-4 (-10 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, Laser Designator (RI 150m), NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km), Stabilisation Gear (36 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium AutoCannon*	5d12	A	100m	200	Automatic, Extra Ammo x3	Arc of Fire (Fr)	173
2	Anti – Tank Missile*	15d10	SS	225m	4	Blast, Guided (LG), Indirect Fire	Arc of Fire (Fr), Less Ammo x3	226

* Hardpoint or Handheld

Long Fang Naga								
Type	Giant Robot							
MP Cost	793 MP							
Size	Huge (Tall 6.4m)							
Hit Points	53 (66 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	23 (115 MP)							
Defense	8							
Strength	42 (+16) (96 MP)							
Speed	Land 42 kph/ 72 kph (SMS) (163 MP)							
Tactical Speed	Land 70m/ 120m (SMS)							
Initiative	-2 (0 MP)							
Maneuver	-4 (-10 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, Laser Designator (RI 150m), NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km), Stabilisation Gear (36 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (several hours), No Hands, Road Vehicle (SMS only), Start-up Time (1 minute) (-68 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium AutoCannon*	5d12	A	100m	200	Automatic, Extra Ammo x3	Arc of Fire (Fr)	173
2	Light Field Gun*	11d12	SS	220m	12	Indirect Fire	Arc of Fire (Fr), Less Ammo, Static	157

* Hardpoint or Handheld

OWCS-54X SAGITTARIUS								
Type	Giant Robot							
MP Cost	1111 MP							
Size	Huge (Tall 6.4m)							
Hit Points	62 (84 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	30 (150 MP)							
Defense	8							
Strength	42 (+16) (96 MP)							
Speed	Land 60 kph (112 MP)							
Tactical Speed	Land 100m							
Initiative	-2 (0 MP)							
Maneuver	-2 (0 MP)							
Special Abilities	Chobham Armor, Tactical Radio (Secure 1), ECM (Radar +6, Radio +6), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (4 km), Stabilisation Gear (104 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Hangar Queen, No Hands, Reduced Endurance (several hours), Start-up Time (1 minute), Weak Point (-104 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Auto-Cannon*	4d12	A	80m	160	Automatic, Extra Ammo x3	Arc of Fire (Fr)	208
1	Heavy Machine Gun*	2d12	A	80m	500	Automatic, Extra Ammo x3, Long Range	Arc of Fire (Fr)	104
1	Light Artillery Missile*	6d12	V	2000m	8	Blast x4, Guided (IG, LG), Indirect Fire, Long Range x4, Volley	Arc of Fire (Fr), Less Ammo x2, Static	292

* Hardpoint or Handheld

OWCS-04FS FIRE DRAGON								
Type	Giant Robot							
MP Cost	1579 MP							
Size	Gargantuan (Wide 11.8m)							
Hit Points	63 (46 MP)							
Occupancy	3 operators, no cargo (30 MP)							
Hardness	28 (140 MP)							
Defense	6							
Strength	47 (+18) (111 MP)							
Speed	Land 41 kph/ 53 kph (SMS) (164 MP)							
Tactical Speed	Land 68m/ 88m (SMS)							
Initiative	-4 (0 MP)							
Maneuver	-4 (0 MP)							
Special Abilities	Chobham Armor, Tactical Radio (Secure 2), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km), Stabilisation Gear (66 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (several hours), No Hands, Road Vehicle (SMS only), Start-up Time (1 minute) (-67 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
2	Light Auto-Cannon*	4d12	A	80m	160	Automatic, Extra Ammo x3	Arc of Fire (1 Rt, 1 Lt)	228
1	Medium Flamer*	4d10	A	15m	25	Automatic, Burning, Extra Ammo x3, Indirect, Stream	Arc of Fire (Fr), Short Range x2	161
1	Heavy Rocket Pack/48*	10d12	A	120m	48	Automatic x2, Blast, Extra Ammo, Indirect Fire	Short Range	606
1	Anti – Missile System	2d12	SS	20m	20	Cone	Short Range	44

* Hardpoint or Handheld

Visigoth								
Type	Vehicle							
MP Cost	1571 MP							
Size	Gargantuan (Long 10.2m)							
Hit Points	90 (100 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	45 (225 MP)							
Defense	6							
Strength	n/a							
Speed	Land 60 kph (112 MP)							
Tactical Speed	Land 100m							
Initiative	-4 (0 MP)							
Maneuver	-4 (0 MP)							
Special Abilities	Tactical Radio (Secure 1), Chobham Armor, GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2km), Stabilisation Gear, Targeting Bonus (+1 HRG & LPLC) (91 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Direction-Optimised Armor (Front), Reduced Endurance (a few hours), Start-up Time (1 minute) (-67 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Heavy Field Gun	14d12	SS	320m	25	Indirect Fire, Long Range		364
1	Heavy AutoCannon	6d12	A	120m	300	Automatic, Extra Ammo x3		312
1	Light Laser Cannon	8d12	SS	400m	30	Long Range x2	Space – Optimized	138
2	Medium Rocket Pack/9	11d10	A	120m	9	Automatic, Blast, Indirect Fire	Less Ammo, Short Range	177
1	Smoke Discharger	Smoke	SS	10m	10	Blast x4, Emanation	Less Ammo	44

Vandal								
Type	Vehicle							
MP Cost	729 MP							
Size	Gargantuan (Long 10.2m)							
Hit Points	65 (50 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	30 (150 MP)							
Defense	6							
Strength	n/a							
Speed	Land 54 kph (101 MP)							
Tactical Speed	Land 90m							
Initiative	-6 (-10 MP)							
Maneuver	-6 (-10 MP)							
Special Abilities	Tactical Radio (Secure 1), Chobham Armor, GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (5km) (74 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few hours), Start-up Time (1 minute) (-27 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium Artillery Missile	11d10	V	2400m	2	Blast x4, Guided (IG, LG), Indirect Fire, Long Range x4, Volley	Arc of Fire (Fr), Less Ammo x4, Static	282
1	Smoke Discharger	Smoke	SS	10m	10	Blast x4, Emanation	Less Ammo	44

Hun								
Type	Vehicle							
MP Cost	1144 MP							
Size	Huge (Long 8.2m)							
Hit Points	60 (80 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	25 (125 MP)							
Defense	8							
Strength	n/a							
Speed	Land 72 kph/Water 12 kph (149 MP)							
Tactical Speed	Land 120m/Water 18m							
Initiative	-2 (0 MP)							
Maneuver	-2 (0 MP)							
Special Abilities	Tactical Radio (Secure 1), Chobham Armor, GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2km), Stabilisation Gear, Targeting Bonus (+1 LLC) (64 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (a few hours), Start-up Time (1 minute) (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Heavy Rifle	6d12	SS	160m	40	Extra Ammo, Long Range		156
1	Light Laser Cannon	8d12	SS	400m	10	Long Range x2	Less Ammo, Space - Optimized	104
1	Medium Rocket Pack/36	11d10	A	120m	36	AP, Automatic x2, Blast, Extra Ammo, Indirect Fire	Short Range	423

Ballista								
Type	Vehicle							
MP Cost	638 MP							
Size	Huge (Long 8.2m)							
Hit Points	60 (80 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	25 (125 MP)							
Defense	8							
Strength	n/a							
Speed	Land 72 kph/Water 12 kph (149 MP)							
Tactical Speed	Land 120m/Water 18m							
Initiative	-2 (0 MP)							
Maneuver	-2 (0 MP)							
Special Abilities	Tactical Radio (Secure 1), Chobham Armor, GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2km), Stabilisation Gear (59 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (a few hours), Start-up Time (1 minute) (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Very Light Rocket Pack/128	4d12	A	40m	128	Automatic x2, Blast, Extra Ammo x2, Indirect Fire	Arc of Fire (Fr), Short Range	182

Hittite								
Type	Vehicle							
MP Cost	749 MP							
Size	Huge (Long 8.2m)							
Hit Points	60 (80 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	25 (125 MP)							
Defense	8							
Strength	n/a							
Speed	Land 66 kph/Water 12 kph (140 MP)							
Tactical Speed	Land 110m/Water 18m							
Initiative	-2 (0 MP)							
Maneuver	-2 (0 MP)							
Special Abilities	Tactical Radio (Secure 1), Chobham Armor, GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2km), Stabilisation Gear (59 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (a few hours), Start-up Time (1 minute) (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Heavy Flamer	5d10	A	18m	30	Automatic, Burning, Indirect, Stream	Arc of Fire (Fr), Short Range x2	192
4	Heavy Machine Gun	2d12	A	80m	500	Automatic, Extra Ammo x3, Long Range	Arc of Fire (L x2, Rx2)	110

Ostrogoth								
Type	Vehicle							
MP Cost	798 MP							
Size	Huge (Long 8.2m)							
Hit Points	60 (80 MP)							
Occupancy	3 operators, no cargo (20 MP)							
Hardness	25 (125 MP)							
Defense	8							
Strength	n/a							
Speed	Land 66 kph (103 MP)							
Tactical Speed	Land 110m							
Initiative	-4 (-10 MP)							
Maneuver	-4 (-10 MP)							
Special Abilities	Tactical Radio (Secure 1), Chobham Armor, GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (5km) (67 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (a few hours), Start-up Time (1 minute) (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Artillery Gun	6d12	A	960m	10	Automatic, Blast x4, Indirect Fire, Long Range x3	Less Ammo, Static	390

Celt								
Type	Vehicle							
MP Cost	421 MP							
Size	Huge (Long 8.2m)							
Hit Points	65 (90 MP)							
Occupancy	3 operators, no cargo (20 MP)							
Hardness	25 (125 MP)							
Defense	8							
Strength	n/a							
Speed	Land 60 kph (93 MP)							
Tactical Speed	Land 100m							
Initiative	-6 (-20 MP)							
Maneuver	-6 (-20 MP)							
Special Abilities	Accessories (Mine-clearing), Tactical Radio (Secure 1), Chobham Armor, GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (1km) (38 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (a few hours), Start-up Time (1 minute) (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Det Cord Launcher	10d10	SS	10m	3	Blast x4	Less Ammo x3, Low Penetration, Short Range x2, Slow – Firing	62

Artemis								
Type	Vehicle							
MP Cost	903 MP							
Size	Huge (Long 7.34m)							
Hit Points	52 (64 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	22 (110 MP)							
Defense	8							
Strength	n/a							
Speed	Land 60 kph (82 MP)							
Tactical Speed	Land 100m							
Initiative	-4 (-10 MP)							
Maneuver	-4 (-10 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Sensor - High-Rez Radar, Infrared, Low-light Optics, Optics (5 km), Stabilisation Gear, Targeting System (+2 LAAC x4) (107 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (a few hours), Start-up Time (1 minute), Weak Point (-44 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
4	Light Anti – Aircraft Cannon	4d12	A	400m	500	Automatic x2, Extra Ammo x3, Long Range x3		539

Caiman								
Type	Vehicle							
MP Cost	576 MP							
Size	Huge (Long 6.08m)							
Hit Points	48 (56 MP)							
Occupancy	2 operators, 10 passengers, no cargo (60 MP)							
Hardness	13 (65 MP)							
Defense	8							
Strength	n/a							
Speed	Land 96 kph (78 MP)							
Tactical Speed	Land 160m							
Initiative	-2 (0 MP)							
Maneuver	-6 (-20 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (1.5 km), Stabilisation Gear (30 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (a few hours), Start-up Time (1 minute) (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium AutoCannon	5d12	A	100m	40	Automatic, Extra Ammo	Arc of Fire (Fr)	130
1	Light Machine Gun	2d10	A	60m	800	Automatic x2, Extra Ammo x4, Long Range		154

Crocodile								
Type	Vehicle							
MP Cost	812 MP							
Size	Huge (Long 6.08m)							
Hit Points	48 (56 MP)							
Occupancy	2 operators, 10 passengers, no cargo (60 MP)							
Hardness	13 (65 MP)							
Defense	8							
Strength	n/a							
Speed	Land 96 kph (78 MP)							
Tactical Speed	Land 160m							
Initiative	-2 (0 MP)							
Maneuver	-6 (-20 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (1.5 km), Stabilisation Gear (30 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (a few hours), Start-up Time (1 minute) (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Heavy Rocket Pack/48	10d12	A	120m	48	Automatic x2, Blast, Extra Ammo, Indirect Fire	Short Range	520

Barnaby	
Type	Vehicle
MP Cost	391 MP
Size	Gargantuan (Long 16.47m)
Hit Points	56 (32 MP)
Occupancy	2 operators, 5 passengers, 13 tons cargo (170 MP)
Hardness	16 (80 MP)
Defense	6
Strength	n/a
Speed	Land 96 kph (96 MP)
Tactical Speed	Land 160m
Initiative	-4 (0 MP)
Maneuver	-4 (0 MP)
Special Abilities	Tactical Radio (Secure 1), GPS, Hangar (Large), Headlight, NBC Filter (35 MP)
Exotic Abilities	None
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute), (-22 MP)

MDU-15 Nightingale	
Type	Vehicle
MP Cost	182 MP
Size	Gargantuan (Long 16.47m)
Hit Points	39 (-2 MP)
Occupancy	1 operator, 4 passengers, no cargo (26 MP)
Hardness	9 (45 MP)
Defense	6
Strength	n/a
Speed	Land 72 kph (40 MP)
Tactical Speed	Land 120m
Initiative	-6 (-10 MP)
Maneuver	-6 (-10 MP)
Special Abilities	Tactical Radio (Secure 1), GPS, Room - Sickbay x2, NBC Filter (24 MP)
Exotic Abilities	None
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute), (-22 MP)

Springer	
Type	Vehicle
MP Cost	41 MP
Size	Large (Long 3.4m)
Hit Points	17 (14 MP)
Occupancy	1 operator, 2 passengers, 3 tons cargo (44 MP)
Hardness	4 (20 MP)
Defense	9
Strength	n/a
Speed	Land 90 kph (28 MP)
Tactical Speed	Land 150m
Initiative	-2 (-5 MP)
Maneuver	-2 (-5 MP)
Special Abilities	Tactical Radio, GPS (4 MP)
Exotic Abilities	None
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute) (-22 MP)

MPV-X4 Elan	
Type	Vehicle
MP Cost	62 MP
Size	Large (Long 3.4m)
Hit Points	17 (14 MP)
Occupancy	1 operator, 2 passengers, no cargo (18 MP)
Hardness	5 (25 MP)
Defense	9
Strength	n/a
Speed	Land 132 kph (41 MP)
Tactical Speed	Land 220m
Initiative	-2 (-5 MP)
Maneuver	-2 (-5 MP)
Special Abilities	Tactical Radio (Secure 1), GPS, Headlight (6 MP)
Exotic Abilities	None
Mecha Defects	Reduced Endurance (several hours), Open, Start-up Time (1 minute) (-32 MP)

FOV-X4 Evil Eye								
Type	Vehicle							
MP Cost	172 MP							
Size	Large (Long 3.4m)							
Hit Points	18 (16 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	7 (35 MP)							
Defense	9							
Strength	n/a							
Speed	Land 120 kph (52 MP)							
Tactical Speed	Land 200m							
Initiative	-2 (-5 MP)							
Maneuver	-2 (-5 MP)							
Special Abilities	Tactical Radio (Secure 2), GPS, Laser Designator (RI 150m), Stabilization Gear (20 MP)							
Exotic Abilities	None							
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute), Weak Point (-29 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Very Light AutoCannon	3d12	A	60m	100	Automatic, Extra Ammo x2	Arc of Fire (Fr)	78

Jackrabbit	
Type	Vehicle
MP Cost	79 MP
Size	Large (Long 3.62m)
Hit Points	15 (10 MP)
Occupancy	1 operator, 1 passenger, 0.4 tons cargo (14 MP)
Hardness	2 (10 MP)
Defense	9
Strength	n/a
Speed	Land 96 kph (30 MP)
Tactical Speed	Land 160m
Initiative	+3 (20 MP)
Maneuver	+3 (20 MP)
Special Abilities	Tactical Radio, GPS (4 MP)
Exotic Abilities	None
Mecha Defects	Reduced Endurance (several hours), Open, Start-up Time (1 minute), Weak Point (-30 MP)

Southern Field Artillery								
Type	Vehicle							
MP Cost	48 MP							
Size	Huge (Long 7.47m)							
Hit Points	24 (8 MP)							
Occupancy	no operators, no cargo (0 MP)							
Hardness	10 (50 MP)							
Defense	9							
Strength	n/a							
Speed	Land 0kph (towed) (0 MP)							
Tactical Speed	Land 0m							
Initiative	-2 (0 MP)							
Maneuver	-2 (0 MP)							
Special Abilities	None							
Exotic Abilities	None							
Mecha Defects	Front-Optimized Armor, Open, Weak Point (-40 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Field Gun	11d12	SS	220m	12	Indirect Fire	Arc of Fire (Fr), Crew – Served x2, Less Ammo, Slow Firing x2	30

Aspic								
Type	Vehicle							
MP Cost	1080 MP							
Size	Gargantuan (Long 14 meters)							
Hit Points	43 (6 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	8 (40 MP)							
Defense	6							
Strength	n/a							
Speed	Air 990 kph, 12 km ceiling (544 MP)							
Tactical Speed	Air 1653m (3306m w/ booster)							
Initiative	-2 (10 MP)							
Maneuver	-2 (10 MP)							
Special Abilities	Booster (+990 kph), Tactical Radio (Secure 1), ECM (Defensive +6), Ejection Seat, GPS, Laser Designator (RI 1200m), Life Support, Sensor - Radar (Global, 2 km), Low-light Optics (2 km), Optics (2 km), Stabilisation Gear, Stealth (Infrared +3, Radar +3), Targeting Bonus (+2 AAM) (374 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few hours), Stall Speed (240 kph), Start-up Time (1 minute) (-147 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
2	Anti – Aircraft Missile*	5d12	SS	1600m	4	Blast, Guided (LG, ARH), Indirect Fire, Long Range x4	Arc of Fire (Fr), Less Ammo x3	178

* Hardpoint or Handheld

Azrael								
Type	Vehicle							
MP Cost	3679 MP							
Size	Colossal (Wide 39.5 meters)							
Hit Points	64 (0 MP)							
Occupancy	4 operators, 3.3 tons cargo (73 MP)							
Hardness	24 (120 MP)							
Defense	2							
Strength	n/a							
Speed	Air 1080 kph, 12 km ceiling (1669 MP)							
Tactical Speed	Air 1803m							
Initiative	-8 (0 MP)							
Maneuver	-8 (0 MP)							
Special Abilities	Tactical Radio (Secure 2), ECM (Defensive +6, Radar +3, Radio +3), GPS, Laser Designator (RI 800m), Life Support, Sensor - Radar (Global, 2 km), Low-light Optics (2 km), Optics (2 km), Stabilization Gear, Stealth (Infrared +3, Radar +3) (166 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (75 MP)							
Mecha Defects	Reduced Endurance (several hours), Stall Speed (240 kph), Start-up Time (1 minute) (-387 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Heavy Machine Gun	2d12	80m	A	1600	Automatic, Extra Ammo x4, Long Range	Arc of Fire (Fr)	104
2	Medium Bomb Rack*	9d10	D	V	32	Blast x4, Extra Ammo, Guided (LG), Volley	Dropped	653
2	Heavy Bomb Rack*	15d10	D	V	16	Blast x6, Guided (LG), Volley	Dropped, Less Ammo	816
1	Fuel – Air Bomb Rack*	21d10	D	S	2	Blast x7, Burning	Dropped, Less Ammo x4	462

* Hardpoint or Handheld

Quetzal								
Type	Vehicle							
MP Cost	2556 MP							
Size	Gargantuan (Long 15 meters)							
Hit Points	57 (34 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	17 (85 MP)							
Defense	6							
Strength	n/a							
Speed	Air 960 kph, 12 km ceiling (1069 MP)							
Tactical Speed	Air 1603m (3206m w/ booster)							
Initiative	-2 (10 MP)							
Maneuver	-2 (10 MP)							
Special Abilities	Booster (+960 kph), Tactical Radio (Secure 3), ECM (Defensive +6), Ejection Seat x2, GPS, Laser Designator (RI 1200m), Life Support, Sensor - Radar (Global, 3 km), Low-light Optics (3 km), Optics (3 km), Stabilisation Gear, Stealth (Infrared +6, Radar +6), Targeting Bonus (+1 ATM, +2 AAM) (709 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few hours), Stall Speed (180 kph), Start-up Time (1 minute) (-218 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium AutoCannon	5d12	A	100m	2560	Automatic, Extra Ammo x5	Arc of Fire (Fr)	260
2	Anti – Tank Missile*	15d10	SS	225m	3	Blast, Guided (LG), Indirect Fire	Arc of Fire (Fr), Less Ammo x3	247
2	Anti – Aircraft Missile*	5d12	SS	1600m	1	Blast, Guided (LG, ARH), Indirect Fire, Long Range x4	Arc of Fire (Fr), Less Ammo x5	130
2	Medium Bomb Rack*	9d10	D	V	1	Blast x4, Guided (LG), Volley	Dropped, Less Ammo x5	145

* Hardpoint or Handheld

Samson								
Type	Vehicle							
MP Cost	787 MP							
Size	Colossal (Long 24.8 meters)							
Hit Points	53 (26 MP)							
Occupancy	3 operators, 90 passengers, 6.1 tons cargo (241 MP)							
Hardness	18 (90 MP)							
Defense	2							
Strength	n/a							
Speed	Air 300 kph, 12 km ceiling (366 MP)							
Tactical Speed	Air 501m							
Initiative	-6 (10 MP)							
Maneuver	-5 (15 MP)							
Special Abilities	Accessory (Tow Cable), Tactical Radio (Secure 1), GPS, Sensor - Low-light Optics (1 km), Optics (1 km) (10 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (75 MP)							
Mecha Defects	Reduced Endurance (several hours), Start-up Time, Weak Point (1 minute) (-40 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Heavy Machine Gun	2d12	80m	A	1200	Automatic, Extra Ammo x4, Long Range	Arc of Fire (Rt)	104
1	Heavy Machine Gun	2d12	80m	A	1200	Automatic, Extra Ammo x4, Long Range	Arc of Fire (Lt)	10

Titan								
Type	Vehicle							
MP Cost	1380 MP							
Size	Gargantuan (Long 15.6 meters)							
Hit Points	50 (20 MP)							
Occupancy	2 operators, 8 passengers, no cargo (53 MP)							
Hardness	15 (75 MP)							
Defense	6							
Strength	n/a							
Speed	Air 330 kph, 7 km ceiling (341 MP)							
Tactical Speed	Air 551m							
Initiative	-2 (10 MP)							
Maneuver	-1 (15 MP)							
Special Abilities	Tactical Radio (Secure 1), ECM (Defensive +6), GPS, Laser Designator (RI 800m), Sensor - High-Res Radar (Global, 3 km), Low-light Optics (3 km), Optics (3 km), Stabilisation Gear, Targeting Bonus (+1 ATM) (72 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few hours), Start-up Time (1 minute), Weak Point (-40 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light AutoCannon	4d12	A	80m	2400	Automatic, Extra Ammo x4	Arc of Fire (Fr)	208
4	Light Rocket Pack/32*	6d12	A	60m	32	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	354
2	Anti – Tank Missile*	15d10	SS	225m	2	Blast, Guided (LG), Indirect Fire	Arc of Fire (Fr), Less Ammo x4	217

* Hardpoint or Handheld

HA-750 Varis								
Type	Vehicle							
MP Cost	656 MP							
Size	Gargantuan (Long 15.6 meters)							
Hit Points	40 (0 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	10 (50 MP)							
Defense	6							
Strength	n/a							
Speed	Air 240 kph, 7 km ceiling (177 MP)							
Tactical Speed	Air 400m							
Initiative	-2 (10 MP)							
Maneuver	-1 (15 MP)							
Special Abilities	Tactical Radio (Secure 1), ECM (Defensive +3), Ejection Seat x2, GPS, NBC FilterSensor - Low-light Optics (1 km), Optics (1 km), Stabilisation Gear, Targeting Bonus (+1 AGM) (51 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few hours), Start-up Time (1 minute) (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light AutoCannon	4d12	A	80m	250	Automatic, Extra Ammo x3	Arc of Fire (Fr)	138
2	Anti – Gear Missile*	9d10	SS	135m	3	Blast, Guided (LG), Indirect Fire	Arc of Fire (Fr), Less Ammo x3	162

* Hardpoint or Handheld

PA-PX07 Perseus								
Type	Giant Robot							
MP Cost	740 MP							
Size	Large (Tall 4.1m)							
Hit Points	45 (70 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	10 (50 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 66 kph/ 120 kph (SMS) (116 MP)							
Tactical Speed	Land 110m/ 200m (SMS)							
Initiative	+2 (15 MP)							
Maneuver	+2/-6 (-10 MP)							
Special Abilities	Tactical Radio (Secure 2), GPS, Laser Designator (RI 150m), NBC Filter, Sensor - High-Res Radar, Infrared, Low-light Optics, Magnetic, Optics (4 km), Stabilisation Gear, Stealth (Infrared, Radar) (204 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (a few hours), Start-up Time (1 minute) (-27 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium Rifle*	5d12	SS	160m	40	Extra Ammo, Long Range	Arc of Fire (Fr)	130
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

PA-02LG/ST-01C Stalker								
Type	Giant Robot							
MP Cost	945 MP							
Size	Large (Tall 4.1m)							
Hit Points	47 (74 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	12 (60 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 48 kph/ 84 kph (SMS) (99 MP)							
Tactical Speed	Land 80m/ 140m (SMS)							
Initiative	+1 (10 MP)							
Maneuver	+1 (10 MP)							
Special Abilities	Long Range Radio (Secure 2), ECM (+9 Defensive, +6 Radar, +6 Radio), GPS, NBC Filter, Sensor - High-Res Radar, Infrared, Low-light Optics, Magnetic, Optics (4 km), Stabilisation Gear (139 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (a several hours), Road Vehicle (SMS only), Start-up Time (1 minute), Weak Point (-39 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium AutoCannon*	5d12	A	100m	30	Automatic	Arc of Fire (Fr)	86
1	Light Rocket Pack/32*	6d12	A	60m	32	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	273
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51

* Hardpoint or Handheld

PA-POC-03 Pit Bull								
Type	Giant Robot							
MP Cost	808 MP							
Size	Large (Tall 4.1m)							
Hit Points	47 (74 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	12 (60 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 48 kph/ 90 kph (SMS) (103 MP)							
Tactical Speed	Land 80m/ 150m (SMS)							
Initiative	+1 (10 MP)							
Maneuver	+1/+0 (10 MP)							
Special Abilities	Tactical Radio, ECM (+6 Radar, +6 Radio), GPS, NBC Filter, Searchlight, Sensor - Infrared, Low-light Optics, Optics (2 km), Stabilisation Gear (62 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (a several hours), Road Vehicle (SMS only), Start-up Time (1 minute), Weak Point (-39 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Auto-Cannon*	4d12	A	80m	60	Automatic, Extra Ammo x2	Arc of Fire (Fr)	138
1	Light Machine Gun*	2d10	A	60m	200	Automatic x2, Extra Ammo x2, Long Range, Stun	Arc of Fire (Fr)	102
2	Anti – Personnel Grenade Launcher*	2d10	SS	30m	12	Blast x4, Indirect Fire, Stun	Arc of Fire (Fr), Less Ammo	96
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Warrior								
Type	Giant Robot							
MP Cost	930 MP							
Size	Large (Tall 4.3m)							
Hit Points	45 (70 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	15 (75 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 42 kph/ 72 kph (SMS) (106 MP)							
Tactical Speed	Land 70m/ 120m (SMS)							
Initiative	+0 (5 MP)							
Maneuver	+0 (5 MP)							
Special Abilities	Tactical Radio (Secure 1), ECM (+3 Defensive, +3 Radar, +3 Radio), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (3 km) Stabilisation Gear (62 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Auto-Cannon*	4d12	A	80m	60	Automatic, Extra Ammo x2	Arc of Fire (Fr)	138
1	Light Rocket Pack/24*	6d12	60m	3	24	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	195
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51
3	Hand Grenade*	9d10	13m	1	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	57
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Warrior IV								
Type	Giant Robot							
MP Cost	1095 MP							
Size	Large (Tall 4.4m)							
Hit Points	47 (74 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	17 (85 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 54 kph/ 84 kph (SMS) (146 MP)							
Tactical Speed	Land 90m/ 140m (SMS)							
Initiative	+0 (5 MP)							
Maneuver	+0 (5 MP)							
Special Abilities	Tactical Radio (Secure 1), ECM (+3 Defensive, +3 Radar, +3 Radio), GPS, NBC Filter, Parachute, Sensor - Infrared, Low-light Optics, Optics (3 km) Stabilisation Gear (66 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-27 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Auto-Cannon*	4d12	A	80m	60	Automatic, Extra Ammo x2	Arc of Fire (Fr)	138
1	Medium Rocket Pack/18*	11d10	A	120m	18	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	302
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51
3	Hand Grenade*	9d10	13m	1	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	57
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

PA-EX01 Warrior Elite								
Type	Giant Robot							
MP Cost	1155 MP							
Size	Large (Tall 4.6m)							
Hit Points	46 (72 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	16 (80 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 54 kph/ 84 kph (SMS) (138 MP)							
Tactical Speed	Land 90m/ 140m (SMS)							
Initiative	+3 (20 MP)							
Maneuver	+3 (20 MP)							
Special Abilities	Tactical Radio (Secure 2), ECM (+9 Defensive, +9 Radar, +9 Radio), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km), Stabilisation Gear (106 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-27 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium AutoCannon*	5d12	A	100m	70	Automatic, Extra Ammo x2	Arc of Fire (Fr)	173
1	Light Rocket Pack/32*	6d12	A	60m	32	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	273
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51
3	Hand Grenade*	9d10	13m	1	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	57
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Crusader Mk. IV								
Type	Giant Robot							
MP Cost	1481 MP							
Size	Huge (Tall 5.2m)							
Hit Points	59 (78 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	19 (95 MP)							
Defense	8							
Strength	45 (+17) (105 MP)							
Speed	Land 30 kph/ 60 kph (SMS) (106 MP)							
Tactical Speed	Land 50m/ 100m (SMS)							
Initiative	-2 (0 MP)							
Maneuver	-2 (0 MP)							
Special Abilities	Tactical Radio (Secure 1), ECM (+3 Defensive, +3 Radar, +3 Radio), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km) Stabilisation Gear (58 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-25 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Heavy Auto-Cannon*	6d12	A	120m	30	Automatic	Arc of Fire (Fr)	104
2	Medium Rocket Pack/36*	11d10	A	120m	36	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	465
2	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	56
1	Heavy Guided Mortar*	10d12	SS	200m	12	Blast, Guided (LG), Indirect Fire	Arc of Fire (Fr), Less Ammo, Static	303
1	Vibro – Ax*	5d12	n/a	n/a	n/a	AP x2, Muscle – Powered	Arc of Fire (Fr), Melee	86

* Hardpoint or Handheld

PA-MX01 Myrmidon								
Type	Giant Robot							
MP Cost	1442 MP							
Size	Huge (Tall 5.0m)							
Hit Points	60 (80 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	20 (100 MP)							
Defense	8							
Strength	45 (+17) (105 MP)							
Speed	Land 48 kph/ 60 kph (SMS) (135 MP)							
Tactical Speed	Land 80m/ 100m (SMS)							
Initiative	+0 (10 MP)							
Maneuver	+0 (10 MP)							
Special Abilities	Tactical Radio (Secure 2), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km) Stabilisation Gear (36 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-25 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Very Heavy AutoCannon*	9d10	A	135m	80	Automatic, Extra Ammo x2	Arc of Fire (Fr)	264
2	Light AutoCannon	4d12	A	80m	60	Automatic, Extra Ammo x2	Arc of Fire (Fr)	151
1	Medium Rocket Pack/36*	11d10	A	120m	36	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	423
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

PA-AX01 Agamemnon								
Type	Giant Robot							
MP Cost	1326 MP							
Size	Huge (Tall 5.2m)							
Hit Points	58 (76 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	23 (115 MP)							
Defense	8							
Strength	45 (+17) (105 MP)							
Speed	Land 36 kph/ 66 kph (SMS) (146 MP)							
Tactical Speed	Land 60m/ 110m (SMS)							
Initiative	-2 (0 MP)							
Maneuver	-2 (0 MP)							
Special Abilities	Chobham Armor, Tactical Radio (Secure 2), GPS, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km), Stabilisation Gear (596 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (several hours), Road Vehicle (SMS only), Start-up Time (1 minute) (-26 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Very Light Field Gun*	10d12	SS	200m	12	Indirect Fire	Arc of Fire (Fr), Less Ammo	130
1	Light Rocket Pack/32*	6d12	A	60m	32	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	273
1	Light Field Mortar*	9d10	SS	135m	20	Blast x4, Indirect Fire	Arc of Fire (Fr), Static	346
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

CIB Unmarked Car	
Type	Vehicle
MP Cost	34 MP
Size	Large (Long 4.2m)
Hit Points	17 (14 MP)
Occupancy	1 operator, 3 passengers, no cargo (22 MP)
Hardness	4 (20 MP)
Defense	9
Strength	n/a
Speed	Land 120 kph (37 MP)
Tactical Speed	Land 200m
Initiative	-4 (-15 MP)
Maneuver	-4 (-15 MP)
Special Abilities	Tactical Radio, GPS (4 MP)
Exotic Abilities	None
Mecha Defects	Reduced Endurance (several hours), Road Vehicle, Start-up Time (1 minute), Windows (-33 MP)

Bulldog Patrol Car	
Type	Vehicle
MP Cost	94 MP
Size	Huge (Long 5.5m)
Hit Points	35 (30 MP)
Occupancy	1 operator, 3 passengers, no cargo (22 MP)
Hardness	5 (25 MP)
Defense	9
Strength	n/a
Speed	Land 150 kph (46 MP)
Tactical Speed	Land 250m
Initiative	-2 (0 MP)
Maneuver	-2 (0 MP)
Special Abilities	Tactical Radio (Secure 1), Headlight, GPS (7 MP)
Exotic Abilities	None
Mecha Defects	Reduced Endurance (several hours), Road Vehicle, Start-up Time (1 minute), Windows (-33 MP)

Mastiff APC								
Type	Vehicle							
MP Cost	437 MP							
Size	Huge (Long 6.8m)							
Hit Points	42 (44 MP)							
Occupancy	2 operators, 16 passengers, no cargo (84 MP)							
Hardness	12 (60 MP)							
Defense	8							
Strength	n/a							
Speed	Land 108 kph (81 MP)							
Tactical Speed	Land 180m							
Initiative	-2 (0 MP)							
Maneuver	-6 (-20 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, NBC Filter, Searchlight, Sensor - Infrared, Low-light Optics, Optics (2km), Stabilisation Gear (34 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	Reduced Endurance (a few hours), Start-up Time (1 minute) (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire, Stun	Less Ammo	118
2	Water Cannon	1d12	SS	10m	30	Stream, Stun	Arc of Fire (Fr), Low Penetration, Short Range	13

Blackwind								
Type	Vehicle							
MP Cost	1445 MP							
Size	Gargantuan (Long 16.4 meters)							
Hit Points	47 (14 MP)							
Occupancy	3 operators, no cargo (30 MP)							
Hardness	12 (60 MP)							
Defense	6							
Strength	n/a							
Speed	Air 390 kph, 6 km ceiling (321 MP)							
Tactical Speed	Air 651m							
Initiative	-2 (10 MP)							
Maneuver	-1 (15 MP)							
Special Abilities	Long Range Radio (Secure 2), ECM (Defensive +6), GPS, Laser Designator (RI 800m), Sensor - High-Res Radar (Global, 3 km), Low-light Optics (3 km), Optics (3 km), Stabilisation Gear, Stealth (Infrared +15, Radar +15), Targeting Bonus (+2 ATM & HLC, +3 AAM) (300 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute) (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Heavy Laser Cannon	10d12	SS	400m	80	Long Range, Extra Ammo	Arc of Fire (Fr), Space – Optimized	130
2	Anti – Aircraft Missile*	5d12	SS	1600m	8	Blast, Guided (LG, ARH), Indirect Fire, Long Range x4	Arc of Fire (Fr), Less Ammo x2	261
2	Anti – Tank Missile*	15d10	SS	225m	3	Blast, Guided (LG), Indirect Fire	Arc of Fire (Fr), Less Ammo x3	271

* Hardpoint or Handheld

Type 11-22 Frame								
Type	Giant Robot							
MP Cost	664 MP							
Size	Large (Tall 4.4m)							
Hit Points	39 (58 MP)							
Occupancy	1 operator, 200 kg cargo (11 MP)							
Hardness	14 (70 MP)							
Defense	9							
Strength	35 (+12) (75 MP)							
Speed	Land 60 kph/150 kph (SMS) (183 MP)							
Tactical Speed	Land 100m/ 250m (SMS)							
Initiative	+1 (10 MP)							
Maneuver	+1 (10 MP)/ -3 in Hover (-10 MP)							
Special Abilities	Long Range Radio (Secure 3), GPS, Laser Designator (RI 150m), Parachute, NBC Filter, Sensor - High Res Radar, Infrared, Low-light Optics, Magnetic, Optics (6 km), Stabilisation Gear, Targeting Bonus (+1 DLC) (125 MP)							
Exotic Abilities	None							
Mecha Defects	Direction Optimised Armor (Front), Hangar Queen, Hovercraft, Reduced Endurance (several hours), Start-up Time (1 minute) (-51 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Defensive Laser Cannon*	6d12	SS	400m	10	Long Range x2	Arc of Fire (Fr), Less Ammo, Space – Optimized	78
3	Hand Grenade*	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	57
3	Haywire Grenade	5d12	1	10m	1	Blast x3, EMP	Arc of Fire (Fr), Less Ammo x5, Thrown	48

* Hardpoint or Handheld

Type 81-12 Frame								
Type	Giant Robot							
MP Cost	1129 MP							
Size	Large (Tall 4.4m)							
Hit Points	39 (58 MP)							
Occupancy	1 operator, no cargo (10MP)							
Hardness	14 (70 MP)							
Defense	9							
Strength	35 (+12) (75 MP)							
Speed	Land 60 kph/Realistic Space Flight 1.1g, 66 G-rounds (5 jumps) (153 MP)							
Tactical Speed	Land 100m/Jump Jets 50m x 25m or 25m x50m							
Initiative	+1 (10 MP)							
Maneuver	+1 (10 MP)							
Special Abilities	Tactical Radio (Secure 3), GPS, Parachute, NBC Filter, Sensor - High Res Radar, Infrared, Low-light Optics, Magnetic, Optics (6 km), Stabilisation Gear, Targeting Bonus (+1 DLC) (123 MP)							
Exotic Abilities	None							
Mecha Defects	Direction Optimised Armor (Front), Hangar Queen, Reduced Endurance (several hours), Start-up Time (1 minute) (-46 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Defensive Laser Cannon*	6d12	SS	400m	10	Long Range x2	Arc of Fire (Fr), Less Ammo, Space – Optimized	78
1	Light Field Mortar*	9d10	SS	135m	32	Blast x4, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Static	346
1	Anti – Personnel Mortar*	2d12	SS	60m	12	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo, Static	60
3	Hand Grenade*	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	57
3	Heavy Hand Grenade*	15d10	1	22m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	98
1	Grapple Launcher*	Winch +6	SS	20m	8	None	Arc of Fire (Fr), Less Ammo x2, Short Range	12

* Hardpoint or Handheld

Type 99 Frame								
Type	Giant Robot							
MP Cost	572 MP							
Size	Large (Tall 4.4m)							
Hit Points	39 (58 MP)							
Occupancy	1 operator, no cargo (10MP)							
Hardness	14 (70 MP)							
Defense	9							
Strength	35 (+12) (75 MP)							
Speed	Land 60 kph/Realistic Space Flight 0.3g, 18 G-rounds (59 MP)							
Tactical Speed	Land 100m							
Initiative	+1 (10 MP)							
Maneuver	-1 (Walker 0 MP)/ +1 (10 MP)							
Special Abilities	Booster (0.2g, 18 G-rounds), Tactical Radio (Secure 3), GPS, Hangar (Small), Parachute, NBC Filter, Sensor - High Res Radar, Infrared, Low-light Optics, Magnetic, Optics (6 km), Stabilisation Gear, Targeting Bonus (+1 DLC) (132 MP)							
Exotic Abilities	None							
Mecha Defects	Direction Optimised Armor (Front), Hangar Queen, Reduced Endurance (several hours), Start-up Time (1 minute) (-46 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Defensive Laser Cannon*	6d12	SS	400m	10	Long Range x2	Arc of Fire (Fr), Less Ammo, Space - Optimized	78
1	Heavy Spike Gun*	7d12	n/a	n/a	10	AP, Muscle - Powered	Arc of Fire (Fr), Less Ammo, Melee	68
1	Chain Sword*	5d10	n/a	n/a	n/a	Muscle - Powered	Arc of Fire (Fr), Melee	36
1	Grapple Launcher*	Winch +6	SS	20m	8	None	Arc of Fire (Fr), Less Ammo x2, Short Range	12

* Hardpoint or Handheld

Type 55 Frame								
Type	Giant Robot							
MP Cost	1082 MP							
Size	Large (Tall 4.4m)							
Hit Points	41 (62 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	17 (85 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 60 kph/138 kph (SMS) (210 MP)							
Tactical Speed	Land 100m/ 250m (SMS)							
Initiative	+0 (5 MP)							
Maneuver	+0 (5 MP)/ -4 in Hover (-15 MP)							
Special Abilities	Tactical Radio (Secure 2), GPS, Parachute, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km), Stabilisation Gear, Targeting Bonus (+1 HGLC) (53 MP)							
Exotic Abilities	None							
Mecha Defects	Direction Optimised Armor (Front), Hangar Queen, Hovercraft, Reduced Endurance (several hours), Start-up Time (1 minute) (-54 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Gatling Laser Cannon*	8d12	A	160m	150	Automatic, Extra Ammo x2, Long Range	Arc of Fire (Fr), Space – Optimized	260
1	Airburst Missile*	5d12	SS	200m	2	Blast x6, Long Range	Arc of Fire (Fr), Less Ammo x4	104
1	Anti – Personnel Mortar*	2d12	SS	60m	12	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo, Static	60
3	Hand Grenade*	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	57
3	Heavy Hand Grenade*	15d10	1	22m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	98
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Type 2-07 Frame								
Type	Giant Robot							
MP Cost	1044 MP							
Size	Large (Tall 4.4m)							
Hit Points	43 (66 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	20 (100 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 48 kph/120 kph (SMS) (210 MP)							
Tactical Speed	Land 80m/200m(SMS)							
Initiative	+0 (5 MP)							
Maneuver	+0 (5 MP)/ -4 in Hover (-15 MP)							
Special Abilities	Tactical Radio (Secure 3), GPS, NBC Filter, Sensor - Infrared (4 km), Low-light Optics (4 km), Optics (4 km), Radar (Global, 4km), Stabilisation Gear, Targeting Bonus (+1 LLC) (69 MP)							
Exotic Abilities	None							
Mecha Defects	Direction Optimised Armor (Front), Hangar Queen, Hovercraft, Reduced Endurance (several hours), Start-up Time (1 minute) (-57 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Laser Cannon*	8d12	SS	400m	20	Long Range x2	Arc of Fire (Fr), Space – Optimized	156
1	Heavy Field Mortar*	15d10	SS	225m	8	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2, Static	288
1	Anti – Personnel Mortar*	2d12	SS	60m	12	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo, Static	60
3	Hand Grenade*	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	57

* Hardpoint or Handheld

Type 6-16 Frame								
Type	Giant Robot							
MP Cost	923 MP							
Size	Large (Tall 4.4m)							
Hit Points	43 (66 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	20 (100 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 48 kph/120 kph (SMS) (210 MP)							
Tactical Speed	Land 80m/200m(SMS)							
Initiative	+0 (5 MP)							
Maneuver	+0 (5 MP)/ -4 in Hover (-15 MP)							
Special Abilities	Tactical Radio (Secure 2), GPS, Laser Designator (RI 150m), NBC Filter, Sensor - Infrared (2 km), Low-light Optics (2 km), Optics (2 km), Stabilisation Gear, Targeting Bonus (+1 HGLC & AGM) (46 MP)							
Exotic Abilities	None							
Mecha Defects	Direction Optimised Armor (Front), Hangar Queen, Hovercraft, Reduced Endurance (several hours), Start-up Time (1 minute) (-57 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Laser Cannon*	8d12	SS	400m	20	Long Range x2	Arc of Fire (Fr), Space – Optimized	156
1	Anti – Gear Missile*	9d10	SS	135m	6	Blast, Guided (LG), Indirect Fire	Arc of Fire (Fr), Less Ammo x2	198
3	Hand Grenade*	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	57
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

HC-3 Hover Command Car								
Type	Vehicle							
MP Cost	403 MP							
Size	Large (Long 3.5m)							
Hit Points	39 (58 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	9 (45 MP)							
Defense	6							
Strength	n/a							
Speed	Land 150 kph/Realistic Space Flight 1.1g, 66 G-round (5 jumps) (149 MP)							
Tactical Speed	Land 250m/Jump Jets 25m x 50m or 50m x 25m							
Initiative	+1 (10 MP)							
Maneuver	+1 (10 MP)							
Special Abilities	Long Range Radio (Secure 3), ECM (+3 Defensive, +3 Radar, +3 Radio), GPS, NBC Filter, Parachute, Sensor - Infrared (6 km), Low-light Optics (6 km), Radar (Global 6 km), Optics (6 km), Stabilisation Gear, Targeting Bonus (+1 DLC) (195 MP)							
Exotic Abilities	None							
Mecha Defects	Reduced Endurance (several hours), Hovercraft, Start-up Time (1 minute), Weak Point (-36 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Defensive Laser Cannon	6d12	SS	400m	10	Long Range x2	Arc of Fire (Fr), Less Ammo, Space - Optimized	52

HPC-64 Hover APC								
Type	Vehicle							
MP Cost	704 MP							
Size	Gargantuan (Long 10.2m)							
Hit Points	48 (16 MP)							
Occupancy	2 operators, 12 passengers, no cargo (68 MP)							
Hardness	13 (65 MP)							
Defense	6							
Strength	n/a							
Speed	Land 138 kph/Realistic Space Flight 1.1g, 66 G-round (5 jumps) (206 MP)							
Tactical Speed	Land 250m/Jump Jets 25m x 50m or 50m x 25m							
Initiative	-4 (0 MP)							
Maneuver	-4 (0 MP)							
Special Abilities	Tactical Radio (Secure 2), GPS, NBC Filter, Parachute, Sensor - Low-light Optics (2 km), Optics (2 km) Stabilisation Gear, Targeting Bonus (+1 GLC) (43 MP)							
Exotic Abilities	None							
Mecha Defects	Reduced Endurance (a few hours), Hovercraft, Start-up Time (1 minute), Weak Point (-40 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Gatling Laser Cannon	8d12	A	160m	150	Automatic, Extra Ammo x2, Long Range	Space - Optimized	346

HT-68 Hovertank								
Type	Vehicle							
MP Cost	1072 MP							
Size	Gargantuan (Long 10.2m)							
Hit Points	76 (72 MP)							
Occupancy	3 operators, no cargo (30 MP)							
Hardness	30 (150 MP)							
Defense	6							
Strength	n/a							
Speed	Land 120 kph/Realistic Space Flight 1.3g, 39 G-round (5 jumps) (529 MP)							
Tactical Speed	Land 200m/Jump Jets 100m x 50m or 50m x 100m							
Initiative	-4 (0 MP)							
Maneuver	-4 (0 MP)							
Special Abilities	Tactical Radio (Secure 3), GPS, NBC Filter, Laser Designator (RI 150m), Parachute, Sensor - Infrared (4 km), Low-light Optics (4 km), Optics (4 km), Stabilisation Gear, Targeting Bonus (+2 HPC) (66 MP)							
Exotic Abilities	None							
Mecha Defects	Reduced Endurance (a few hours), Hangar Queen, Hovercraft, Start-up Time (1 minute), Weak Point (-72 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Heavy Particle Accelerator	9d10	SS	135m	60	Increased Threat (18 - 20), Extra Ammo		297
1	Anti - Tank Missile1	15d10	SS	225m	8	Blast, Guided (LG), Indirect Fire	Less Ammo x2	495

1. Optional increase MP cost to 1532 and add Targeting Gear (+1 ATM)

HT-72 Hovertank								
Type	Vehicle							
MP Cost	1697 MP							
Size	Gargantuan (Long 10.2m)							
Hit Points	81 (82 MP)							
Occupancy	3 operators, no cargo (30 MP)							
Hardness	30 (150 MP)							
Defense	6							
Strength	n/a							
Speed	Land 132 kph/Realistic Space Flight 1.3g, 39 G-round (5 jumps) (551 MP)							
Tactical Speed	Land 220m/Jump Jets 100m x 50m or 50m x 100m							
Initiative	-4 (0 MP)							
Maneuver	-4 (0 MP)							
Special Abilities	Tactical Radio (Secure 3), GPS, NBC Filter, Laser Designator (RI 150m), Parachute, Sensor - Infrared (4 km), Low-light Optics (4 km), Optics (4 km), Stabilisation Gear, Targeting Bonus (+1 ATM & APC, +2 HPC) (76 MP)							
Exotic Abilities	None							
Mecha Defects	Reduced Endurance (a few hours), Hangar Queen, Hovercraft, Start-up Time (1 minute), Weak Point (-72 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Heavy Particle Accelerator	9d10	SS	135m	60	Increased Threat (18 – 20), Extra Ammo		297
1	Anti – Tank Missile	15d10	SS	225m	10	Blast, Guided (LG), Indirect Fire	Less Ammo	550
1	Anti – Personnel Charges	2d10	SS	22m	30	Automatic		33
1	EMH Airburst Missiles1	5d12	SS	200m	4	AP, Blast x6, Guided (EH), Long Range	Less Ammo x3	216

1. Optional increase MP cost to 1775; reduce ATM ammo to 6 and add Targeting Gear (+1 ABM)

HRT-68 Self-Propelled Artillery								
Type	Vehicle							
MP Cost	1025 MP							
Size	Gargantuan (Long 10.2m)							
Hit Points	76 (72 MP)							
Occupancy	3 operators, no cargo (30 MP)							
Hardness	30 (150 MP)							
Defense	6							
Strength	n/a							
Speed	Land 120 kph/Realistic Space Flight 1.3g, 39 G-round (5 jumps) (529 MP)							
Tactical Speed	Land 200m/Jump Jets 100m x 50m or 50m x 100m							
Initiative	-4 (0 MP)							
Maneuver	-4 (0 MP)							
Special Abilities	Tactical Radio (Secure 3), GPS, NBC Filter, Laser Designator (RI 150m), Parachute, Sensor - Infrared (4 km), Low-light Optics (4 km), Optics (4 km), Stabilisation Gear (56 MP)							
Exotic Abilities	None							
Mecha Defects	Reduced Endurance (a few hours), Hangar Queen, Hovercraft, Start-up Time (1 minute), Weak Point (-72 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Artillery Gun	6d12	A	960m	10	Automatic, Blast x4, Indirect Fire, Long Range x3	Arc of Fire (Fr), Less Ammo, Static	260

HRT-72 Self-Propelled Artillery								
Type	Vehicle							
MP Cost	1292 MP							
Size	Gargantuan (Long 10.2m)							
Hit Points	81 (82 MP)							
Occupancy	3 operators, no cargo (30 MP)							
Hardness	30 (150 MP)							
Defense	6							
Strength	n/a							
Speed	Land 132 kph/Realistic Space Flight 1.3g, 39 G-round (5 jumps) (551 MP)							
Tactical Speed	Land 220m/Jump Jets 100m x 50m or 50m x 100m							
Initiative	-4 (0 MP)							
Maneuver	-4 (0 MP)							
Special Abilities	Tactical Radio (Secure 3), GPS, NBC Filter, Laser Designator (RI 150m), Parachute, Sensor - Infrared (4 km), Low-light Optics (4 km), Optics (4 km), Stabilisation Gear (56 MP)							
Exotic Abilities	None							
Mecha Defects	Reduced Endurance (a few hours), Hangar Queen, Hovercraft, Start-up Time (1 minute), Weak Point (-72 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium Artillery Gun	11d10	A	1200m	9	Automatic, Blast x6, Indirect Fire, Long Range x3	Arc of Fire (Fr), Less Ammo, Static	484
1	Anti – Personnel Charges	2d10	SS	22m	30	Automatic		33

TAAF-54 Transatmospheric Fighter								
Type	Vehicle							
MP Cost	6374 MP							
Size	Gargantuan (Long 15.0m)							
Hit Points	63 (46 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	25 (125 MP)							
Defense	6							
Strength	n/a							
Speed	Air 600 kph, 50 km ceiling/Realistic Space Flight 3.0g, 240 G-Round (2953 MP)							
Tactical Speed	Air 1503m							
Initiative	-4 (0 MP)							
Maneuver	-2 (10 MP)							
Special Abilities	Booster (+600kph, +3.0g, 240 G-round), Tactical Radio (Secure 3), Ejection Seat x2, GPS, Laser Designator (RI 150m), Life Support, Re-entry System, Sensor - High-Res Radar, Infrared, Low-light Optics, Magnetic, Optics (2 km), Stabilisation Gear, Stealth (Infrared +6, Radar +6), Targeting Bonus (+1HGLC, +2 HPA & ATM) (2451 MP)							
Exotic Abilities	None							
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute) (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Heavy Particle Accelerator	9d10	SS	135m	60	Increased Threat (18 – 20), Extra Ammo	Arc of Fire (Fr)	198
1	Gatling Laser Cannon	8d12	A	160m	150	Automatic, Extra Ammo x2, Long Range	Space – Optimized	346
1	Anti – Tank Missile*	15d10	225m	SS	4	Blast, Guided (LG), Indirect Fire	Arc of Fire (Fr), Less Ammo x3	247

* Hardpoint or Handheld

TAEF-54 Transatmospheric Fighter								
Type	Vehicle							
MP Cost	6356 MP							
Size	Gargantuan (Long 15.0m)							
Hit Points	63 (46 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	28 (140 MP)							
Defense	6							
Strength	n/a							
Speed	Air 600 kph, 50 km ceiling/Realistic Space Flight 3.0g, 240 G-Round (2953 MP)							
Tactical Speed	Air 1503m							
Initiative	-2 (30 MP)							
Maneuver	-1 (35 MP)							
Special Abilities	Booster (+600kph, +3.0g, 240 G-round), Tactical Radio (Secure 3), ECM (Defensive +9, Radar +9, Radio +9), Ejection Seat x2, GPS, Laser Designator (RI 150m), Life Support, Re-entry System, Sensor - High-Res Radar, Infrared, Low-light Optics, Magnetic, Optics (2 km), Stabilisation Gear, Stealth (Infrared +6, Radar +6), Targeting Bonus (+1HGLC & E-ABM, +2 HPA) (2518 MP)							
Exotic Abilities	None							
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute) (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Heavy Particle Accelerator	9d10	SS	135m	60	Increased Threat (18 – 20), Extra Ammo	Arc of Fire (Fr)	198
1	Gatling Laser Cannon	8d12	A	160m	150	Automatic, Extra Ammo x2, Long Range	Space – Optimized	346
1	EMH Airburst Missiles*	5d12	SS	200m	4	Blast x6, Guided (EH), Long Range	Arc of Fire (Fr), Less Ammo x3	162

* Hardpoint or Handheld

Tarantula Assault Lander								
Type	Vehicle							
MP Cost	4204 MP							
Size	Colossal (Wide 90 meters)							
Hit Points	90 (-20 MP)							
Occupancy	4 operators, 2236 tons cargo (490 MP)							
Hardness	30 (150 MP)							
Defense	2							
Strength	n/a							
Speed	Air 900 kph, 50 km ceiling/Realistic Space Flight 1.0g, 150 G-Round (2313 MP)							
Tactical Speed	Air 1503m							
Initiative	-8 (0 MP)							
Maneuver	-7 (5 MP)							
Special Abilities	Booster (+1.0g, 150 G-round), Tactical Radio (Secure 2), GPS, Hangar (Gargantuan), Life Support, Re-entry System, Sensor - Radar (Global, 4 km), Low-light Optics (4 km), Optics (4 km), Stabilisation Gear (546 MP)							
Exotic Abilities	None							
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute) (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
4	Light Railgun	7d12	A	200m	60	AP, Automatic, Extra Ammo x3, Long Range		708
1	AMS	1d12	A	120m	30	Automatic, Long Range x3	Arc of Fire (Rr)	34

SSK-41 Mini-sub								
Type	Vehicle							
MP Cost	579 MP/ 5751 MP w/ 12 Torpedo Drones							
Size	Colossal (Long 40 meters)							
Hit Points	59 (-82 MP)							
Occupancy	4 operators, 25 tons cargo (190 MP)							
Hardness	24 (120 MP)							
Defense	2							
Strength	n/a							
Speed	Underwater 36 kph, 600m dive depth (232 MP)							
Tactical Speed	Underwater 60m							
Initiative	-6 (10 MP)							
Maneuver	-6 (10 MP)/ -8 Surface (0 MP)							
Special Abilities	Long Range Radio (Secure 2), GPS, Life Support, Sensor - Low-light Optics, Optics, Sonar (6 km), Stabilisation Gear, Stealth (Sonar +6) (118 MP)							
Exotic Abilities	None							
Mecha Defects	Reduced Endurance (a few days), Start-up Time (10 minutes) (-19 MP)							

* Carries 12 Torpedo Drones

CEF Torpedo Drone								
Type	Vehicle							
MP Cost	431 MP							
Size	Medium (Long 2m)							
Hit Points	18 (36 MP)							
Occupancy	None (0 MP)							
Hardness	6 (30 MP)							
Defense	10							
Strength	n/a							
Speed	Underwater 90 kph, 1500m dive depth (218 MP)							
Tactical Speed	Underwater 150m							
Initiative	-2 (-10 MP)							
Maneuver	-2 (-10 MP)							
Special Abilities	Tactical Radio (Secure 1), Remote Control (Basic), Sensor - Sonar (2 km) (13 MP)							
Exotic Abilities	Limited AI (Dex 10, Wis 3, Cha 1, BAB +1) (70 MP)							
Mecha Defects	Reduced Endurance (several minutes), Volatile, Weak Point (-39 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Warhead	15d10	n/a	m	1	Blast x6	Arc of Fire (Fr), Less Ammo x5, Melee (Medium)	123

CEF Minesweeper Drone	
Type	Vehicle
MP Cost	68 MP
Size	Small (Long 1m)
Hit Points	10 (20 MP)
Occupancy	None (0 MP)
Hardness	1 (5 MP)
Defense	11
Strength	n/a
Speed	Land 18 kph (5 MP)
Tactical Speed	Land 30m
Initiative	+2 (+5 MP)
Maneuver	+2 (+5 MP)
Special Abilities	Accessory (Mine Detector), Tactical Radio (Secure 1), Remote Control (Basic), Sensor - Low-light Optic, Magnetic, Optic (1 km) (19 MP)
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (35 MP)
Mecha Defects	Reduced Endurance (a few hours), Weak Point (-26 MP)

Utility Octopus	
Type	Giant Robot
MP Cost	216 MP
Size	Medium (Tall 2.5m)
Hit Points	18 (36 MP)
Occupancy	None (0 MP)
Hardness	7 (35 MP)
Defense	10
Strength	24 (+7) (70MP)
Speed	Air 24 kph, 2 km ceiling (26 MP)
Tactical Speed	Air 40m
Initiative	+0 (0 MP)
Maneuver	+1 (5 MP)
Special Abilities	Tactical Radio (Secure 2), Extra Arm x2, Remote Control (Basic), Sensor - Low-light Optic, Optic (2 km) (41 MP)
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (35 MP)
Mecha Defects	Reduced Endurance (a few hours), Weak Point (-32 MP)

Support Octopus								
Type	Giant Robot							
MP Cost	293 MP w/ HG, 505 MP w/ SDG							
Size	Medium (Tall 2.5m)							
Hit Points	18 (36 MP)							
Occupancy	None (0 MP)							
Hardness	7 (35 MP)							
Defense	10							
Strength	24 (+7) (70MP)							
Speed	Air 24 kph, 2 km ceiling (26 MP)							
Tactical Speed	Air 40m							
Initiative	+0 (0 MP)							
Maneuver	+0 (5 MP)							
Special Abilities	Tactical Radio (Secure 2), Extra Arm x2, Remote Control (Basic), Sensor - Low-light Optic, Optic (2 km) (41 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (35 MP)							
Mecha Defects	Reduced Endurance (a few hours), Weak Point (-32 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
8	Hand Grenade*1	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	77
8	Self - Destruct Grenade*1	15d12	1	30m	1	AP, Blast x4, Trap	Arc of Fire (Fr), Less Ammo x5, Thrown	289

1. Choose one type of grenade

Assault Octopus								
Type	Giant Robot							
MP Cost	444 MP							
Size	Medium (Tall 2.5m)							
Hit Points	18 (36 MP)							
Occupancy	None (0 MP)							
Hardness	7 (35 MP)							
Defense	10							
Strength	24 (+7) (70MP)							
Speed	Air 24 kph, 2 km ceiling (26 MP)							
Tactical Speed	Air 40m							
Initiative	+0 (0 MP)							
Maneuver	+1 (5 MP)							
Special Abilities	Tactical Radio (Secure 2), Extra Arm x2, Remote Control (Basic), Sensor - Low-light Optic, Optic (2 km), Stabilization Gear (51 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (35 MP)							
Mecha Defects	Reduced Endurance (a few hours), Weak Point (-32 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
2	Heavy Pulse Laser Cannon	12d12	SS	240m	10	n/a	Arc of Fire (Fr), Less Ammo, Space - Optimized	85
2	Fragmentation Cannon	7d12	SS	70m	20	Cone	Arc of Fire (R/L), Low Penetration, Short Range	133

Constable APES								
Type	Giant Robot							
MP Cost	516 MP							
Size	Large (Tall 3.5m)							
Hit Points	37 (54 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	7 (35 MP)							
Defense	9							
Strength	35 (+12) (75 MP)							
Speed	Land 24 kph/Realistic Space Flight 1.3g, 46 G-rounds (3 jumps) (51 MP)							
Tactical Speed	Land 40m/Jump Jets 100m x 50m or 50m x 100m							
Initiative	+0 (5 MP)							
Maneuver	+0 (5 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, Parachute, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km), Stabilisation Gear, Stealth (Infrared +6, Radar +6) (84 MP)							
Exotic Abilities	None							
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute), Weak Point (-29 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Very Light Autocannon*	3d12	A	60m	50	Automatic, Extra Ammo	Arc of Fire (Fr)	78
2	Haywire Grenade*	5d12	1	10m	1	Blast x3, EMP	Arc of Fire (Fr), Less Ammo x5, Thrown	44
2	Hand Grenade*	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	52
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Fireman APES								
Type	Giant Robot							
MP Cost	659 MP							
Size	Large (Tall 3.6m)							
Hit Points	37 (54 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	7 (35 MP)							
Defense	9							
Strength	35 (+12) (75 MP)							
Speed	Land 24 kph/Realistic Space Flight 1.3g, 46 G-rounds (3 jumps) (51 MP)							
Tactical Speed	Land 40m/Jump Jets 100m x 50m or 50m x 100m							
Initiative	+0 (5 MP)							
Maneuver	+0 (5 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, Parachute, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km), Stabilisation Gear, Stealth (Infrared +6, Radar +6) (84 MP)							
Exotic Abilities	None							
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute), Weak Point (-29 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium Flamer*	4d10	A	15m	25	Automatic, Burning, Indirect, Stream	Arc of Fire (Fr), Short Range x2	117
2	Hand Grenade*	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	52
2	Heavy Hand Grenade*	15d10	1	22m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	90
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Man-at-Arms APES								
Type	Giant Robot							
MP Cost	716 MP							
Size	Large (Tall 3.9m)							
Hit Points	39 (58 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	9 (45 MP)							
Defense	9							
Strength	35 (+12) (75 MP)							
Speed	Land 24 kph/ 1.1g/Realistic Space Flight 52 G-rounds (4 jumps) (64 MP)							
Tactical Speed	Land 40m/Jump Jets 25m x 50m or 50m x 25m							
Initiative	+0 (5 MP)							
Maneuver	+0 (5 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, Parachute, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km), Stabilisation Gear, Stealth (Infrared +3, Radar +3) (60 MP)							
Exotic Abilities	None							
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute), Weak Point (-29 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Medium Rifle*	5d12	SS	160m	10	Long Range	Arc of Fire (Fr), Less Ammo	65
1	Anti – Personnel Grenade Launcher	2d10	SS	30m	10	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo	66
1	Very Light Rocket Pack/100	4d12	A	40m	128	Automatic x2, Blast, Extra Ammo x2, Indirect Fire	Arc of Fire (Fr), Short Range	182
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52

* Hardpoint or Handheld

Command Auto-Tank								
Type	Vehicle							
MP Cost	2240 MP/2564 wwith Battlefield AI							
Size	Gargantuan (Long 12m)							
Hit Points	85 (90 MP)							
Occupancy	none, 31 tons cargo (310 MP)							
Hardness	30 (150 MP)							
Defense	6							
Strength	n/a							
Speed	Land 42 kph (78 MP)							
Tactical Speed	Land 70m							
Initiative	-4 (0 MP)							
Maneuver	-8 (-20 MP)							
Special Abilities	Long Range Radio (Secure 4), GPS, Sensor - Infrared, Low-light Optics, Optics (2km), Stabilisation Gear (436 MP)							
Exotic Abilities	See Battlefield AI							
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute) (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
2	Heavy Artillery Gun	11d12	SS	1600m	25	Blast x7, Indirect Fire, Long Range x3	Arc of Fire (Fr), Static	1001
2	Gatling Laser Cannon	8d12	A	160m	150	Automatic, Extra Ammo x2, Long Range	Arc of Fire (Fr), Space – Optimized	228
2	Anti – Personnel Mortar	2d12	SS	60m	20	Blast x4, Indirect Fire	Static	114
2	Anti – Personnel Grenade Launcher	2d10	SS	30m	6	Blast x4, Indirect Fire		121
4	Heavy Machine Gun	2d12	A	80m	200	Automatic, Extra Ammo x3, Long Range	Arc of Fire (Fr, Rt, Lt, Rr)	110
1	AMS	1d12	A	40m	40	Automatic x2, Extra Ammo, Long Range		44

Light Combat Auto								
Type	Giant Robot							
MP Cost	962 MP							
Size	Large (Tall 2.9m)							
Hit Points	50 (80 MP)							
Occupancy	none, no cargo (0 MP)							
Hardness	15 (75 MP)							
Defense	9							
Strength	42 (+16) (96 MP)							
Speed	Land 42 kph (39 MP)							
Tactical Speed	Land 70m							
Initiative	+0 (5 MP)							
Maneuver	+0 (5 MP)							
Special Abilities	Tactical Radio (Secure 2), GPS, Sensor - Infrared, Low-light Optics, Optics (2 km) Stabilisation Gear (30 MP)							
Exotic Abilities	Full AI (Dex 10, Int 7, Wis 10, Cha 1,+3 BAB, Climb +8, Hide +8, Jump +8, Move Silently +8, Vehicle Weapon Proficiency (Cannons), Vehicle Weapon Proficiency (Missiles) (207 MP)							
Mecha Defects	Reduced Endurance (several hours), No hands (-62 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Fragmentation Cannon*	7d12	SS	70m	20	Cone	Arc of Fire (Fr), Low Penetration, Short Range	121
2	Light Rocket Pack/32*	6d12	A	60m	32	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	300
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	10	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo	66

* Hardpoint or Handheld

Heavy Combat Auto								
Type	Giant Robot							
MP Cost	1188 MP							
Size	Large (Tall 4.7m)							
Hit Points	54 (88 MP)							
Occupancy	none, no cargo (0 MP)							
Hardness	19 (95 MP)							
Defense	9							
Strength	48 (+19) (114 MP)							
Speed	Land 36 kph (42 MP)							
Tactical Speed	Land 60m							
Initiative	-2 (-5 MP)							
Maneuver	-2 (-2 MP)							
Special Abilities	Tactical Radio (Secure 3), GPS, Sensor - Infrared, Low-light Optics, Optics (2 km) Stabilisation Gear, Targeting Gear (+1 LPA) (37 MP)							
Exotic Abilities	Full AI (Dex 10, Int 7, Wis 10, Cha 1,+4 BAB, Climb +9, Hide +9, Jump +9, Move Silently +9, Vehicle Weapon Proficiency (Advanced), Vehicle Weapon Proficiency (Cannons), Vehicle Weapon Proficiency (Missiles) (217 MP)							
Mecha Defects	Reduced Endurance (several hours), No hands (-68 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Particle Accelerator*	5d12	SS	100m	12	Increased Threat (18 – 20)	Arc of Fire (Fr), Less Ammo	97
1	Heavy Rocket Pack/48*	10d12	A	120m	48	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	455
1	Fragmentation Cannon*	7d12	SS	70m	20	Cone	Arc of Fire (Fr), Low Penetration, Short Range	121
1	Anti – Personnel Mortar*	2d12	SS	60m	10	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo, Static	60

* Hardpoint or Handheld

VTOL Combat Auto								
Type	Vehicle							
MP Cost	653 MP							
Size	Medium (Long 2.5m)							
Hit Points	44 (68 MP)							
Occupancy	none, no cargo (0 MP)							
Hardness	9 (45 MP)							
Defense	9							
Strength	n/a							
Speed	Air 42 kph, 2 km ceiling (39 MP)							
Tactical Speed	Air 70m							
Initiative	-1 (0 MP)							
Maneuver	-1 (0 MP)							
Special Abilities	Long Range Radio (Secure 2), GPS, Laser Designator (RI 150m), Sensor - Infrared, Low-light Optics, Optics (2 km) Stabilisation Gear, Targeting Gear (+1 AGM) (37 MP)							
Exotic Abilities	Full AI (Dex 10, Int 7, Wis 10, Cha 1,+3 BAB, Information Warfare +7, Listen +7, Pilot +7, Spot +7, Vehicle Weapon Proficiency (Missiles) (206 MP)							
Mecha Defects	Reduced Endurance (several hours) (-20 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Anti – Gear Missile	9d10	SS	135m	6	Blast, Guided (LG), Indirect Fire	Arc of Fire (Fr), Less Ammo x2	165
2	Airburst Missile	5d12	SS	200m	3	Blast x6, Long Range	Arc of Fire (Fr), Less Ammo x3	113

1. Choose one type of grenade 278

Battlefield AI	
Type	Vehicle
MP Cost	324 MP
Size	Huge (Long 5m)
Hit Points	39 (38 MP)
Occupancy	none, no cargo (0 MP)
Hardness	4 (20 MP)
Defense	9
Strength	n/a
Speed	Land 0 kph (0 MP)
Tactical Speed	Land 0m
Initiative	0 (10 MP)
Maneuver	-10 (-40 MP)
Special Abilities	Tactical Radio (Secure 5) (12 MP)
Exotic Abilities	Full AI (Dex 10, Int 10, Wis 10, Cha 1,+7 BAB, Drive +13, Information Warfare +13, Knowledge (Tactics) +13, Listen +13, Pilot +13, Spot +13, Skill Focus (knowledge: tactics), Surface Vehicle Operation (tracked), Surface Vehicle Operation (walker), Vehicle Weapon Proficiency (Advanced), Vehicle Weapon Proficiency (Cannons), Vehicle Weapon Proficiency (Melee), Vehicle Weapon Proficiency (Missiles), Vehicle Weapon Proficiency (Support) (307 MP)
Mecha Defects	Flammable, Reduced Endurance (a few weeks), Weak Point (-13 MP)

Recon Drone	
Type	Vehicle
MP Cost	363 MP
Size	Medium (Long 2.4m)
Hit Points	16 (32 MP)
Occupancy	none, no cargo (0 MP)
Hardness	3 (15 MP)
Defense	9
Strength	n/a
Speed	Air 60 kph, 12 km ceiling (62 MP)
Tactical Speed	Air 100m
Initiative	-4 (-20 MP)
Maneuver	-4 (-20 MP)
Special Abilities	Tactical Radio (Secure 3), ECM (Defensive +9, Radar +9, Radio +9), GPS, Remote Control (Basic), Sensor - High-Res Radar, Infrared, Low-light Optics, Magnetic, Optics (5 km), Stealth (Infrared +15, Radar +15) (252 MP)
Exotic Abilities	Limited AI (Dex 10, Wis 3, Cha 1) (70 MP)
Mecha Defects	Reduced Endurance (a few hours), Weak Point (-28 MP)

Decoy Drone	
Type	Vehicle
MP Cost	291 MP
Size	Medium (Long 2.4m)
Hit Points	16 (32 MP)
Occupancy	none, no cargo (0 MP)
Hardness	3 (15 MP)
Defense	9
Strength	n/a
Speed	Air 60 kph, 12 km ceiling (62 MP)
Tactical Speed	Air 100m
Initiative	-4 (-20 MP)
Maneuver	-4 (-20 MP)
Special Abilities	Tactical Radio (Secure 3), GPS, Remote Control (Basic), Sensor - Infrared, Low-light Optics, Optics (2 km) Stealth (Infrared +15, Radar +15) (117 MP)
Exotic Abilities	Limited AI (Dex 10, Wis 3, Cha 1), Spell-like Ability (Mirror Image, CL12, 2/day) (118 MP)
Mecha Defects	Reduced Endurance (a few hours), Weak Point (-28 MP)

Mine Drone								
Type	Vehicle							
MP Cost	336 MP							
Size	Medium (Long 2.4m)							
Hit Points	16 (32 MP)							
Occupancy	none, no cargo (0 MP)							
Hardness	3 (15 MP)							
Defense	9							
Strength	n/a							
Speed	Land 42 kph (13 MP)							
Tactical Speed	Land 70m							
Initiative	-4 (-20 MP)							
Maneuver	-4 (-20 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, Remote Control (Basic), Sensor - Infrared, Low-light Optics, Optics (2 km) Stealth (Infrared +15, Radar +15) (113 MP)							
Exotic Abilities	Limited AI (Dex 10, Wis 3, Cha 1) (70 MP)							
Mecha Defects	Reduced Endurance (a few hours), Weak Point (-28 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Self – Destruct Grenade	15d12	1	30m	1	AP, Blast x4, Trap	Arc of Fire (Fr), Less Ammo x5, Melee	146

Hunter/Seeker Drone - Ground								
Type	Vehicle							
MP Cost	750 MP							
Size	Medium (Long 2.4m)							
Hit Points	16 (32 MP)							
Occupancy	none, no cargo (0 MP)							
Hardness	3 (15 MP)							
Defense	9							
Strength	n/a							
Speed	Land 42 kph (13 MP)							
Tactical Speed	Land 70m							
Initiative	-4 (-20 MP)							
Maneuver	-4 (-20 MP)							
Special Abilities	Tactical Radio (Secure 2), GPS, Sensor - Infrared, Low-light Optics, Optics (2 km) Stealth (Infrared +15, Radar +15) (110 MP)							
Exotic Abilities	Limited AI (Dex 10, Wis 3, Cha 1, BAB +0, Drive +4, Hide, Listen +4, Spot +4, Vehicle Weapon Proficiency (Cannons), Vehicle Weapon Proficiency (Missiles) (121 MP)							
Mecha Defects	Reduced Endurance (a few hours), Weak Point (-28 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Heavy Machine Gun*	2d12	A	80m	300	Automatic, Extra Ammo x3, Long Range	Arc of Fire (Fr)	104
1	Medium Rocket Pack/36*	11d10	A	120m	36	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	423

Hunter/Seeker Drone - Flier								
Type	Vehicle							
MP Cost	376 MP w/ HMG or 695 MP w/ MRP/36							
Size	Medium (Long 2.4m)							
Hit Points	16 (32 MP)							
Occupancy	none, no cargo (0 MP)							
Hardness	3 (15 MP)							
Defense	9							
Strength	n/a							
Speed	Air 60 kph, 12 km ceiling (62 MP)							
Tactical Speed	Air 100m							
Initiative	-4 (-20 MP)							
Maneuver	-4 (-20 MP)							
Special Abilities	Tactical Radio (Secure 2), GPS, Sensor - Infrared, Low-light Optics, Optics (2 km) Stealth (Infrared +15, Radar +15) (110 MP)							
Exotic Abilities	Limited AI (Dex 10, Wis 3, Cha 1, BAB +0, Hide +4, Listen +4, Pilot +4, Spot +4, Vehicle Weapon Proficiency (Cannons), Vehicle Weapon Proficiency (Missiles) (121 MP)							
Mecha Defects	Reduced Endurance (a few hours), Weak Point (-28 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Heavy Machine Gun	2d12	A	80m	300	Automatic, Extra Ammo x3, Long Range	Arc of Fire (Fr)	104
1	Medium Rocket Pack/36	11d10	A	120m	36	AP, Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	423

Scarab VTOL	
Type	Vehicle
MP Cost	617 MP
Size	Huge (Tall 6 meters)
Hit Points	38 (36 MP)
Occupancy	1 operator, 2 passengers, 37 tons cargo (388 MP)
Hardness	8 (40 MP)
Defense	2
Strength	n/a
Speed	Air 48 kph, 12 km ceiling (73 MP)
Tactical Speed	Air 80m
Initiative	-2 (0 MP)
Maneuver	-2 (0 MP)
Special Abilities	Accessory (Air Winch), Tactical Radio (Secure 1), GPS, NBC Filter, Sensor - Radar (Global, 2 km), Low-light Optics (2 km), Optics (2 km) (27 MP)
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute), Weak Point (-30 MP)

Wasteland Oasis	
Type	Vehicle
MP Cost	98 MP
Size	Large (Long 4.7m)
Hit Points	36 (52 MP)
Occupancy	1 operator, 9 passengers, no cargo (46 MP)
Hardness	6 (30 MP)
Defense	6
Strength	n/a
Speed	Land 78 kph (29 MP)
Tactical Speed	Land 130m
Initiative	-6 (-25 MP)
Maneuver	-6 (-25 MP)
Special Abilities	Accessory (Air lock), Tactical Radio, GPS, Headlight (150m), NBC Filter, Sick-bay, Sensor - Low-light Optics (2 km), Optics (2 km) (19 MP)
Exotic Abilities	None
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute), Weak Point (-28 MP)

Type 32 "Little Boy"								
Type	Giant Robot							
MP Cost	416 MP							
Size	Large (Tall 3m)							
Hit Points	37 (54 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	7 (35 MP)							
Defense	9							
Strength	35 (+12) (75 MP)							
Speed	Land 72 kph (31 MP)							
Tactical Speed	Land 120m							
Initiative	-2 (-5 MP)							
Maneuver	-2 (-5 MP)							
Special Abilities	Accessories (Loudspeaker), Tactical Radio (Secure 1), GPS, Headlight, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km), Stabilisation Gear, Targeting System (+1 VibroBlade) (39 MP)							
Exotic Abilities	None							
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute) (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Gas Grenade Launcher	Riot 9	SS	20m	24	Emanation x5 (24m), Indirect Fire	Short Range x2	152
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52
1	Light Machine Gun1	2d10	A	60m	200	Automatic x2, Extra Ammo x3, Long Range	Arc of Fire (Fr)	88
1	Grapple Launcher2	Winch +4	SS	20m	8	None	Arc of Fire (Fr), Less Ammo x2, Short Range	7

1. Optional, increase cost to 504 MP

2. Optional, increase cost to 423 MP

* Hardpoint or Handheld

Type 55 "Fat Man"								
Type	Giant Robot							
MP Cost	511 MP							
Size	Large (Tall 3.3m)							
Hit Points	38 (56 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	8 (40 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 66 kph (33 MP)							
Tactical Speed	Land 110m							
Initiative	-2 (-5 MP)							
Maneuver	-2 (-5 MP)							
Special Abilities	Accessories (Loudspeaker), Tactical Radio (Secure 1), GPS, Headlight, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (3 km), Stabilisation Gear, Targeting System (+1 VB & Water Cannon) (50 MP)							
Exotic Abilities	None							
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute) (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Gas Grenade Launcher	Riot 9	SS	20m	36	Emanation x5 (24m), Extra Ammo, Indirect Fire	Short Range x2	171
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52
1	Water Cannon*	3d10	SS	11m	50	Extra Ammo, Stream, Stun	Arc of Fire (Fr), Low Penetration, Short Range x2	41
1	MKXIV 25mm Recoilless Rifle*1	3d12	SS	80m	30	Extra Range	Arc of Fire (Fr)	52
1	Grapple Launcher2	Winch +5	SS	20m	8	None	Arc of Fire (Fr), Less Ammo x2, Short Range	7

1. Remove Water Cannon and add Recoilless Rifle increase cost to 522 MP

2. Optional, increase cost to 518 MP

* Hardpoint or Handheld

Type 27 "Big Guy"								
Type	Giant Robot							
MP Cost	534 MP							
Size	Large (Tall 3.3m)							
Hit Points	41 (62 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	11 (55 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 60 kph (41 MP)							
Tactical Speed	Land 100m							
Initiative	-2 (-5 MP)							
Maneuver	-2 (-5 MP)							
Special Abilities	Accessories (Loudspeaker), Tactical Radio (Secure 1), GPS, Headlight, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km), Stabilisation Gear, Targeting System (+1 VB) (35 MP)							
Exotic Abilities	None							
Mecha Defects	Front-Optimized Armor, Reduced Endurance (several hours), Start-up Time (1 minute) (-33 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Gas Grenade Launcher	Riot 9	SS	20m	36	Emanation x5 (24m), Extra Ammo, Indirect Fire	Short Range x2	171
1	Foam Cannon*	4d10	SS	11m	75	Automatic, Extra Ammo X2, Indirect, Stun	Arc of Fire (Fr), Low Penetration, Short Range x3	61
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52
1	Model 2700 Chaingun*1	3d12	A	60m	60	Automatic, Extra Ammo x2	Arc of Fire (Fr)	104
1	Grapple Launcher2	Winch +5	SS	20m	8	None	Arc of Fire (Fr), Less Ammo x2, Short Range	7

1. Replace Foam Cannon and add the Chaingun increase cost to 577 MP

2. Optional, increase cost to 541 MP

* Hardpoint or Handheld

Type 112 "Bug Monster"								
Type	Giant Robot							
MP Cost	503 MP							
Size	Large (Tall 4.3m)							
Hit Points	39 (58 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	9 (45 MP)							
Defense	9							
Strength	40 (+15) (90 MP)							
Speed	Land 60 kph/90kph (SMS) (83 MP)							
Tactical Speed	Land 100m/150m (SMS)							
Initiative	-2 (-5 MP)							
Maneuver	-2 (-5 MP)							
Special Abilities	Accessories (Loudspeaker), Tactical Radio (Secure 1), GPS, Headlight, NBC Filter, Sensor - Infrared, Low-light Optics, Optics (2 km), Stabilisation Gear, Targeting System (+1 VB) (35 MP)							
Exotic Abilities	None							
Mecha Defects	Front-Optimized Armor, Reduced Endurance (several hours), Start-up Time (1 minute) (-31 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Gas Grenade Launcher	Riot 9	SS	20m	36	Emanation x5 (24m), Extra Ammo, Indirect Fire	Short Range x2	171
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52
1	MKXIV 25mm Recoilless Rifle*1	3d12	SS	80m	30	Extra Range	Arc of Fire (Fr)	52
1	Model 2700 Chaingun*2	3d12	A	60m	60	Automatic, Extra Ammo x2	Arc of Fire (Fr)	104
1	Grapple Launcher*2	Winch +5	SS	20m	8	None	Arc of Fire (Fr), Less Ammo x2, Short Range	7

1. Optional, increase cost to 555 MP

2. Optional, increase cost to 607 MP

3. Optional, increase cost to 510 MP

* Hardpoint or Handheld

Pithom Workmount								
Type	Giant Robot							
MP Cost	603 MP							
Size	Huge (Width 8m)							
Hit Points	44 (48 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	14 (70 MP)							
Defense	8							
Strength	43 (+16) (105 MP)							
Speed	Land 30 kph (26 MP)							
Tactical Speed	Land 50m							
Initiative	-4 (-10 MP)							
Maneuver	-4 (-10 MP)							
Special Abilities	Tactical Radio, GPS, Life Support, Sensor - Low-light Optics, Optics (2 km), Searchlight, Stabilisation Gear (34 MP)							
Exotic Abilities	None							
Mecha Defects	No Hands, Reduced Endurance (several hours), Start-up Time (1 minute) (-65 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Rocket Pack/32*	6d12	A	60m	32	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	273
2	Light Machine Gun*	2d10	A	60m	400	Automatic x2, Extra Ammo x3, Long Range	Arc of Fire (Fr)	112

* Hardpoint or Handheld

Ba'alim								
Type	Giant Robot							
MP Cost	723 MP							
Size	Huge (Tall 7.2m)							
Hit Points	52 (64 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	17 (85 MP)							
Defense	8							
Strength	46 (+18) (120 MP)							
Speed	Land 60 kph (63 MP)							
Tactical Speed	Land 100m							
Initiative	-4 (-10 MP)							
Maneuver	-4 (-10 MP)							
Special Abilities	Chobam Armor, Tactical Radio, GPS, Life Support, Sensor - Low-light Optics, Optics (2 km), Searchlight, Stabilisation Gear (51 MP)							
Exotic Abilities	None							
Mecha Defects	No Hands, Reduced Endurance (several hours), Start-up Time (1 minute) (-68 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
2	Heavy Rocket Pack/24*	10d12	A	120m	24	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Short Range	357
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51

* Hardpoint or Handheld

Moab								
Type	Giant Robot							
MP Cost	631 MP							
Size	Gargantuan (Width 9.8m)							
Hit Points	55 (60 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	20 (100 MP)							
Defense	8							
Strength	46 (+18) (120 MP)							
Speed	Land 40 kph (50 MP)							
Tactical Speed	Land 66m							
Initiative	-4 (0 MP)							
Maneuver	-4 (0 MP)							
Special Abilities	Chobam Armor, Tactical Radio, GPS, Life Support, Sensor - Low-light Optics, Optics (2 km), Searchlight, Stabilisation Gear, Targeting System (+1 HGLC) (63 MP)							
Exotic Abilities	None							
Mecha Defects	No Hands, Reduced Endurance (several hours), Start-up Time (1 minute) (-68 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
2	Gatling Laser Cannon*	8d12	A	160m	100	Automatic, Extra Ammo x2, Long Range	Arc of Fire (Fr), Space – Optimized	286

* Hardpoint or Handheld

Ammon								
Type	Giant Robot							
MP Cost	721 MP							
Size	Gargantuan (Width 9.8m)							
Hit Points	55 (60 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	20 (100 MP)							
Defense	6							
Strength	46 (+18) (120 MP)							
Speed	Land 40 kph/72 kph (SMS) (140 MP)							
Tactical Speed	Land 66m/120m (SMS)							
Initiative	-4 (0 MP)							
Maneuver	-4 (0 MP)							
Special Abilities	Chobam Armor, Tactical Radio, GPS, Life Support, Sensor - Low-light Optics, Optics (2 km), Searchlight, Stabilisation Gear, Targeting System (+1 HGLC) (63 MP)							
Exotic Abilities	None							
Mecha Defects	No Hands, Reduced Endurance (several hours), Start-up Time (1 minute) (-68 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
2	Gatling Laser Cannon*	8d12	A	160m	100	Automatic, Extra Ammo x2, Long Range	Arc of Fire (Fr), Space – Optimized	286

* Hardpoint or Handheld

Amalek APC								
Type	Vehicle							
MP Cost	390 MP							
Size	Huge (Long 5.8m)							
Hit Points	48 (56 MP)							
Occupancy	1 operator, 12 passengers, no cargo (58 MP)							
Hardness	13 (65 MP)							
Defense	8							
Strength	n/a							
Speed	Land 102 kph (82 MP)							
Tactical Speed	Land 170m							
Initiative	-4 (-10 MP)							
Maneuver	-4 (-10 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, Headlight, Life Support, Sensor - Infrared, Low-light Optics, Optics (2km), Stabilisation Gear (41 MP)							
Exotic Abilities	None							
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute) (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Anti – Personnel Grenade Launcher	2d10	SS	30m	20	Blast x4, Indirect Fire		132

Reubeni Attack Trike								
Type	Vehicle							
MP Cost	428 MP							
Size	Gargantuan (Long 10m)							
Hit Points	37 (-6 MP)							
Occupancy	2 operators, 2 passengers, 18 tons cargo (208 MP)							
Hardness	7 (35 MP)							
Defense	6							
Strength	n/a							
Speed	Land 102 kph (44 MP)							
Tactical Speed	Land 170m							
Initiative	-4 (0 MP)							
Maneuver	-4 (0 MP)							
Special Abilities	Tactical Radio, GPS, Life Support, Sensor - Low-light Optics, Optics (2km), Stabilisation Gear (36 MP)							
Exotic Abilities	None							
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute), Weak Point (-29 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	MKXIV 25mm Recoilless Rifle*1	3d12	SS	80m	30	Extra Range	Arc of Fire (Fr)	52
1	Light Machine Gun*	2d10	A	60m	200	Automatic x2, Extra Ammo x2, Long Range	Arc of Fire (Fr)	88

* Hardpoint or Handheld

Crusader Groundcar	
Type	Vehicle
MP Cost	140 MP
Size	Huge (Long 5.1m)
Hit Points	39 (58 MP)
Occupancy	1 operator, 6 passengers, 2.4 tons cargo (59 MP)
Hardness	4 (20 MP)
Defense	8
Strength	n/a
Speed	Land 120 kph (37 MP)
Tactical Speed	Land 200m
Initiative	-4 (10 MP)
Maneuver	-4 (10 MP)
Special Abilities	Tactical Radio, GPS, Life Support, Sensor - Optics (1km) (17 MP)
Exotic Abilities	None
Mecha Defects	Reduced Endurance (a few hours), Start-up Time (1 minute), Weak Point (-31 MP)

Mule Utility Transport	
Type	Vehicle
MP Cost	270 MP
Size	Gargantuan (Long 10m)
Hit Points	38 (-4 MP)
Occupancy	1 operator, 2 passengers, 18.5 tons cargo (203 MP)
Hardness	8 (40 MP)
Defense	6
Strength	n/a
Speed	Land 78 kph (39 MP)
Tactical Speed	Land 130m
Initiative	-4 (0 MP)
Maneuver	-4 (0 MP)
Special Abilities	Tactical Radio, GPS, Life Support, Sensor - Optics (2km) (22 MP)
Exotic Abilities	None
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute), Weak Point (-30 MP)

Liberati Bungalow	
Type	Vehicle
MP Cost	142 MP
Size	Gargantuan (Wide 10.3m)
Hit Points	43 (6 MP)
Occupancy	15 Passengers (towed, drive provides additional motive power) (60 MP)
Hardness	8 (40 MP)
Defense	6
Strength	n/a
Speed	Land 78 kph (39 MP)
Tactical Speed	Land 130m
Initiative	-10 (30 MP)
Maneuver	-10 (30 MP)
Special Abilities	Tactical Radio, GPS, Life Support, Room - Sickbay, Sensor - Optics (2km) (27 MP)
Exotic Abilities	None
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute), Weak Point (-30 MP)

Liberati Prospector								
Type	Vehicle							
MP Cost	164 MP							
Size	Gargantuan (Wide 10.3m)							
Hit Points	38 (-4 MP)							
Occupancy	2 operators, 6.6 tons cargo (86 MP)							
Hardness	8 (40 MP)							
Defense	6							
Strength	n/a							
Speed	Land 78 kph (39 MP)							
Tactical Speed	Land 130m							
Initiative	-10 (30 MP)							
Maneuver	-10 (30 MP)							
Special Abilities	Tactical Radio, GPS, Life Support, Sensor - Optics (2km) (22 MP)							
Exotic Abilities	None							
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute), Weak Point (-30 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Mining Equipment	3d10	n/a	n/a	n/a		Arc of Fire (Fr), Melee	11

Mitzraim VTOL								
Type	Vehicle							
MP Cost	661							
Size	Huge (Long 5.5 meters)							
Hit Points	40 (20 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	10 (50 MP)							
Defense	8							
Strength	n/a							
Speed	Air 360 kph, 6 km ceiling (254 MP)							
Tactical Speed	Air 601m							
Initiative	-2 (0 MP)							
Maneuver	+1 (15 MP)							
Special Abilities	Tactical Radio (Secure 2), GPS, Laser Designator (RI 120m), Life Support, Sensor - Radar (Global, 2 km), Low-light Optics (2 km), Optics (2 km), Stabilisation Gear, Targeting Bonus (+1 HGLC & AGM) (57 MP)							
Exotic Abilities	None							
Mecha Defects	Reduced Endurance (a few hours), Start-up Time (10 minute) (-29 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Gatling Laser Cannon	8d12	A	160m	40	Automatic, Extra Ammo, Long Range	Arc of Fire (Fr), Space – Optimized	156
1	Anti – Gear Missile*	9d10	SS	135m	2	Blast, Guided (LG), Indirect Fire	Arc of Fire (Fr), Less Ammo x4	118

* Hardpoint or Handheld

Type 42 "Peregrine" Gunship								
Type	Vehicle							
MP Cost	806 MP							
Size	Huge (Long 7.4 meters)							
Hit Points	38 (16 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	8 (40 MP)							
Defense	8							
Strength	n/a							
Speed	Air 450 kph, 6 km ceiling (254 MP)							
Tactical Speed	Air 751m							
Initiative	-2 (0 MP)							
Maneuver	+1 (15 MP)							
Special Abilities	Tactical Radio (Secure 2), ECM +3 Radar, +3 Radio, +6 Defensive), GPS, Life Support, Sensor - Radar (Global, 2 km), Low-light Optics (2 km), Optics (2 km), Stabilisation Gear, Targeting Bonus (+1 LLC) (82 MP)							
Exotic Abilities	None							
Mecha Defects	Hangar Queen, Reduced Endurance (a few hours), Start-up Time (10 minute) (-39 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Light Laser Cannon	8d12	SS	400m	20	Long Range x2	Arc of Fire (Fr), Space – Optimized	104
2	Light Rocket Pack/32*	6d12	A	60m	32	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	300

* Hardpoint or Handheld

Type 9 "Flitter" VTOL Transport	
Type	Vehicle
MP Cost	412 MP
Size	Gargantuan (Long 12.2 meters)
Hit Points	36 (-8 MP)
Occupancy	2 operators, 2 passengers, 24 tons cargo (268 MP)
Hardness	6 (30 MP)
Defense	6
Strength	n/a
Speed	Air 240 kph, 6 km ceiling (119 MP)
Tactical Speed	Air 400m
Initiative	-4 (0 MP)
Maneuver	-1 (15 MP)
Special Abilities	Accessories - Air lift winch, Tactical Radio, GPS, Life Support, Sensor - Optics (2 km) (23 MP)
Exotic Abilities	None
Mecha Defects	Reduced Endurance (a few hours), Start-up Time (10 minute), Weak Point (-35 MP)

Rapid Response Transport VTOL								
Type	Vehicle							
MP Cost	457 MP							
Size	Gargantuan (Long 19.2 meters)							
Hit Points	40 (0 MP)							
Occupancy	2 operators, 2 passengers, 10 tons cargo (128 MP)							
Hardness	10 (40 MP)							
Defense	6							
Strength	n/a							
Speed	Air 450 kph, 6 km ceiling (310 MP)							
Tactical Speed	Air 751m							
Initiative	-6 (-10 MP)							
Maneuver	-5 (-5 MP)							
Special Abilities	Tactical Radio (Secure 2), GPS, Hangar (Large), Life Support, Searchlight (100m), Sensor - Low Light Optics, Optics (2 km), Stabilization Gear (62 MP)							
Exotic Abilities	None							
Mecha Defects	Reduced Endurance (a few hours), Start-up Time (10 minute), Weak Point (-29 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Gas Grenade Launcher	Riot 9	SS	20m	24	Emanation x5 (24m), Indirect Fire	Short Range x2	152

Deep-Diver Worksuit	
Type	Suit
MP Cost	159 MP
Size	Medium (2.1m)
Hit Points	16 (32 MP)
Occupancy	1 operator, no cargo (10 MP)
Hardness	3 (15 MP)
Defense	10
Strength	+10 (30 MP)
Speed	Land x 1.5/Underwater 12kph, 750m dive depth (113 MP)
Tactical Speed	Land varies/Underwater 20m
Initiative	-2 (-10 MP)
Maneuver	-2 (-10 MP)/ -4 (-15 MP)
Special Abilities	Tactical Radio, GPS, Headlight, Life Support, Sensor - Low-light Optics, Optics, Sonar (2 km) (19 MP)
Exotic Abilities	None
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute), Weak Point (-25 MP)

Kavouri	
Type	Giant Robot
MP Cost	511 MP
Size	Huge (Long 7.4m)
Hit Points	46 (52 MP)
Occupancy	2 operators, 1.1 tons cargo (31 MP)
Hardness	16 (80 MP)
Defense	8
Strength	51 (+20) (123 MP)
Speed	Land 18 kph/Underwater 18 kph, 4000m dive depth(185MP)
Tactical Speed	Land 30m/Underwater 30m
Initiative	-4 (-10 MP)
Maneuver	-4 (-10 MP)
Special Abilities	Tactical Radio, Extra Arms (2), GPS, Hanger (Large), Headlight, Life Support, Sensor - Low-light Optics, Optics, Sonar (2 km) (98 MP)
Exotic Abilities	None
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute), Weak Point (-38 MP)

Wavepiercer	
Type	Vehicle
MP Cost	300 MP
Size	Huge (Long 5m)
Hit Points	34 (28 MP)
Occupancy	1 operator, 1 passenger, no cargo (14 MP)
Hardness	4 (20 MP)
Defense	2
Strength	n/a
Speed	Water 180 kph/Underwater 18kph, 100m dive depth (142 MP)
Tactical Speed	Water 300m/Underwater 30m
Initiative	-4 (-10 MP)
Maneuver	-4 (-10 MP)
Special Abilities	Tactical Radio, GPS, Life Support, Sensor - Low-light Optics, Optics, Sonar (3 km), Stealth (+12 Radar and Sonar) (151 MP)
Exotic Abilities	None
Mecha Defects	Flammable, Reduced Endurance (a few hours), Start-up Time (1 minute), Weak Point (-35 MP)

Cargo Submarine	
Type	Vehicle
MP Cost	899 MP
Size	Colossal (Long 30m)
Hit Points	94 (-12 MP)
Occupancy	2 operators, 905 tons cargo (420 MP)
Hardness	30 (150 MP)
Defense	2
Strength	n/a
Speed	Water 18 kph/Underwater 36kph, 1600m dive depth (305 MP)
Tactical Speed	Water 30m/Underwater 60m
Initiative	-10 (-10 MP)
Maneuver	-10 (-10 MP)
Special Abilities	Accessories (Periscope), Tactical Radio, GPS, Life Support, Rooms (Sick bay), Sensor - Low-light Optics, Optics, Sonar (2 km), Stealth (+6 Sonar) (100 MP)
Exotic Abilities	None
Mecha Defects	Flammable, Reduced Endurance (a few days), Start-up Time (10 minutes), Weak Point (-44 MP)

Atlantean Torpedo Drone								
Type	Vehicle							
MP Cost	408 MP							
Size	Medium (Long 2m)							
Hit Points	17 (34 MP)							
Occupancy	None (0 MP)							
Hardness	4 (20 MP)							
Defense	10							
Strength	n/a							
Speed	Underwater 120 kph, dive depth 1000m (233 MP)							
Tactical Speed	Underwater 200m							
Initiative	-2 (-10 MP)							
Maneuver	-2 (-10 MP)							
Special Abilities	Tactical Radio (Secure 1), Remote Control (Basic), Sensor - Sonar (2 km) (11 MP)							
Exotic Abilities	Limited AI (Dex 10, Wis 3, Cha 1, BAB +3) (70 MP)							
Mecha Defects	Reduced Endurance (several minutes), Weak Point (-29 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Warhead	15d12	n/a	m	1	Blast x4	Arc of Fire (Fr), Less Ammo x5, Melee (Medium)	97

Kekrops Class Attack Submarine	
Type	Vehicle
MP Cost	1773 MP/ 18093 w/Torpedo Drones
Size	Colossal (Long 110m)
Hit Points	265 (330 MP)
Occupancy	20 operators, 60 passengers, 20 tons cargo (450 MP)
Hardness	30 (150 MP)
Defense	2
Strength	n/a
Speed	Water 36 kph/Underwater 78kph, 2000m dive depth (629 MP)
Tactical Speed	Water 60m/Underwater 130m
Initiative	-10 (-10 MP)
Maneuver	-10 (-10 MP)
Special Abilities	Accessories (Periscope x2), Long Range Radio (Secure 2), GPS, Habitation Space (75 personnel), Sensor - Low-light Optics, Optics, Sonar (4 km), Stealth (+15 Sonar) (255 MP)
Exotic Abilities	None
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1hour) (-21 MP)

* Carries 40 Atlantean Torpedo Drones

Sisyphus Class Attack Submarine								
Type		Vehicle						
MP Cost		2703 MP/ 25143 w/Topedo Drones						
Size		Colossal (Long 110m)						
Hit Points		365 (530 MP)						
Occupancy		35 operators, 70 passengers, 28 tons cargo (450 MP)						
Hardness		30 (150 MP)						
Defense		2						
Strength		n/a						
Speed		Water 36 kph/Underwater 60kph, 2000m dive depth (494 MP)						
Tactical Speed		Water 60m/Underwater 100m						
Initiative		-10 (-10 MP)						
Maneuver		-10 (-10 MP)						
Special Abilities		Accessories (Periscope x2), Long Range Radio (Secure 3), GPS, Habitation Space (105 personnel), Sensor - Low-light Optics, Optics, Sonar (4 km), Stealth (+12 Sonar) (252 MP)						
Exotic Abilities		None						
Mecha Defects		Reduced Endurance (a few weeks), Start-up Time (1hour) (-21 MP)						
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	ASAT Laser (High Orbit Attack Mode)	9d20	S	100km	10	AP, Long Range x10	Less Ammo, Only In Space, Slow Firing (2), Space Optimized	34
-	Low Orbit Attack Mode	6d20	S	22km	20	AP, Burning, Long Range x8	Only In Space, Slow Firing (1), Space Optimized	34
-	Shore Attack Mode	15d10	S	200m	U	Unlimited Shots, Long Range	Space Optimized	550

* Carries 55 Atlantean Torpedo Drones

Scylla Sensor Bouy	
Type	Vehicle
MP Cost	10 MP
Size	Small (Tall 0.7m)
Hit Points	10 (20 MP)
Occupancy	None (0 MP)
Hardness	2 (10 MP)
Defense	11
Strength	n/a
Speed	Water 0 kph, 10m dive depth (1 MP)
Tactical Speed	Water 0m (drifts with the currents)
Initiative	-10 (-55 MP)
Maneuver	-10 (-55 MP)
Special Abilities	Accessories (Periscope), Tactical Radio, Remote Control (Basic), Sensor - Low-light Optics, Optics (10 km), Stealth (+21 Sonar) (80 MP)
Exotic Abilities	Limited AI (Dex 0, Wis 3, Cha 1) (20 MP)
Mecha Defects	Flammable, Reduced Endurance (a few weeks), Volatile, Weak Point (-11 MP)

ANG-01X Sea Serpent								
Type	Giant Robot							
MP Cost	1390 MP							
Size	Large (Tall 4.3m)							
Hit Points	46 (72 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	16 (80 MP)							
Defense	9							
Strength	42 (+16) (96 MP)							
Speed	Land 42 kph/Underwater 42 kph, 400m dive depth(218 MP)							
Tactical Speed	Land 70m/Underwater 70m							
Initiative	+0 (5 MP)							
Maneuver	+0/-4 underwater (10 MP)							
Special Abilities	Accessories (Periscope), Tactical Radio (Secure 1), GPS, Life Support, Sensor - Infrared, Low-light Optics, Optics, Sonar (3 km), Stabilisation Gear, Stealth (Infrared +9, Radar +9, Sonar +9), Targeting Bonus (+1 FGC) (155 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (40 MP)							
Mecha Defects	Hangar Queen, Reduced Endurance (several hours), Start-up Time (1 minute) (-32 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Fragmentation Cannon*	7d12	SS	70m	20	Cone	Arc of Fire (Fr), Low Penetration, Short Range	121
1	Medium Rocket Pack/36*	11d10	A	120m	36	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	463
1	Anti – Personnel Grenade Launcher*	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr), Less Ammo x2	51
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52
1	Smoke Discharger	Smoke	SS	10m	10	Blast x4, Emanation	Less Ammo	44

* Hardpoint or Handheld

CEF Type V Gunboat								
Type	Vehicle							
MP Cost	1029 MP/ 7925 MP w/ 16 Torpedo Drones							
Size	Colossal (Long 40 meters)							
Hit Points	71 (-58 MP)							
Occupancy	8 operators, 12 passengers, 6.6 tons cargo (190 MP)							
Hardness	30 (150 MP)							
Defense	2							
Strength	n/a							
Speed	Water 72 kph (270 MP)							
Tactical Speed	Water 120m							
Initiative	-6 (10 MP)							
Maneuver	-6 (10 MP)							
Special Abilities	Tactical Radio (Secure 1), ECM (Radar +3, Radio +3, Torpedo Decoy +3), Ejection Seat x20 (rafts), GPS, Habitation Space (20 personnel), Hangar (Medium), Searchlight x2, Sensor - Low-light Optics, Optics, Radar (Globo), Sonar (4 km), Stabilisation Gear, Targeting System (+1 HGLC) (195 MP)							
Exotic Abilities	None							
Mecha Defects	Hangar Queen, Reduced Endurance (a few hours), Start-up Time (10 minutes) (-34 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Gatling Laser Cannon	8d12	A	160m	150	Automatic, Extra Ammo x2, Long Range	Arc of Fire (Fr), Space – Optimized	208
2	Light Machine Gun*	2d10	A	60m	400	Automatic x2, Extra Ammo x3, Long Range	Arc of Fire (Rt, Lt), Exposed	84

* Hardpoint or Handheld

* Carries 12 Torpedo Drones

Jophi Transport Vehicle	
Type	Vehicle
MP Cost	77 MP
Size	Large (Long 3.7m)
Hit Points	34 (48 MP)
Occupancy	1 operator, 3 passengers, 420kg cargo (26 MP)
Hardness	4 (20 MP)
Defense	9
Strength	n/a
Speed	Land 78 kph (24 MP)
Tactical Speed	Land 130m
Initiative	-2 (-5 MP)
Maneuver	-2 (-5 MP)
Special Abilities	Tactical Radio Headlight (RI 50m) (3 MP)
Exotic Abilities	None
Mecha Defects	Reduced Endurance (several hours), Open, Weak Point (-32 MP)

1. Military Variant: increase Hardness to 6 change MP cost to 92 MP.

2. Passenger Variant: Remove cargo cappacity add 2 more passengers change MP cost to 81 MP.

* Hardpoint or Handheld

Humdar Combat Boat								
Type	Vehicle							
MP Cost	464 MP							
Size	Huge (Long 5.6 meters)							
Hit Points	42 (44 MP)							
Occupancy	2 operators, no cargo (20 MP)							
Hardness	12 (60 MP)							
Defense	8							
Strength	n/a							
Speed	Water 66 kph/Underwater 54kph, 300m dive depth (62 MP)							
Tactical Speed	Water 110m/Underwater 90m							
Initiative	+0 (10 MP)							
Maneuver	+0 (10 MP)/ -2 (0 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, Life Support, Sensor - Low-light Optics, Optics, Sonar (2 km), Stabilisation Gear (118 MP)							
Exotic Abilities	None							
Mecha Defects	Reduced Endurance (several hours), Start-up Time (10 minutes) (-24 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
2	Medium Rocket Pack/18	11d10	A	120m	18	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Only in Water, Short Range	332
2	Heavy Machine Gun*	2d12	A	80m	300	Automatic, Extra Ammo x3, Long Range	Arc of Fire (Fr)	104

* Hardpoint or Handheld

Albutrus								
Type	Vehicle							
MP Cost	1014 MP							
Size	Colossal (Wide 33.6 meters)							
Hit Points	49 (-102 MP)							
Occupancy	3 operators, 114 tons cargo (280 MP)							
Hardness	14 (70 MP)							
Defense	2							
Strength	n/a							
Speed	Air 900 kph, 12 km ceiling (836 MP)							
Tactical Speed	Air 1503m							
Initiative	-8 (0 MP)							
Maneuver	-6 (10 MP)							
Special Abilities	Tactical Radio, GPS, Life Support, Sensor - Radar (Global, 2 km), Optics (2 km) (34 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (75 MP)							
Mecha Defects	Reduced Endurance (several hours), Stall Speed (90 kph), Start-up Time (1 minute), Weak Point (-114 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
2	Light Bomb Rack1	5d12	V	D	16	Blast x4, Guided (LG), Volley	Dropped, Less Ammo	286
2	Heavy Bomb Rack1	15d10	V	D	4	Blast x6, Guided (LG), Volley	Dropped, Less Ammo x3	453

1. Bomber Variant: Add 2 Light Bomb Racks and 2 Heavy Bomb Racks, change MP cost to 1753 MP

2. Passenger Model: add 100 passengers, reduce cargo to 13 tons, no change to MP cost

Zephyr Sailship								
Type	Vehicle							
MP Cost	614 MP							
Size	Colossal (Long 21 meters)							
Hit Points	48 (-104 MP)							
Occupancy	10 operators, 10 passengers, 100 mt cargo (390 MP)							
Hardness	18 (90 MP)							
Defense	8							
Strength	n/a							
Speed	Water 30 kph (67 MP)							
Tactical Speed	Water 50m							
Initiative	-10 (-10 MP)							
Maneuver	-10 (-10 MP)							
Special Abilities	Accessory (Cargo Crane 4.4 mt), Ejection Seats x20 (life boats), Tactical Radio, GPS, Habitation Space (20 people), Sensor - Radar (Global), Sonar (8 km), Stabilisation Gear (132 MP)							
Exotic Abilities	None							
Mecha Defects	Flammable, Open, Reduced Endurance (a few weeks), Start-up Time (10 minutes), Volatile, Weak Point, Wind Powered (-97 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Heavy Rifle*	6d12	SS	160m	20	Long Range		156
1	Very Light Field Gun*1	10d12	SS	200m	20	Indirect Fire		260
1	Light Grenade Launcher*2	9d10	SS	135m	20	Blast	Only Underwater	99

1. Remove Heavy Rifle and add the Very Light Field Gun, change MP cost to 661
2. Add the Light Grenade Launcher, reduce Sensor - Radar (Global) and Sonar to 2 km and change MP cost to 620

* Hardpoint or Handheld

Reshef Submersible Frigate								
Type	Vehicle							
MP Cost	1207 MP/ 6807 MP w/ 12 Torpedo Drones							
Size	Colossal (Long 40 meters)							
Hit Points	90 (-20 MP)							
Occupancy	12 operators, 60 tons cargo (320 MP)							
Hardness	30 (150 MP)							
Defense	2							
Strength	n/a							
Speed	Water 30 kph/Underwater 36 kph, 750m dive depth (286 MP)							
Tactical Speed	Water 50m/Underwater 60m							
Initiative	-10 (-10 MP)							
Maneuver	-10 (-10 MP)							
Special Abilities	Long Range Radio (Secure 1), GPS, Habitation Space, Hangar (Huge), Life Support, Sensor - Low-light Optics, Optics, Sonar (3 km), Stabilisation Gear (101 MP)							
Exotic Abilities	None							
Mecha Defects	Reduced Endurance (a few weeks), Weak Point, Start-up Time (10 minutes) (-36 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
2	Very Light Field Gun	10d12	SS	200m	60	Extra Ammo, Indirect Fire		286

* Carries 20 Torpedo Drones

Sarif Shuttle	
Type	Vehicle
MP Cost	3173 MP
Size	Colossal (Long 112 meters)
Hit Points	50 (-100 MP)
Occupancy	4 operators, 118 tons cargo (290 MP)
Hardness	20 (100 MP)
Defense	2
Strength	n/a
Speed	Air 480 kph, 50 km ceiling/Realistic Space Flight 2.0g, 270 G-Round (1856 MP)
Tactical Speed	Air 801m
Initiative	-10 (-10 MP)
Maneuver	-10 (-10 MP)
Special Abilities	Booster (+1.9g, 270 G-round), Tactical Radio, GPS, Life Support, Re-entry System, Sensor - Optics, Radar (2 km) (1076 MP)
Exotic Abilities	None
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (10 minutes), Weak Point (-29 MP)

* Hardpoint or Handheld

Gabor Amphibious Golem								
Type	Giant Robot							
MP Cost	1443MP w/ Mortar, 1335 w/ VLFG							
Size	Huge (Tall 7.1m)							
Hit Points	65 (90 MP)							
Occupancy	2 operators, 8 tons cargo (110 MP)							
Hardness	25 (125 MP)							
Defense	8							
Strength	47 (+18) (111 MP)							
Speed	Land 30 kph/Underwater 18 kph, 125m dive depth (159 MP)							
Tactical Speed	Land 50m/Underwater 30m							
Initiative	-4 (-10 MP)							
Maneuver	-4 /-6 submerged (-15)							
Special Abilities	Tactical Radio (Secure 1), ECM (+6 Defensive, +6 Radar, +6 Radio), GPS, Hanger (Large), Life Support, Sensor - Infrared, Low-light Optics, Optics (3 km), Stabilisation Gear (117 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (45 MP)							
Mecha Defects	No Hands, Reduced Endurance (several hours), Start-up Time (1 minute), Weak Point (-94 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
2	Medium Rocket Pack/18*	11d10	A	120m	18	Automatic, Blast, Indirect Fire	Short Range	332
2	Heavy Machine Gun	2d12	A	80m	300	Automatic, Extra Ammo x3, Long Range	Arc of Fire (Fr, Rr)	114
2	Anti – Personnel Grenade Launcher	2d10	SS	30m	6	Blast x4, Indirect Fire	Arc of Fire (Fr, Rr), Less Ammo x2	56
1	Medium Field Mortar*1	10d12	SS	200m	12	Blast x4, Indirect Fire	Less Ammo, Static	303
1	Very Light Field Gun*1	10d12	SS	200m	20	Indirect Fire		195

1. Choose either the MFM or the VLFG

* Carries 8 Anak Bugs in its hangar

Oannes APES								
Type	Giant Robot							
MP Cost	614 MP							
Size	Large (Tall 3.9m)							
Hit Points	39 (58 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	9 (45 MP)							
Defense	9							
Strength	35 (+12) (75 MP)							
Speed	Land 24 kph/ Underwater 42kph, 225m depth (118 MP)							
Tactical Speed	Land 40m/Underwater 70m							
Initiative	+0 (5 MP)							
Maneuver	+0 (5 MP)/ -4 (-15 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, Parachute, Life Support, Sensor - Infrared, Low-light Optics, Optics, Sonar (2 km), Stabilisation Gear (44 MP)							
Exotic Abilities	None							
Mecha Defects	Reduced Endurance (several hours), Start-up Time (1 minute), Weak Point (-29 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Very Light Rifle	3d12	SS	80m	25	Long Range	Arc of Fire (Fr)	52
-	Medium Panzerfaust	9d10	SS	62m	1	AP, Blast	Alternate Weapon, Arc of Fire (Fr), Less Ammo x5, Short Range	2
3	Hand Grenade*	9d10	1	13m	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Thrown	57
1	VibroBlade*	4d12	n/a	n/a	n/a	AP, Muscle – Powered	Arc of Fire (Fr), Melee	52
1	Forearm Spike	3d12	n/a	n/a	n/a	Muscle – Powered	Arc of Fire (Fr), Melee	29
1	Light Bazooka1	9d10	SS	100m	5	Blast	Arc of Fire (Fr), Less Ammo x2, Short Range	37
1	Light Grenade Launcher*	9d10	A	67m	6	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Less Ammo x2, Short Range	99
1	VibroAx*	5d12	n/a	n/a	n/a	AP x2, Muscle – Powered	Arc of Fire (Fr), Melee	86
-	Heavy Panzerfaust*	10d12	SS	100m	1	AP, Blast	Arc of Fire (Fr), Less Ammo x5, Short Range	3

1. Variants: add LBZK change MP cost to 651 MP.

2. Variant: Remove VLRf/MPZ combo gun add LGL change MP cost to 659 MP.

3.. Variant: Remove VLRf/MPZ combo gun add VA/HPZ combo weapon change MP cost to 651 MP.

* Hardpoint or Handheld

Anak Light Bug								
Type	Giant Robot							
MP Cost	419 MP							
Size	Large (Long 2.7m)							
Hit Points	33 (56 MP)							
Occupancy	none, no cargo (0 MP)							
Hardness	3 (15 MP)							
Defense	9							
Strength	28 (+7) (54 MP)							
Speed	Land 30 kph/Underwater 42kph, dive depth 750m/Realistic Space Flight 1.3g (31 G-rounds) (107 MP)							
Tactical Speed	Land 50m/Underwater 70m/Jump Jets 100m x 50m or 50m x 100m							
Initiative	-2 (-5 MP)							
Maneuver	-2/-4 Underwater (-10 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, Laser Designator (RI 50m), Remote Control (Advanced), Sensor - Infrared, Low-light Optics, Optics, Sonar (2 km) (34 MP)							
Exotic Abilities	Limited AI (Dex 10, Wis 10, Cha 1, BAB +3, Hide +7, Listen +7, Move Silently +7, Spot +7, Vehicle Weapon Proficiency (Cannons) (169 MP)							
Mecha Defects	Hangar Queen, Reduced Endurance (several hours), Weak Point (-33 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Very Light Machine Gun*	2d6	A	50m	80	Automatic, Extra Ammo x2, Long Range x2	Arc of Fire (Fr)	46

* Hardpoint or Handheld

Emu Heavy Bug								
Type	Giant Robot							
MP Cost	693 MP							
Size	Large (Long 2.7m)							
Hit Points	39 (68 MP)							
Occupancy	none, no cargo (0 MP)							
Hardness	9 (45 MP)							
Defense	9							
Strength	35 (+12) (75 MP)							
Speed	Land 42 kph/Underwater 18kph submerged 225m (71 MP)							
Tactical Speed	Land 70m/Underwater 30m							
Initiative	0 (5 MP)							
Maneuver	0/-2 submerged (0 MP)							
Special Abilities	Tactical Radio (Secure 1), GPS, Parachute, Remote Control (Advanced), Sensor - Infrared, Low-light Optics, Optics, Sonar (2 km) (36 MP)							
Exotic Abilities	Limited AI (Dex 10, Wis 10, Cha 1, BAB +3, Hide +7, Listen +7, Move Silently +7, Spot +7, Vehicle Weapon Proficiency (Cannons), Vehicle Weapon Proficiency (Melee), Vehicle Weapon Proficiency (Missiles) (174 MP)							
Mecha Defects	Hangar Queen, Reduced Endurance (a few hours), Weak Point (-44 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Very Light Machine Gun	2d6	A	50m	300	Automatic, Extra Ammo x3, Long Range x2	Arc of Fire (Fr)	46
1	Very Light Rocket Pack/32	4d12	A	40m	32	Automatic x2, Blast, Extra Ammo, Indirect Fire	Arc of Fire (Fr), Short Range	156
2	VibroAx	5d12	n/a	n/a	n/a	AP x2, Muscle – Powered	Arc of Fire (Fr), Melee	71

Auwa VTOL Bug								
Type	Vehicle							
MP Cost	528 MP							
Size	Large (Long 3.2m)							
Hit Points	39 (68 MP)							
Occupancy	none, no cargo (0 MP)							
Hardness	9 (45 MP)							
Defense	9							
Strength	n/a							
Speed	Air 150 kph (6km ceiling) (113 MP)							
Tactical Speed	Air 250m							
Initiative	+2 (15 MP)							
Maneuver	+2 (15 MP)							
Special Abilities	Accessory (Winch 2.4 MT), Tactical Radio (Secure 1), ECM (Radar +3, Radio +3, Defensive +3), GPS, Remote Control (Advanced), Sensor - Infrared, Low-light Optics, Optics, Radar (2 km) (57 MP)							
Exotic Abilities	Limited AI (Dex 10, Wis 10, Cha 1, BAB +3, Information Warfare +7, Listen +7, Pilot +7, Spot +7, Vehicle Weapon Proficiency (Cannons), Vehicle Weapon Proficiency (Missiles) (171 MP)							
Mecha Defects	Hangar Queen, Reduced Endurance (a few hours), Weak Point (-44 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
2	Very Light Rocket Pack/8	4d12	A	40m	8	Automatic, Blast, Indirect Fire	Arc of Fire (Fr), Less Ammo x2, Short Range	52
1	Very Light Machine Gun	2d6	A	50m	400	Automatic, Extra Ammo x3, Long Range x2	Arc of Fire (Fr)	46

Edenite Torpedo Bug								
Type	Vehicle							
MP Cost	280 MP							
Size	Medium (Long 2m)							
Hit Points	17 (34 MP)							
Occupancy	None (0 MP)							
Hardness	4 (20 MP)							
Defense	10							
Strength	n/a							
Speed	90 kph, 100m dive depth (120 MP)							
Tactical Speed	150m							
Initiative	-2 (-10 MP)							
Maneuver	-4 (-20 MP)							
Special Abilities	Tactical Radio (Secure 1), Remote Control (Advanced), Sensor - Sonar (2 km) (13 MP)							
Exotic Abilities	Limited AI (Dex 10, Wis 3, Cha 1, BAB +3) (70 MP)							
Mecha Defects	Hangar Queen, Reduced Endurance (several minutes), Volatile, Weak Point (-44 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Warhead	15d12	n/a	m	1	Blast x4	Arc of Fire (Fr), Less Ammo x5, Melee (Medium)	97

Edenite Cruise Missile Bug								
Type	Vehicle							
MP Cost	621 MP							
Size	Large (Long 3.2m)							
Hit Points	18 (16 MP)							
Occupancy	none, no cargo (0 MP)							
Hardness	6 (30 MP)							
Defense	9							
Strength	n/a							
Speed	Air 900 kph (6km ceiling) (386 MP)							
Tactical Speed	Air 1503m							
Initiative	-2 (-5 MP)							
Maneuver	-1 (5 MP)							
Special Abilities	Long Range Radio (Secure 1), ECM (Radar +3, Radio +3, Defensive +3), GPS, Remote Control (Advanced), Sensor - Infrared, Low-light Optics, Optics, Radar (2 km) (57 MP)							
Exotic Abilities	Limited AI (Dex 10, Wis 3, Cha 1, BAB +3, Information Warfare +7, Pilot +7) (83 MP)							
Mecha Defects	Hangar Queen, Reduced Endurance (a few hours), Volatile, Weak Point (-48 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Warhead	15d12	n/a	m	1	Blast x4	Arc of Fire (Fr), Less Ammo x5, Melee (Medium)	97

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