

### Anti-Missile MG

QTY:	TONNAGE:	1
CRITICALS:	1	TYPE: Equipment
Once per combat phase, you can reduce the first die of missile damage from an attack that hits you by 1d4. This can reduce the damage to 0 from the attack. You may declare you are using this after you know the location of the first damage roll. If the damage is reduced to 0, all additional effects from that hit are negated.		

LOCATIONS:

### Assault Hand

QTY:	TONNAGE:	3
CRITICALS:	1	TYPE: Melee
<b>SPECIAL:</b>	This item allows you to hold and manipulate items, and make Punch attacks with a Piloting Roll.	
<b>DAMAGE:</b>	<b>4d6</b>	<b>HEAT:</b> 1
<b>REQUIREMENT:</b>	Minimum Mech Tonnage: 90. Each damage roll has a separate location roll. Your Mech cannot have shoulder damage on the punching arm. You cannot fire weapons on an arm that punches for that round. You can only punch adjacent targets. Target rolls against legs count as torso hits.	

LOCATIONS:

### Autocannon 2

QTY:		TONNAGE:		5
CRITICALS:		1	TYPE:	Ballistic
DAMAGE:		2	HEAT:	1
1-4	5-8	9-16	17-24	
MIN		Short	Medium	Long
-1 Per Hex		No Penalty	-2 Atk	-4 Atk
Ammo Fed:		This weapon requires the Mech have an available source of Autocannon 2 ammunition.		

LOCATIONS:

### Autocannon 5

QTY:		TONNAGE:		8	
CRITICALS:		4		TYPE: Ballistic	
DAMAGE:		5		HEAT: 1	
1-3		4-6		7-12	
				13-18	
MIN		Short		Medium	
-1 Per Hex		No Penaltv		-2 Atk	
-4 Atk					
Ammo Fed:		This weapon requires the			
		Mech have an available source of			
		Autocannon 5 ammunition.			

LOCATIONS:

### Autocannon 10

QTY:		TONNAGE:		12
CRITICALS:		7	TYPE:	Ballistic
DAMAGE:	10	HEAT:	3	
-	1-5	6-10	11-15	
MIN	Short	Medium	Long	
-1 Per Hex	No Penaltv	-2 Atk	-4 Atk	
Ammo Fed:		This weapon requires the		
Mech have an available source of				
Autocannon 10 ammunition.				

LOCATIONS:

### Autocannon 20

QTY:		TONNAGE: 14	
CRITICALS: 10		TYPE: Ballistic	
DAMAGE: 20		HEAT: 7	
-	1-3	4-6	7-9
MIN	Short	Medium	Long
-1 Per Hex	No Penalty	-2 Atk	-4 Atk
Ammo Fed:		This weapon requires the Mech have an available source of Autocannon 20 ammunition.	

LOCATIONS:

### Burst EMP

QTY:	TONNAGE: 4		
CRITICALS:	5	TYPE:	Energy
DAMAGE:	0	HEAT:	7
-	1	2	3
MIN	Short	Medium	Long
-1 Per Hex	No Penalty	-2 Atk	-4 Atk
HIT:	The target cannot use any weapons or ammo from that location until the next attack phase. If the location was a leg, the target is also immobilized during the next turn; if it was engine or head, it's helpless.		
Burst Weapon	This burst is made against every target in range of the burst.		

LOCATIONS:

### Burst Scrambler

QTY:		TONNAGE:		3	
CRITICALS:		3	TYPE:	Energy	
DAMAGE:		0	HEAT:		4
-	1	2	3		
MIN		Short	Medium	Long	
-1 Per Hex		No Penalty	-2 Atk		-4 Atk
HIT:		The target has a -1 penalty to attack rolls during the next turn attack phase.			
Burst Weapon		This burst is made against every target in range of the burst.			

LOCATIONS:

### C6 Master

QTY:	TONNAGE:	3
CRITICALS:	5	TYPE: Equipment
Special:	Allies on your C6 frequency can benefit from your Targeting Laser bonuses.	
Special:	You and any ally with a C6 on your frequency gains a +10 bonus to Attack Rolls when hitting allies with beneficial abilities.	
Special:	Allies on your C6 frequency can fire missile weapons at anything you have hit with a targeting laser, even if they lack line-of-sight.	

LOCATIONS:

C6 Slave			
QTY:	TONNAGE:		1
CRITICALS:	1	TYPE:	Equipment
Special:	Allies on your C6 frequency can benefit from your Targeting Laser bonuses.		
Special:	You and any ally with a C6 on your frequency gains a +10 bonus to Attack Rolls when hitting allies with beneficial abilities.		
LOCATIONS:			

CASE Storage			
QTY:	TONNAGE:	0.5	
CRITICALS:	1	TYPE:	Equipment
Ammunition stored in the same body section as CASE storage only does half damage (rounded down) if critically hit.			
LOCATIONS:			

Club			
QTY:	TONNAGE:	4	
CRITICALS:	6	TYPE:	Melee
<b>DAMAGE:</b>	<b>2d6</b>	<b>HEAT:</b>	<b>1</b>
-	1	-	-
MIN	Short	Medium	Long
-1 Per Hex	No Penalty	-2 Atk	-4 Atk
LOCATIONS:			

Combat Foot			
QTY:	TONNAGE:		2
CRITICALS:	1	TYPE:	Melee
<b>SPECIAL</b>	This item allows you to make Kick attacks. Kick is a piloting skill, with damage as follows:		
<b>DAMAGE:</b>	<b>3d6</b>	<b>HEAT:</b>	<b>1</b>
<b>REQUIREMENT</b>	Minimum Mech tonnage: 80		
You cannot make a Kick attack if you have Hip damage. You cannot fire weapons on the leg that you kicked with for that round. You can only kick adjacent targets. Kick damage goes to the Right Leg (1-10) or Left Leg (11-20).			
<b>LOCATIONS:</b>			

Combat Hand			
QTY:	TONNAGE:		2
CRITICALS:	1	TYPE:	Melee
SPECIAL	This item allows you to hold and manipulate items, and make Punch attacks with a Piloting Roll.		
DAMAGE:	3d6	HEAT:	1
REQUIREMENT	Minimum Mech Tonnage: 70.		
Each damage roll has a separate location roll. Your Mech cannot have shoulder damage on the punching arm. You cannot fire weapons on an arm that punches for that round. You can only punch adjacent targets. Target rolls against legs count as torso hits.			
LOCATIONS:			

Cooling Gel			
QTY:	TONNAGE:		0.5
CRITICALS:	1	TYPE:	Equipment
Use this item during your Movement phase; it costs 1 MP per charge to use. It instantly reduces your heat by 1d6 per charge.			
Special:	If this location is hit with a critical hit, the remaining charges automatically discharge immediately.		
Uses	3 per Slot		
LOCATIONS:			

Directed EMP			
QTY:		TONNAGE: 2	
CRITICALS: 1		TYPE: Energy	
DAMAGE: 0		HEAT: 3	
-	1-3	4-6	7-9
MIN	Short	Medium	Long
-1 Per Hex	No Penalty	-2 Atk	-4 Atk
HIT:	The target cannot use any weapons or ammo from that location on the next turn attack phase. If the location was a leg, the target is also immobilized during the next turn; if it hit a head or engine, the target is helpless during the next turn.		
LOCATIONS:			

Flamer			
QTY:		TONNAGE: 1	
CRITICALS: 1		TYPE: Energy	
DAMAGE: 2		HEAT: 3	
-	1	2	3
MIN	Short	Medium	Long
-1 Per Hex	No Penalty	-2 Atk	-4 Atk
HIT:	The target also takes 2 points of heat damage.		
Anti-Infantry:	This Weapon does +1d6 damage to an Infantry unit.		
LOCATIONS:			

Foot			
QTY:	TONNAGE:		0.5
CRITICALS:	1	TYPE:	Melee
SPECIAL	This item allows you to make Kick attacks. Kick is a piloting skill, with damage as follows:		
DAMAGE:	1d6	HEAT:	1
REQUIREMENT	You cannot make a Kick attack if you have Hip damage. You cannot fire weapons on the leg that you kicked with for that round. You can only kick adjacent targets. Kick damage goes to the Right Leg (1-10) or Left Leg (11-20).		
LOCATIONS:			

## GEL Dispenser

QTY:		TONNAGE:		1
CRITICALS:		1	TYPE:	Melee
DAMAGE:		0	HEAT:	1
-		1	-	-
MIN		Short	Medium	Long
-1 Per Hex		No Penalty	-2 Atk	-4 Atk
Special:		This item allows you to expend one GEL pack from any part of your mech and apply it to anywhere on your mech or an adjacent ally. This does not cost movement points.		
LOCATIONS:				

## Hatchet

QTY:		TONNAGE:		5
CRITICALS:		7	TYPE:	Melee
DAMAGE:		2d6	HEAT:	2
-		1	-	-
MIN		Short	Medium	Long
-1 Per Hex		No Penalty	-2 Atk	-4 Atk
Directed:		All of the damage done by this weapon goes on the same location.		
LOCATIONS:				

## Large Hand

QTY:	TONNAGE:	1
CRITICALS:	1	TYPE: Melee
SPECIAL This item allows you to hold and manipulate items, and make Punch attacks with a Piloting Roll.		
DAMAGE:	2d6	HEAT: 1
REQUIREMENT Minimum Mech Tonnage: 50. Each damage roll has a separate location roll. Your Mech cannot have shoulder damage on the punching arm. You cannot fire weapons on an arm that punches for that round. You can only punch adjacent targets. Target rolls against legs count as torso hits.		
LOCATIONS:		

## GrappleMag

QTY:		TONNAGE:		4	
CRITICALS:		4		Missile	
DAMAGE:		0		HEAT: 3	
-		1		-	
MIN		Short		Medium	
-1 Per Hex		No Penalty		-2 Atk	
Long				-4 Atk	
<b>HIT:</b> During the next movement phase, the target must make a piloting check as though it was trying to stand to move away from your Mech. Each attempt costs 1 MP and generates 2 heat. If you are moved away from the target, the grapple automatically ends.					
LOCATIONS:					

## Heat Padding

QTY:	TONNAGE:	2
CRITICALS:	4	TYPE: Equipment
Attacks against you that would build extra heat (such as flamers) build one less heat per hit. This has no effect on heat you would build with your actions, but does work with environmental hazards.		
LOCATIONS:		

## Large Laser

QTY:		TONNAGE:		5
CRITICALS:		3	TYPE:	Energy
DAMAGE:		8	HEAT: 8	
-	1-5	6-10	11-15	
MIN		Short	Medium	Long
-1 Per Hex	No Penalty	-2 Atk	-4 Atk	
LOCATIONS:				

## Hand

QTY:	TONNAGE:	0.5
CRITICALS:	1	TYPE: Melee
SPECIAL This item allows you to hold and manipulate items, and make Punch attacks. Punching is a piloting roll; damage is as follows:		
DAMAGE:	1d6	HEAT: 1
REQUIREMENT You cannot have shoulder damage on your punching arm. You cannot fire weapons on an arm that punches for that round. You can only punch adjacent targets. Target rolls against legs count as torso hits.		
LOCATIONS:		

## Large Foot

QTY:	TONNAGE:	1
CRITICALS:	1	TYPE: Melee
SPECIAL This item allows you to make Kick attacks. Kick is a piloting skill, with damage as follows:		
DAMAGE:	2d6	HEAT: 1
REQUIREMENT Minimum Mech Tonnage: 55. You cannot make a Kick attack if you have Hip damage. You cannot fire weapons on the leg that you kicked with for that round. You can only kick adjacent targets. Kick damage goes to the Right Leg (1-10) or Left Leg (11-20).		
LOCATIONS:		

## LR GEL Launcher

QTY:		TONNAGE:		2	
CRITICALS:		1		Missile	
DAMAGE:		0		HEAT: 3	
0-6		7		8-14	
				15-21	
MIN		Short		Medium	
Long					
-1 Per Hex		No Penalty		-2 Atk	
				-4 Atk	
Special:		This item allows you to expend one GEL pack from any part of your mech and attempt to hit an ally with it. Roll location as per normal.			
Special:		If you and the ally are linked via C6, you gain a +10 bonus to the roll.			
LOCATIONS:					

**LRM 5**

QTY:	TONNAGE: 2		
CRITICALS:	1	TYPE:	Missile
DAMAGE:	1d6	HEAT:	2
1-6	7	8-14	15-21
MIN	Short	Medium	Long
-1 Per Hex	No Penalty	-2 Atk	-4 Atk
Ammo Fed: This weapon requires the Mech have an available source of LRM 5 ammunition.			
LOCATIONS:			

**LRM 10**

QTY:	TONNAGE: 5		
CRITICALS:	2	TYPE:	Missile
DAMAGE:	2d6	HEAT:	4
1-6	7	8-14	15-21
MIN	Short	Medium	Long
-1 Per Hex	No Penalty	-2 Atk	-4 Atk
Ammo Fed: This weapon requires the Mech have an available source of LRM 10 ammunition.			
Multi-Hit When you hit with this weapon, each damage die gains a separate location roll.			
LOCATIONS:			

**LRM 15**

QTY:	TONNAGE: 7		
CRITICALS:	3	TYPE:	Missile
DAMAGE:	1d6	HEAT:	5
1-6	7	8-14	15-21
MIN	Short	Medium	Long
-1 Per Hex	No Penalty	-2 Atk	-4 Atk
Ammo Fed: This weapon requires the Mech have an available source of LRM 15 ammunition.			
Multi-Hit When you hit with this weapon, each damage die gains a separate location roll.			
LOCATIONS:			

**LRM 20**

QTY:	TONNAGE: 10		
CRITICALS:	4	TYPE:	Missile
DAMAGE:	1d6	HEAT:	6
1-6	7	8-14	15-21
MIN	Short	Medium	Long
-1 Per Hex	No Penalty	-2 Atk	-4 Atk
Ammo Fed: This weapon requires the Mech have an available source of LRM 20 ammunition.			
Multi-Hit When you hit with this weapon, each damage die gains a separate location roll.			
LOCATIONS:			

**Machine Gun**

QTY:	TONNAGE: 0.5		
CRITICALS:	1	TYPE:	Ballistic
DAMAGE:	2	HEAT:	0
-	1	2	3
MIN	Short	Medium	Long
-1 Per Hex	No Penalty	-2 Atk	-4 Atk
Anti-Infantry: This Weapon does +1d6 damage to an Infantry unit.			
Ammo Fed: This weapon requires the Mech have an available source of Machine Gun ammunition.			
LOCATIONS:			

**Medium Laser**

QTY:	TONNAGE: 1		
CRITICALS:	2	TYPE:	Energy
DAMAGE:	5	HEAT:	3
-	1-3	4-6	7-9
MIN	Short	Medium	Long
-1 Per Hex	No Penalty	-2 Atk	-4 Atk
LOCATIONS:			

**PPC**

QTY:	TONNAGE: 7		
CRITICALS:	4	TYPE:	Energy
DAMAGE:	10	HEAT:	10
1-3	4-6	7-12	13-18
MIN	Short	Medium	Long
-1 Per Hex	No Penalty	-2 Atk	-4 Atk
LOCATIONS:			

**Repair Gel**

COST:	TONNAGE: 0.5		
CRITICALS:	1	TYPE:	Equipment
Use this item during your Movement phase; it costs 1 MP per charge to use. Each charge repairs 1d6 points of armor damage to the location where the gel is stored. A location cannot exceed its normal armor rating.			
Special: If this location is hit with a critical hit, the remaining charges automatically discharge immediately, potentially negating the attack.			
Uses 3 per Slot			
LOCATIONS:			

**RotoDrill**

QTY:	TONNAGE: 5		
CRITICALS:	5	TYPE:	Melee
DAMAGE:	3d6	HEAT:	4
-	1	-	-
MIN	Short	Medium	Long
-1 Per Hex	No Penalty	-2 Atk	-4 Atk
Constuction This Weapon does +2d6 damage to structures			
Directed: All of the damage done by this weapon goes on the same location.			
LOCATIONS:			

### RotoSaw

QTY:		TONNAGE:		8
CRITICALS:		8	TYPE:	Melee
DAMAGE:		4d6	HEAT:	4
-	1	-	-	
MIN		Short	Medium	Long
-1 Per Hex		No Penalty	-2 Atk	-4 Atk
Constuction		This Weapon does +2d6 damage to structures		
Constuction		This Weapon does +2d6 damage to structures		
a separate location roll.				
Anti-Infantry:		This Weapon does +1d6 damage to an Infantry unit.		
LOCATIONS:				

### Scrambler Ray

QTY:		TONNAGE:		2
CRITICALS:		1	TYPE:	Energy
DAMAGE:		0	HEAT:	1
-	1-3	4-6	7-9	
MIN		Short	Medium	Long
-1 Per Hex	No Penalty	-2 Atk	-4 Atk	
HIT:	The target has a -1 penalty to attack rolls during the next turn attack phase.			
LOCATIONS:				

### Small Laser

QTY:	TONNAGE: 0.5		
CRITICALS:	1	TYPE:	Energy
DAMAGE:	3	HEAT:	1
-	1	2	3
MIN	Short	Medium	Long
-1 Per Hex	No Penalty	-2 Atk	-4 Atk
LOCATIONS:			

### SR GEL Launcher

QTY:		TONNAGE:		1	
CRITICALS:		1	Missile		
DAMAGE:		0	HEAT:		2
-		1-5	6-10	11-15	
MIN		Short	Medium	Long	
-1 Per Hex		No Penalty	-2 Atk	-4 Atk	
Special:		This item allows you to expend one GEL pack from any part of your mech and attempt to hit an ally with it. Roll location as per normal.			
Special:		If you and the ally are linked via C6, you gain a +10 bonus to the roll.			
LOCATIONS:					

### SRM 2

QTY:		TONNAGE:		1
CRITICALS:		1	TYPE:	Missile
DAMAGE:		1d4	HEAT:	2
-	1-3	4-6	7-9	
MIN		Short	Medium	Long
-1 Per Hex		No Penalty	-2 Atk	-4 Atk
Ammo Fed:		This weapon requires the		
Mech have an available source of				
SRM 2 ammunition.				
LOCATIONS:				

### SRM 4

QTY:		TONNAGE:		2
CRITICALS:		1	TYPE:	Missile
DAMAGE:		2d4	HEAT:	3
-	1-3	4-6	7-9	
MIN		Short	Medium	Long
-1 Per Hex		No Penalty	-2 Atk	
-4 Atk				
Ammo Fed:		This weapon requires the Mech have an available source of SRM 2 ammunition.		
Multi-Hit		When you hit with this weapon, each damage die gains a separate location roll.		
LOCATIONS:				

### SRM 6

QTY:		TONNAGE:		3
CRITICALS:		2	TYPE:	Missile
DAMAGE:		3d4	HEAT:	4
-		1-3	4-6	7-9
MIN		Short	Medium	Long
-1 Per Hex		No Penalty	-2 Atk	-4 Atk
Ammo Fed:		This weapon requires the Mech have an available source of SRM 2 ammunition.		
Multi-Hit		When you hit with this weapon, each damage die gains a separate location roll.		
LOCATIONS:				

### Standard Jump Jets

COST:	0	CRITICALS:	1 per Jet
Number of Jets:			
Damaged Jets:			
SPECIAL	This item allows you to substitute Jumping for movement. You cannot jump more hexes than your undamaged run speed. You can jump 1 hex per undamaged Jump Jet. Each hex jumped increases your heat by 1. Regardless of hexes moved, you take the Jump penalty on your attacks. The Jump movement may be to any adjacent hex and you may place yourself in any direction as part of the jump.		

### Targeting Laser

QTY:		TONNAGE:		1
CRITICALS:		1	TYPE:	Energy
DAMAGE:		0	HEAT:	1
-	1-3	4-6	7-9	
MIN	Short	Medium	Long	
-1 Per Hex	No Penalty	-2 Atk	-4 Atk	
HIT:	You gain a +1 bonus to all attack rolls against the target until the end of your next attack phase.			
SPECIAL	If you have a C6 Master, all allies with a C6 Slave also gain the bonus to attack this target.			
LOCATIONS:				