





























HEAT EFFECTS

-  **Avoid Ammunition Explosion**
If this unit is not shutdown, roll a d6. On a result of 1 or 2, this unit is dealt unpreventable damage equal to its damage value with the  range type -1, minimum 0 damage.
-  **Avoid Ammunition Explosion: Critical**
If this unit is not shutdown, roll a d6. On a result of 1-3, this unit is dealt unpreventable damage equal to its damage value with the  range type +1.
-  **Ammunition Jam**
This unit can't use special equipment with the ballistic range type or make ranged combat attacks using the  range type.
-  **Avoid Heat Sink Overload**
If this unit is not shutdown, roll a d6. On a result of 1 or 2, this unit gains 1 heat.
-  **Avoid Heat Sink Overload: Critical**
If this unit is not shutdown, roll a d6. On a result of 1-3, this unit gains 2 heat.
-  **Weapons Offline**
This unit can't use special equipment with the  range type or make ranged combat attacks using the  range type.
-  **Avoid Shutdown**
If this unit is not shutdown, roll a d6. On a result of 1 or 2, this unit is shutdown; mark it so that it has two tokens.
-  **Avoid Shutdown: Critical**
If this unit is not shutdown, roll a d6. On a result of 1-3, this unit is shutdown; mark it so that it has two tokens.
-  **Engine Overheat**
This unit can't use speed special equipment or the run option.
-  **Starting Position**
At the beginning of the game, this unit must have these green squares showing on its heat dial.






BALLISTIC DAMAGE SPECIAL EQUIPMENT

-  **Artemis V Fire-Control System** *(optional)*
When this unit succeeds at a ranged combat attack targeting a single opposing figure, roll a d6. On a result of 3-5, modify this unit's damage value by +1 for the attack; on a 6, modify it by +2 instead.
-  **Homing Beacon** *(optional)* Give this unit a ranged combat order targeting a single opposing figure; modify this unit's attack value by +1 for the attack. If the attack succeeds, until the end of the combat phase any line of fire for a ranged combat attack using the  range type drawn to the target is clear, and the target ignores hindering terrain when it is the target of ranged combat attacks using the  range type.
-  **Armor Piercing** *(optional)*
This unit's ranged combat attacks ignore other units' defense special equipment with "armor" in the name.
-  **Streak Missiles** *(optional)* When this unit makes a ranged combat attack targeting a single opposing figure, it ignores other figures, terrain, and terrain boundaries for line of fire purposes. If the attack succeeds, modify this unit's damage value by -1, minimum 1. The attack can't target a shutdown unit or a unit with Electronic Camouflage special equipment.
-  **Point Defense System** *(optional)*
Any friendly figure in base contact with this unit can use this unit's unmodified defense value instead of its own.

ENERGY DAMAGE SPECIAL EQUIPMENT

-  **PPC Capacitor** *(optional)*
This unit's damage value can't be replaced. When this unit succeeds at a ranged combat attack, increase its damage value (which may be modified only by heat effects) by one-half for the attack. It gains 1 heat in addition to any other heat generated by the attack.
-  **TSEMP (Tight-Stream Electromagnetic Pulse)** *(optional)*
Give this unit a ranged combat order targeting a single opposing figure. If the attack succeeds and the target is not shutdown, the target's controller rolls a d6. On a result of 1 or 2, the target is shutdown; mark it so that it has two tokens.
-  **Pulse** *(optional)* Once per turn, when this unit resolves a successful ranged combat attack against a single opposing target figure, make a second ranged combat attack against that target, whose defense value is modified by +2 for the second attack. This unit gains 1 heat after resolving the second attack in addition to any other heat generated by the order. The second attack does not cost an order.
-  **Grapple** *(optional)*
When this unit is in base contact with a single opposing figure, the figure succeeds at break away results of only 5 or 6, even if it has Evade or Jump Jets special equipment.
-  **Alpha Strike** *(optional)* When this unit makes a ranged combat attack against a single opposing target figure, turn its heat dial until it is shutdown; keep track of the number of heat dial turns needed to reach shutdown. If the attack succeeds, modify this unit's damage value by +X, where X equals the number of heat dial turns needed to reach shutdown. Immediately after resolving the attack, roll a d6. On a result of 5 or 6, this unit loses 2 heat; roll for any heat effects that appear. On a result of 1-4, this unit is shutdown; mark it so that it has two tokens.
-  **Flamers** *(optional)*
When this unit succeeds at a close combat attack targeting a single opposing figure that is not shutdown, deal no damage. The target gains 2 heat instead.

MELEE DAMAGE SPECIAL EQUIPMENT

-  **Full Strike** *(optional)* When this unit makes a close combat attack, all opposing figures in base contact with this unit's front arc become targets. Make one attack roll and compare the attack result to each target's defense value. Score damage equal to this unit's damage value to each target against which the attack succeeds.
-  **Hand-to-Hand Weapon** *(optional)*
When this unit succeeds at a close combat attack targeting a single opposing figure, roll a d6. Score damage to the target equal to the result instead of this unit's damage value.
-  **Rapid Strike** *(optional)*
Once per turn, when this unit resolves a successful close combat attack against a single opposing target figure, make a second close combat attack against that target. This unit gains 1 heat in addition to any other heat generated by the order. The second attack does not require an order.
-  **Agility** *(optional)*
When this unit is the target of a close combat or special attack from an opposing figure, damage and impact damage scored is reduced to 1.
-  **Brawling** *(optional)*
Modify this unit's damage value by +1 when it makes a close combat or special attack against opposing figures, regardless of the damage value used to resolve the attack.