


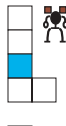



SPEED SPECIAL EQUIPMENT

 **Reconnaissance** *(optional)*
When this unit moves, it subtracts only 2 from its speed value when moving from one hex to another, regardless of terrain type.

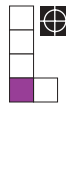
 **Camouflage** *(optional)*
When this unit occupies hindering terrain, modify its defense value by +2 against ranged combat attacks.

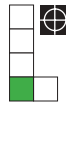



 **Evade** *(optional)*
Modify this unit's defense value by +2 against ranged combat attacks. It fails to break away only on a result of 1. It does not gain 1 heat when it uses the run option.

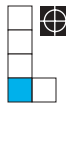
 **Jump Jets** *(optional)* This unit ignores figure bases and terrain for movement purposes, though it still can't occupy blocking terrain or a hex occupied by another figure at the end of its move. This unit fails to break away only on a result of 1. It can't use the run option, but it can attempt a death from above special attack.


 **Electronic Camouflage** *(optional)*
This unit ignores indirect fire ranged combat attacks and other figures' Streak Missiles special equipment.


ATTACK SPECIAL EQUIPMENT

 **Coolant Flush** *(optional)* Give this unit a close combat order targeting a single friendly figure not in base contact with an opposing figure. The attack does not score damage, and it ignores all non-heat close combat modifiers. This unit may move up to its speed value before making the attack. If the attack succeeds, the target loses 4 heat if this unit didn't move before making the attack, or 2 heat if it did move. The target does not lose additional heat on a critical hit and is not dealt 1 pushing damage on a critical miss.

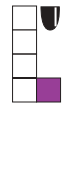

 **Repair** *(optional)* Make a close combat attack targeting a single friendly figure; neither this unit nor the target may be in base contact with an opposing figure. Ignore all non-heat effect close combat modifiers. If the attack succeeds, repair the target of damage equal to either this unit's damage value or the result of a d6 die roll. If this unit has the  attack symbol, it can repair all figures except those with the  speed mode. If this unit has the  attack symbol, it can repair any figure.

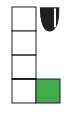
 **Improved Targeting** When this unit makes a close combat or ranged combat attack, you can reroll one attack die; if you do, you must use the rerolled result. If you roll a critical hit with the rerolled die, it is not a critical hit; calculate the attack result normally. If you reroll a die from a critical miss and the new result is not a critical miss, this unit is not dealt critical miss damage.



 **Salvage**
This unit can be given only move or vent orders and can't make a death from above special attack.



 **Command** *(optional)*
Add 1 to initiative rolls made for this unit.


DEFENSE SPECIAL EQUIPMENT

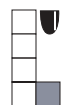
 **Advanced Anti-Missile System** You can cancel this special equipment prior to an opponent's attack roll. *(optional)* When this unit or a friendly figure within 1 or 2 hexes of this unit is the target of a successful ranged combat attack using the  range type, roll a d6. On a result of 3-5, reduce the damage scored to the target by 1, minimum 1 damage. On a 6, reduce the damage scored by 2 instead, minimum 0 damage. Apply the effect of this special equipment after applying the effects of all other special equipment.

 **Decoy** *(optional)* When this unit is the target of a successful ranged combat attack that is not a critical hit, the attacker must make a second attack roll. If the second attack roll fails, this unit ignores the successful attack. The second attack roll does not count as an additional attack for the attacker and does not require an order.

 **Reflective Armor**
Decrease by 2 any damage scored to this unit by ranged combat attacks using the  range type.

 **Reactive Armor**
Decrease by 2 any damage scored to this unit by ranged combat attacks using the  range type.

 **Hardened Armor**
Decrease by 2 any damage scored to this unit by close combat or ranged combat attacks. Hardened Armor does not reduce impact damage or unpreventable damage.

 **Heavy Armor**
Decrease by 1 any damage scored to this unit by close combat or ranged combat attacks. Heavy Armor does not reduce impact damage or unpreventable damage.