TEAM	FACTION	BONUS	PLAYER

LEADER
GRIT
TRAIT
TRAIT
FEATURES

TORSO
CURRENT HP(/40):
MOV JUMP
AP
T1
T2

L. ARM WITH SHIELD
HP(/20):
LS
LH

R. ARM
HP(/20):
RS
RH

LEGS
HP(/30):
MOV (BASE)
JUMP (BASE)
WATER IGNORE
DIFF. TERR. IGNORE

PILOT 2
GRIT
TRAIT
TRAIT
FEATURES

TORSO
CURRENT HP(/40):
MOV JUMP
AP
T1
T2

L. ARM WITH SHIELD
HP(/20):
LS
LH

R. ARM
HP(/20):
RS
RH

LEGS
HP(/30):
MOV (BASE)
JUMP (BASE)
WATER IGNORE
DIFF. TERR. IGNORE

PILOT 3
GRIT
TRAIT
TRAIT
FEATURES

TORSO
CURRENT HP(/40):
MOV JUMP
AP
T1
T2

L. ARM WITH SHIELD
HP(/20):
LS
LH

R. ARM
HP(/20):
RS
RH

LEGS
HP(/30):
MOV (BASE)
JUMP (BASE)
WATER IGNORE
DIFF. TERR. IGNORE

PILOT 4
GRIT
TRAIT
TRAIT
FEATURES

TORSO
CURRENT HP(/40):
MOV JUMP
AP
T1
T2

L. ARM WITH SHIELD
HP(/20):
LS
LH

R. ARM
HP(/20):
RS
RH

LEGS
HP(/30):
MOV (BASE)
JUMP (BASE)
WATER IGNORE
DIFF. TERR. IGNORE

PILOT 5
GRIT
TRAIT
TRAIT
FEATURES

TORSO
CURRENT HP(/40):
MOV JUMP
AP
T1
T2

L. ARM WITH SHIELD
HP(/20):
LS
LH

R. ARM
HP(/20):
RS
RH

LEGS
HP(/30):
MOV (BASE)
JUMP (BASE)
WATER IGNORE
DIFF. TERR. IGNORE

TEKKAFORCE

WEAPON	AP	Hit	Dmg	Rng	Sp
Bash	1	8	D6	0	
Melee1H	2	8	D6+3	0	
Melee2H	2	8	2D6+6	0	critical hit on 3 or 2
Shield	/	/	/	/	+20hp L.Arm hit on ⚁
M.gun	2	7	2D6	4	hits two loc, check both dices
Shotgun	1	8	4x2	2	
Cannon	2	8	6	6	
Laser	2	8	4	5	
Plasma	4	8	8	7	
SRM	3	8	2D6+3	3	ignores target's cover
LRM	4	8	2D6+4	10	gives 2 AP loss if hits
Flamethr.	2	9	D6+2	0	gives 2 AP loss if hits

EQUIPMENT	Effect
Armor	+5 hp to part (any)
Ammunition	+# ammo, 1 wpn (any)
Chaff	1/2 miss dmg, 5# (any)
Thruster	+1 JUMP if any (T1,T2)
Enercore	+1 Base AP (any)

LEGS	MOV	JUMP	Diff.terr.	Water
Two legs	5	2		
Multi legs	3	2	ignore	
Hover	4		ignore	ignore
Caterpillar	5		ignore	
Wheels	6			

NONTEKKA UNITS	HP	MOV	Wpn	
Tank	15	4	cannon	ignore diff. terrain
Juggernaut	20	3	cannon	
Infantry	1	1	laser	
Mechling	12	5	laser	
Turret	10	0	(ranged)	
Armored car	8	5	m.gun	