

<p>CLASS ONE</p> <p>SIZE 1-2"</p> <p>CREW LIMIT 1</p> <p>HARD POINT LIMIT 1</p> <p>STEERING LIMITATIONS NA</p> <p>TARGET SIZE DEFENCE MODIFIER +2</p> <p>DESTROYED WHEN DEPLETED DEF+1HP</p> <p>WEIGHT MODIFIERS +2Acc +2Dec</p> <p>#25</p>	<p>CLASS TWO</p> <p>SIZE 2-3"</p> <p>CREW LIMIT 2</p> <p>HARD POINT LIMIT 2</p> <p>STEERING LIMITATIONS NA</p> <p>TARGET SIZE DEFENCE MODIFIER +1</p> <p>DESTROYED WHEN 1 STAT OVER DT</p> <p>WEIGHT MODIFIERS +1Acc +1Dec</p> <p>#50</p>	<p>CLASS FIVE</p> <p>SIZE 5-6"</p> <p>CREW LIMIT 5</p> <p>HARD POINT LIMIT 5</p> <p>STEERING LIMITATIONS VE, E ONLY</p> <p>TARGET SIZE DEFENCE MODIFIER -2</p> <p>DESTROYED WHEN 4 STATS OVER DT</p> <p>WEIGHT MODIFIERS -2Acc -2Dec</p> <p>#125</p>
<p>CLASS THREE</p> <p>SIZE 3-4"</p> <p>CREW LIMIT 3</p> <p>HARD POINT LIMIT 3</p> <p>STEERING LIMITATIONS NA</p> <p>TARGET SIZE DEFENCE MODIFIER NA</p> <p>DESTROYED WHEN 2 STATS OVER DT</p> <p>WEIGHT MODIFIERS NA</p> <p>#75</p>	<p>CLASS FOUR</p> <p>SIZE 4-5"</p> <p>CREW LIMIT 4</p> <p>HARD POINT LIMIT 4</p> <p>STEERING LIMITATIONS VE,E,M ONLY</p> <p>TARGET SIZE DEFENCE MODIFIER -1</p> <p>DESTROYED WHEN 3 STATS OVER DT</p> <p>WEIGHT MODIFIERS -1Acc -1Dec</p> <p>#100</p>	<p>DEAD EYE</p> <p>CONTROL MOD --</p> <p>ATTACK MOD +1</p> <p>DEFENCE MOD --</p> <p>ACCELERATE MOD --</p> <p>DECELERATE MOD --</p> <p>INITIATIVE MOD +1</p> <p>ABILITY DICE D6</p> <p>SKILLS:</p> <p>Can choose to convert any successful Attack Action to a Maximum once per game.</p> <p>#25</p>
<p>SARGE</p> <p>CONTROL MOD --</p> <p>ATTACK MOD +2</p> <p>DEFENCE MOD +1</p> <p>ACCELERATE MOD --</p> <p>DECELERATE MOD --</p> <p>INITIATIVE MOD +3</p> <p>ABILITY DICE D6</p> <p>SKILLS:</p> <p>+1 Hard Point allowed.</p> <p>#75</p>	<p>OUTCAST</p> <p>CONTROL MOD +1</p> <p>ATTACK MOD +1</p> <p>DEFENCE MOD +1</p> <p>ACCELERATE MOD +1</p> <p>DECELERATE MOD +1</p> <p>INITIATIVE MOD+2</p> <p>ABILITY DICE D6</p> <p>SKILLS:</p> <p>Can't occupy a vehicle with any other Crew.</p> <p>#50</p>	<p>LEAD FOOT</p> <p>CONTROL MOD --</p> <p>ATTACK MOD --</p> <p>DEFENCE MOD --</p> <p>ACCELERATE MOD +3</p> <p>DECELERATE MOD --</p> <p>INITIATIVE MOD +1</p> <p>ABILITY DICE D6</p> <p>SKILLS:</p> <p>+10mph to Top Speed.</p> <p>#25</p>

<h3>A.I. MODULE</h3> <table border="1"> <tr><td>CONTROL MOD</td><td>+2</td></tr> <tr><td>ATTACK MOD</td><td>+1</td></tr> <tr><td>DEFENCE MOD</td><td>--</td></tr> <tr><td>ACCELERATE MOD</td><td>+1</td></tr> <tr><td>DECELERATE MOD</td><td>+2</td></tr> <tr><td>INITIATIVE MOD</td><td>+4</td></tr> <tr><td>ABILITY DICE</td><td>NA</td></tr> </table> <p>SKILLS:</p> <p>Can <u>only</u> travel at Safe Speed. +20mph to Safe Speed.</p> <p>#100</p>	CONTROL MOD	+2	ATTACK MOD	+1	DEFENCE MOD	--	ACCELERATE MOD	+1	DECELERATE MOD	+2	INITIATIVE MOD	+4	ABILITY DICE	NA	<h3>GETAWAY DRIVER</h3> <table border="1"> <tr><td>CONTROL MOD</td><td>+3</td></tr> <tr><td>ATTACK MOD</td><td>--</td></tr> <tr><td>DEFENCE MOD</td><td>--</td></tr> <tr><td>ACCELERATE MOD</td><td>+3</td></tr> <tr><td>DECELERATE MOD</td><td>+3</td></tr> <tr><td>INITIATIVE MOD</td><td>+4</td></tr> <tr><td>ABILITY DICE</td><td>D6</td></tr> </table> <p>SKILLS:</p> <p>Treat HD Facing as Forward HD Facing.</p> <p>#100</p>	CONTROL MOD	+3	ATTACK MOD	--	DEFENCE MOD	--	ACCELERATE MOD	+3	DECELERATE MOD	+3	INITIATIVE MOD	+4	ABILITY DICE	D6	<h3>HOT STUFF</h3> <table border="1"> <tr><td>CONTROL MOD</td><td>--</td></tr> <tr><td>ATTACK MOD</td><td>--</td></tr> <tr><td>DEFENCE MOD</td><td>--</td></tr> <tr><td>ACCELERATE MOD</td><td>--</td></tr> <tr><td>DECELERATE MOD</td><td>--</td></tr> <tr><td>INITIATIVE MOD</td><td>+2</td></tr> <tr><td>ABILITY DICE</td><td>D6</td></tr> </table> <p>SKILLS:</p> <p>Always 1 Action to Extinguish Fire. +3HP to successful Attacks.</p> <p>#50</p>	CONTROL MOD	--	ATTACK MOD	--	DEFENCE MOD	--	ACCELERATE MOD	--	DECELERATE MOD	--	INITIATIVE MOD	+2	ABILITY DICE	D6
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<h3>FRONT HARD POINT</h3> <p>EFFECT:</p> <p>Allows a forward facing weapon to be mounted.</p> <p>#0</p>	<h3>LEFT HARD POINT</h3> <p>EFFECT:</p> <p>Allows a left facing weapon to be mounted.</p> <p>#0</p>	<h3>CONCEALED HARD POINT</h3> <p>DEPLOY:</p> <p>1 Action to activate.</p> <p>Replace with Front, Rear, Left or Right Hard Point on activation.</p> <p>EFFECT:</p> <p>Use surplus UniCredits to purchase any item requiring a Hard Point, and activate it as normal when resolving Attack Actions.</p> <p>Vehicle is equipped with item for remainder of game.</p> <p>#25</p>
<h3>REAR HARD POINT</h3> <p>EFFECT:</p> <p>Allows a rear facing weapon to be mounted.</p> <p>#0</p>	<h3>RIGHT HARD POINT</h3> <p>EFFECT:</p> <p>Allows a right facing weapon to be mounted.</p> <p>#0</p>	<h3>CRANE ARM</h3> <p>EFFECT:</p> <p>Gives any 6" (or less) ranged weapon 360 + 3"</p> <p>#25</p>
<h3>SWIVEL MOUNT</h3> <p>EFFECT:</p> <p>Gives any ∞ ranged weapon 180</p> <p>#100</p>	<h3>TURRET</h3> <p>DEPLOY:</p> <p>+1 Action to operate turret weapon.</p> <p>EFFECT:</p> <p>Gives any ∞ ranged weapon 360</p> <p>#200</p>	<h3>BIG CRANE</h3> <p>EFFECT:</p> <p>Gives any 6" (or less) ranged weapon 180 + 6"</p> <p>#50</p>

MACHINE GUN

DEPLOY:

Attack Dice > Defence Dice

+1 to Attack Dice result.

EFFECT:

HP = Attack Dice - Defence Dice, up to 3HP.

6" +1HP Inflicted.

MAX +1HP Inflicted.

WARNING:

Weapon Jam, 1 Action to Repair.

£100

TRACKER GUN

DEPLOY:

1 Attack Dice > Control Dice:
Target vehicle is Target Locked.

While Target Locked:

1 Fire: Attack Dice Vs. Defence Dice

+1 to Attack Dice result.

EFFECT:

HP = HD2

MAX +1HP Inflicted.

WARNING:

Weapon Jam, 1 Action to Repair.

£75

SHIPE GUN

DEPLOY:

Attack Dice > Defence Dice

+1 to Attack Dice result.

EFFECT:

HP = 1

Attacker chooses Stat OR Crew to incur HP

6" +1HP Inflicted.

MAX +1HP Inflicted.

WARNING:

Weapon Jam, 1 Action to Repair.

£125

HEAVY MACHINE GUN

DEPLOY:

Attack Dice > Defence Dice.

+1 to Attack Dice result.

EFFECT:

HP = Attack Dice - Defence Dice, up to 5HP.

6" +1HP Inflicted.

MAX +1HP Inflicted.

WARNING:

Weapon Jam, 1 Action to Repair.

£150

RAILGUN

DEPLOY:

Attack Dice > Defence Dice.

+1 to Attack Dice result.

EFFECT:

HP = Attack Dice - Defence Dice, up to 15HP.

6" +1HP Inflicted.

MAX +1HP Inflicted.

WARNING:

Weapon Jam, 3 Action to Repair.

£375

PIERCING ROUNDS

DEPLOY:

Always active.

+1 to Attack Dice result.

EFFECT:

Successful Attack Action with :

HP inflicted to HD Stat instead of Defence.

MAX +1HP Inflicted.

£50

MINIGUN

DEPLOY:

Attack Dice > Defence Dice.

+1 to Attack Dice result.

EFFECT:

HP = Attack Dice+2 - Defence Dice, up to 7HP.

6" +1HP Inflicted.

MAX +1HP Inflicted.

WARNING:

Weapon Jam, 1 Action to Repair.

£200

VEHICULAR SHOTGUN

DEPLOY:

Attack Dice > Defence Dice

+2 to Attack Dice result.

EFFECT:

All vehicles in Line of Sight and Fire Arc = 1HP

6" +10HP Inflicted.

MAX +3HP Inflicted.

WARNING:

Weapon Jam, 1 Action to Repair.

£200

AUTOMATED TURRET

EFFECT:

Gives any ranged weapon

£275

FIRE PROOFING

DEPLOY:

Always active.

EFFECT:

+2 to Defence Dice result against:

£75

NANO REPAIR SWARM

DEPLOY:

Always active.

EFFECT:

Restores 1HP per Activation to Defence, HP may never exceed original total. Resolve when recording damage.

£75

REFLECTIVE BODYWORK

DEPLOY:

Always active.

EFFECT:

+2 to Defence Dice result against:

Success: Laser reflects & hits nearest object/vehicle resolving damage as per weapon fired. Does **not** pass through.

MAX Laser reflects back at Attacker.

WARNING:

6+ HP to Defence Stat, discard.

£50

ACID PROOFING

DEPLOY:

Always active.

EFFECT:

+2 to Defence Dice result against:

£50

HEAVY ARMOUR

DEPLOY:

Always active.

EFFECT:

+4 to Defence Dice result.

£175

KEVLAR

DEPLOY:

Always active.

EFFECT:

+2 to Defence Dice result against:

Where allows Defence.

£75

FARADAY CAGE

DEPLOY:

Always active.

EFFECT:

+2 to Defence Dice result against:

£50

FORCE FIELD

DEPLOY: **4"**

Defence Dice: 2+ **1** Special Action per Activation to maintain field.

EFFECT:

ALL vehicles within **4"**: +4 to Defence Dice result.

WARNING:

Field falters, 3 Actions to re-boot, inactive during re-boot.

£150

REINFORCED BODYWORK

EFFECT:

+1 to Defence Dice result.

£25

<h3>TURBO</h3> <p>EFFECT:</p> <p>Successful Accelerate Action: +1" Movement Distance, +1HP inflicted on collision.</p> <p>WARNING:</p> <p>Accelerate over Damage Threshold, inactive.</p> <p>Use Repair Action to reactivate (4+)</p> <p>Cost: \$50</p>	<h3>SYNTH HYDRAZINE</h3> <p>DEPLOY:</p> <p>Accelerate Dice: 2+</p> <p>EFFECT:</p> <p>+8" Movement Distance Cannot Steer this Activation ALL Actions this Activation: Unsafe Vehicle treated as travelling 80mph faster when resolving Collisions.</p> <p>MAX +4" Movement Distance, ends Forward HD Facing.</p> <p>WARNING:</p> <p>Canister Explodes, HD3+3HP incurred to Accelerate Stat, ends HD Facing, 0mph.</p> <p>Cost: \$25</p>	<h3>NITRO BOOST</h3> <p>DEPLOY:</p> <p>Accelerate Dice: 2+</p> <p>EFFECT:</p> <p>+4" at START of Movement Distance Does not affect Safe Speed Vehicle treated as travelling 40mph faster when resolving Collisions.</p> <p>MAX Up to +2" anywhere in Movement Distance.</p> <p>WARNING:</p> <p>Dud Canister, no effect, lose 1 boost.</p> <p>Cost: \$75</p>
<h3>SMOKE LAUNCHER</h3> <p>DEPLOY:</p> <p>Attack Dice: 2+</p> <p>EFFECT:</p> <p>Place Hazard Zone anywhere in contact with vehicle or Movement Templates.</p> <p>Blocks Line of Sight.</p> <p>Remove from play at the end of HD3 Turns (determined on launch).</p> <p>Cost: \$50</p>	<h3>POISONOUS GAS</h3> <p>DEPLOY:</p> <p>Attack Dice: 2+</p> <p>EFFECT:</p> <p>Place Hazard Zone anywhere in contact with vehicle or Movement Templates.</p> <p>Does NOT block Line of Sight.</p> <p>If a vehicle or its Movement Templates start, end or come in to contact with Hazard Zone during their Activation, HD3 Crew incur 1HP.</p> <p>Remove from play at the end of HD3 Turns (determined on launch).</p> <p>WARNING:</p> <p>Gas canister leaks, HD3 Crew incur 1HP.</p> <p>Cost: \$50</p>	<h3>TOXIC FOG</h3> <p>DEPLOY:</p> <p>Attack Dice: 2+</p> <p>EFFECT:</p> <p>Place Hazard Zone anywhere in contact with vehicle or Movement Templates.</p> <p>Blocks Line of Sight.</p> <p>If a vehicle or its Movement Templates start, end or come in to contact with Hazard Zone during their Activation, HD3 Crew incur 1HP.</p> <p>Remove from play at the end of HD3 Turns (determined on launch).</p> <p>WARNING:</p> <p>Gas canister leaks, HD3 Crew incur 1HP.</p> <p>Cost: \$75</p>
<h3>SPIKED HUBCAPS</h3> <p>DEPLOY:</p> <p>Always active.</p> <p>EFFECT:</p> <p>Collisions as Ramming Vehicle: Sideswipes inflict +3HP</p> <p>Collisions as Passive Vehicle: Sideswipes & type 1 & 3 Collisions inflict +3HP</p> <p>Cost: \$25</p>	<h3>POWERED SAW</h3> <p>DEPLOY:</p> <p>Always active, relevant face.</p> <p>1 Attack Dice > Defence Dice 2 +2 to Attack Dice result.</p> <p>EFFECT:</p> <p>+2HP inflicted in collisions with relevant facing.</p> <p>1 Attack: 5HP</p> <p>MAX +2HP Inflicted.</p> <p>WARNING:</p> <p>Buckled blade, discard.</p> <p>Cost: \$150</p>	<h3>CHUNDER GUN</h3> <p>DEPLOY:</p> <p>Attack Dice: 2+ 1 Special Action per Activation to maintain effect.</p> <p>EFFECT:</p> <p>ALL Crew, including in vehicles within 6": Lose all mods and abilities. Use D3 as Ability Dice. Remains in effect until out of range.</p> <p>WARNING:</p> <p>Sonic shield leak, Suffer the effects described above.</p> <p>Cost: \$75</p>

<h3>BATTERING RAM</h3> <p>DEPLOY:</p> <p>Always active, Front Face.</p> <p>EFFECT:</p> <p>In Collisions with Front Face: Incur -50%HP (round up). Inflicts +50%+2HP (round up).</p> <p>Cost: \$125</p>	<h3>RAMMING GEAR</h3> <p>DEPLOY:</p> <p>Always active, front face.</p> <p>EFFECT:</p> <p>In Collisions with front face: Incur -50%HP Inflicts +50%HP (Round up)</p> <p>WARNING:</p> <p>10+HP incurred in SINGLE collision, discard.</p> <p>Cost: \$100</p>	<h3>WRECKING BALL</h3> <p>DEPLOY:</p> <p>Attack Dice > Defence Dice</p> <p>EFFECT:</p> <p>HP = 1HP per 10mph Current Speed + 2HP</p> <p>MAX Target completes Movement Actions, ends HD Facing, 0mph.</p> <p>WARNING:</p> <p>Broken coupling, discard.</p> <p>Cost: \$125</p>
<h3>SPIKED ROLLER</h3> <p>DEPLOY:</p> <p>Always active, front face.</p> <p>EFFECT:</p> <p>In Collisions with front face: Incur -50%HP Inflicts +50%HP (Round up) +6HP</p> <p>WARNING:</p> <p>-10mph Safe Speed -1 to Control Dice result.</p> <p>Cost: \$175</p>	<h3>TOMBSTONE</h3> <p>DEPLOY:</p> <p>Active until used as Attack, rear face.</p> <p>1 Attack: Attack Dice > Defence Dice</p> <p>EFFECT:</p> <p>In Collisions with rear face: Incur -50%HP Inflicts +50%HP (Round up) 1 Attack: 5HP</p> <p>WARNING:</p> <p>If 10+HP incurred in a SINGLE Collision, discard. If used as Attack, discard.</p> <p>Cost: \$125</p>	<h3>CALTROP DROPPER</h3> <p>DEPLOY:</p> <p>Attack Dice: 2+</p> <p>EFFECT:</p> <p>Place Hazard Zone anywhere in contact with vehicle or Movement Templates.</p> <p>If any vehicle or its Movement Templates start, end or come in to contact with Hazard Zone during their Activation, it must:</p> <p>Complete Movement and Actions, incur HDHP to Control Stat.</p> <p>Cost: \$50</p>
<h3>BEAM LASER</h3> <p>DEPLOY:</p> <p>Attack Dice > Defence Dice All shots after first Attack: 1</p> <p>2 +1 to Attack Dice result.</p> <p>EFFECT:</p> <p>Passes through every vehicle/object in its path. HP = 6 - 1 for each obstacle between Attacker and Target Vehicle.</p> <p>MAX +1HP Inflicted to every Target.</p> <p>WARNING:</p> <p>Overheats, inactive for 1 Activation.</p> <p>Cost: \$175</p>	<h3>SCATTER LASER</h3> <p>DEPLOY:</p> <p>Attack Dice > individual Defence Dice.</p> <p>2 +1 to Attack Dice result.</p> <p>EFFECT:</p> <p>Laser affects UP TO 3 targets in range, line of sight and fire arc. +1HP Inflicted to every Target.</p> <p>MAX +1HP Inflicted to every Target.</p> <p>WARNING:</p> <p>Overheats, inactive for 1 Activation.</p> <p>Cost: \$175</p>	<h3>MAGNETIC BEAM</h3> <p>DEPLOY:</p> <p>Attack Dice > Power Dice + Vehicle Class</p> <p>2 +1 to Attack Dice result. 1 +1 to Attack Dice result.</p> <p>EFFECT:</p> <p>Attacking player may choose to attract or repel any single vehicle HD3" in a straight line towards or away from Attacking vehicle.</p> <p>6" Attract or repel enemy vehicle HD" in a straight line towards or away from Attacking vehicle. MAX +1", Forward HD Facing.</p> <p>WARNING:</p> <p>Attack Dice < Power Dice + Vehicle Class, Attacking vehicle moves HD3" in HD Direction.</p> <p>Cost: \$175</p>

<h3>REACTIVE STEERING</h3> <p>DEPLOY: Always active.</p> <p>EFFECT: 1 Extra Offset.</p> <p>Cost: \$25</p>	<h3>POWER STEERING</h3> <p>DEPLOY: Always active.</p> <p>EFFECT: +2 to Control Dice result.</p> <p>WARNING: Control over Damage Threshold, Inactive. Use Repair to reactivate (4+)</p> <p>Cost: \$125</p>	<h3>AI REACTIVE STEERING</h3> <p>DEPLOY: Always active.</p> <p>EFFECT: 2 Extra Offset.</p> <p>Cost: \$50</p>
<h3>ACID SPRAYER</h3> <p>DEPLOY: 6" 360° 90°</p> <p>Attack Dice > Defence Dice</p> <p>EFFECT: +2 to Attack Dice result.</p> <p>HP = Attack Dice - Defence Dice, up to 5HP.</p> <p>MAX Target: Corroding.</p> <p>WARNING: Tank leaks. Vehicle: Corroding.</p> <p>Cost: \$175</p>	<h3>CORROSIVE ROUNDS</h3> <p>DEPLOY: Always active.</p> <p>EFFECT: +1 to Attack Dice result.</p> <p>Successful Attack Action with !: +1HP</p> <p>MAX Target: Corroding</p> <p>WARNING: Rounds leak in magazine. Vehicle: Corroding</p> <p>Cost: \$50</p>	<h3>ACIDIC MIST</h3> <p>DEPLOY: Attack Dice: 2+</p> <p>EFFECT: Place Hazard Zone <i>anywhere</i> in contact with vehicle or Movement Templates. Does NOT block Line of Sight.</p> <p>If a vehicle or its Movement Templates start, end or come in to contact with Hazard Zone during their Activation, vehicle is Corroding.</p> <p>Remove from play at the end of HD3 Turns (determined on launch).</p> <p>WARNING: Gas cannister leaks, vehicle is Corroding.</p> <p>Cost: \$100</p>
<h3>FLAME THROWER</h3> <p>DEPLOY: 6" 360° 90°</p> <p>Attack Dice > Defence Dice</p> <p>EFFECT: +2 to Attack Dice result.</p> <p>HP = Attack Dice - Defence Dice, up to 5HP.</p> <p>MAX Target: On Fire.</p> <p>WARNING: Tank explodes. Vehicle: On Fire, +HDHP, Discard.</p> <p>Cost: \$150</p>	<h3>INCENDIARY ROUNDS</h3> <p>DEPLOY: Always active.</p> <p>EFFECT: +1 to Attack Dice result.</p> <p>Successful Attack Action with !: +1HP</p> <p>MAX Target: On Fire</p> <p>WARNING: Rounds ignite in magazine. Vehicle: On Fire</p> <p>Cost: \$50</p>	<h3>PROXIMITY MINE</h3> <p>DEPLOY: Attack Dice: 2+</p> <p>EFFECT: Drop mine <i>anywhere</i> in contact with vehicle or Movement Template <i>before</i> vehicle is moved to Final Position.</p> <p>Live when 3" + away on Final Position.</p> <p>HD+3HP to any vehicle passing within HD3".</p> <p>MAX There was one in the tube, <i>replace spent mine</i>.</p> <p>WARNING: Explodes in launcher, +HDHP</p> <p>Cost: \$75</p>

<h3>HAYWIRE BEAM</h3> <p>DEPLOY: Attack Dice: 2+</p> <p>EFFECT: Every vehicle in Fire Arc suffers a System Fault.</p> <p>MAX Targets read D6 for first Activation with System Fault.</p> <p>WARNING: Suffer a System Fault.</p> <p>Cost: \$100</p>	<h3>TESLA COIL</h3> <p>DEPLOY: 6" 360° 90°</p> <p>Attack Dice > individual Defence Dice.</p> <p>EFFECT: Affects ALL objects in range.</p> <p>1 Target = 10HP 2 Targets = 5HP 3 Targets = 3HP 4+ Targets = 2HP</p> <p>MAX Causes System Fault.</p> <p>WARNING: Overheats, inactive for 1 Activation.</p> <p>Cost: \$175</p>	<h3>OIL SLICK</h3> <p>DEPLOY: Attack Dice: 2+</p> <p>EFFECT: Place Hazard Zone <i>anywhere</i> in contact with vehicle or Movement Templates.</p> <p>If any vehicle or its Movement Templates start, end or come in to contact with Hazard Zone during their Activation, it must:</p> <p>Complete Movement and Actions, refer to HD2: 1=HD Facing, 0mph 2=Forward HD Facing, maintain Current Speed</p> <p>Cost: \$50</p>
<h3>TOOL BOX</h3> <p>DEPLOY: Always active.</p> <p>EFFECT: +1 to Repair Action result. Does NOT increase number of HP restored.</p> <p>Cost: \$25</p>	<h3>TOOL KIT</h3> <p>DEPLOY: Always active.</p> <p>EFFECT: +2 to Repair Action result. Does NOT increase number of HP restored.</p> <p>Cost: \$50</p>	<h3>LASER SIGHT</h3> <p>EFFECT: +1 to Attack Dice result with ∞ weapons.</p> <p>WARNING: Attack over Damage Threshold: inactive. Use Repair Action to reactivate (4+).</p> <p>Cost: \$25</p>
<h3>TARGETTER</h3> <p>DEPLOY: Always active.</p> <p>EFFECT: +2 to Attack Dice result with ∞ weapons.</p> <p>WARNING: Attack over Damage Threshold, Inactive. Use Repair to reactivate (4+)</p> <p>Cost: \$50</p>	<h3>RPG</h3> <p>DEPLOY: 360° 90°</p> <p>Attack Dice > Defence Dice</p> <p>EFFECT: +1 to Attack Dice result.</p> <p>HP = 7</p> <p>MAX +1HP Inflicted. Target completes Movement Actions, ends HD Facing, 0mph.</p> <p>WARNING: Scatter 2HD" in HD Direction from target, causing HDHP within HD" of impact.</p> <p>Cost: \$150</p>	<h3>RISKY MISSILE LAUNCHER</h3> <p>DEPLOY: 360° 90°</p> <p>1 Attack Dice > Control Dice: Target vehicle is Target Locked. Rocket can be launched on any subsequent Activation while target is Target Locked.</p> <p>1 Launch: Attack Dice > Defence Dice</p> <p>No need to Target Lock.</p> <p>EFFECT: HP = 14</p> <p>MAX Target completes Movement Actions, ends HD Facing, 0mph.</p> <p>WARNING: Attack Dice < Defence Dice: Scatter 2HD" in HD Direction from target, causing HDHP within HD" of impact. Explodes in launcher. Discard, +2HDHP.</p> <p>Cost: \$225</p>