FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – RELENTLESS DRAGON

SQUAD LEADER

HEAVY FRAME · 5 PF

S	CS	AR	HL
7*	4+	5+	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Close Combat Weapon	2		10,000$
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
(M) Close Combat Weapon	2		10,000$
Virus Program		Action: infect (once per game)	20,000$
Thrusters		+1 S (already in S*)	10,000$

NOTES **Perk – Hydraulics Overhaul:** +1 Speed (already in S*) (5 XP)

TOTAL COST **110,000$**

02 – IRON ANGEL

MEDIUM FRAME · 4 PF

S	CS	AR	HL
6	4+	6+	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Long Range Systems	2	Armor penetration; no long-range penalty	25,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty	15,000$
Camouflage		Action: active camo; enemy ranged CS penalty	30,000$

NOTES

TOTAL COST **135,000$**

03 – DARK SPIRIT

MEDIUM FRAME · 4 PF

S	CS	AR	HL
6	4+	6+	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Close Combat Weapon	2		10,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Medium Weapon	2	Tracer Rounds: both positions compromised	20,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$

NOTES

TOTAL COST **100,000$**

04 – STEEL GUN

LIGHT FRAME · 3 PF

S	CS	AR	HL
7	4+	6+	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
Medium Weapon	2		15,000$
Large Missile Battery	d2	Splash 2"	30,000$

NOTES

TOTAL COST **110,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – CHRONO CORE

SQUAD LEADER

HEAVY FRAME · 5 PF

S	CS	AR	HL
6*	4+	5+	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Close Combat Weapon	2		10,000$
Heavy Weapon	4	Half speed if fired (2 PF)	25,000$
Heavy Weapon	4	Half speed if fired (2 PF)	25,000$

NOTES **Perk – Hydraulics Overhaul:** +1 Speed (already in S*) (5 XP)

TOTAL COST **110,000$**

02 – DARK DRAGON

MEDIUM FRAME · 4 PF

S	CS	AR	HL
6	4+	4+‡	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Long Range Systems	2	Armor penetration; no long-range penalty; Hellfire Rounds: +1 dmg	35,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Armor Mk II		AR 4+ (already in AR‡)	25,000$

NOTES

TOTAL COST **135,000$**

03 – IRON BATTERY

MEDIUM FRAME · 4 PF

S	CS	AR	HL
6	4+	5+‡	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Cable Whip	2	Reach 3"	15,000$
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
Long Range Systems	2	Armor penetration; no long-range penalty	25,000$
Armor Mk I		AR 5+ (already in AR‡)	10,000$

NOTES

TOTAL COST **115,000$**

04 – NIGHT ENGINE

LIGHT FRAME · 3 PF

S	CS	AR	HL
7	4+	6+	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Lance	1	+2 dmg and AP if moved	20,000$
Large Missile Battery	d2	Splash 2"; Hellfire Rounds: +1 dmg	40,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty	15,000$

NOTES

TOTAL COST **125,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – GRIM HOUND [SQUAD LEADER]

HEAVY FRAME · 6 PF#

S	5	CS	4+
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty; Flechette Rounds: armor penetration	20,000$
Light Weapon	1	EMF Rounds: target -2 S until its next activation	20,000$
Extra Platforms		+1 PF (takes no slot) (already in PF#)	15,000$
Defense Array		Repel within 1" on 4+	10,000$

NOTES **Perk – Calm & Collected:** +1 to HEAT Check rolls (5 XP)

TOTAL COST **150,000$**

02 – HEAVY GUN

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$

NOTES

TOTAL COST **95,000$**

03 – ETERNAL TALON

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	4+‡	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self	45,000$
Armor Mk II		AR 4+ (already in AR‡)	25,000$
Reactive Armor		Ignore the first damage taken	50,000$
Self Destruct		Action: self-destruct at heat 7+	10,000$

NOTES

TOTAL COST **180,000$**

04 – RELENTLESS JAVELIN

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	5+‡	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Cable Whip	2	Reach 3"	15,000$
Medium Weapon	2		15,000$
Armor Mk I		AR 5+ (already in AR‡)	10,000$

NOTES

TOTAL COST **90,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – SACRED ARMOR

SQUAD LEADER

HEAVY FRAME · 6 PF#

S	CS	AR	HL
6*	4+†	5+	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty; Concussive Rounds: push 2"; 1 collision dmg	20,000$
Light Weapon	1		10,000$
VTOL		Ignores terrain when moving	25,000$
Extra Platforms		+1 PF (takes no slot) (already in PF#)	15,000$
Thermal Imaging		+1 CS vs targets at heat 5+ (can modify CS†, not included)	20,000$
Heat Sink		Uses the Heat Sink heat-check table	10,000$

NOTES **Perk – Hydraulics Overhaul:** +1 Speed (already in S*) (5 XP)

TOTAL COST **150,000$**

02 – DREAD SENTINEL

MEDIUM FRAME · 4 PF

S	CS	AR	HL
6	4+	6+	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self; Rapid Fire Rounds: extra attack on a hit roll of 6	65,000$
Long Range Systems	2	Armor penetration; no long-range penalty	25,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$

NOTES

TOTAL COST **165,000$**

03 – A COLOR GHOST

MEDIUM FRAME · 4 PF

S	CS	AR	HL
6	4+	6+	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Large Missile Battery	d2	Splash 2"	30,000$
(M) Cable Whip	2	Reach 3"	15,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$

NOTES

TOTAL COST **130,000$**

04 – FRENZIED DEVIL

LIGHT FRAME · 3 PF

S	CS	AR	HL
7	4+	6+	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
Reactive Armor		Ignore the first damage taken	50,000$
Sensor Array		Crits do +1 damage	25,000$

NOTES

TOTAL COST **135,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – RELENTLESS A NUMBER

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER¶: ◯◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Close Combat Weapon	2		10,000$
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
Heavy Plating		+1 HP (already in HP¶)	20,000$
Sensor Array		Crits do +1 damage	25,000$

NOTES **Perk – Demolition Expert:** Buildings damaged by this model's weapons are destroyed (5 XP)

TOTAL COST **125,000$**

02 – VOID GEAR

MEDIUM FRAME · 5 PF#

S	6	CS	4+
AR	4+‡	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Light Weapon	1		10,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Extra Platforms		+1 PF (takes no slot) (already in PF#)	15,000$
Armor Mk II		AR 4+ (already in AR‡)	25,000$
Heat Sink		Uses the Heat Sink heat-check table	10,000$

NOTES

TOTAL COST **125,000$**

03 – WAR HOUND

MEDIUM FRAME · 4 PF

S	6	CS	3+†
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
Medium Weapon	2		15,000$
Large Missile Battery	d2	Splash 2"	30,000$
Targeting System		+1 CS (already in CS†)	45,000$

NOTES

TOTAL COST **150,000$**

04 – HEAVY REAVER

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
Long Range Systems	2	Armor penetration; no long-range penalty; Flechette Rounds: armor penetration	30,000$
Sensor Array		Crits do +1 damage	25,000$

NOTES

TOTAL COST **115,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – HEAVENS GHOST

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Large Missile Battery	d2	Splash 2"	30,000$
Light Weapon	1		10,000$
(M) Basic Combat Attachment	1		5,000$
(M) Close Combat Weapon	2		10,000$
Sensor Array		Crits do +1 damage	25,000$

NOTES **Perk – Demolition Expert:** Buildings damaged by this model's weapons are destroyed (5 XP)

TOTAL COST **130,000$**

02 – GRIM TALON

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
(M) Basic Combat Attachment	1		5,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self; EMF Rounds: target -2 S until its next activation	55,000$

NOTES

TOTAL COST **135,000$**

03 – FRENZIED DEMON

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Cable Whip	2	Reach 3"	15,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$
Long Range Systems	2	Armor penetration; no long-range penalty	25,000$
Heat Sink		Uses the Heat Sink heat-check table	10,000$

NOTES

TOTAL COST **120,000$**

04 – RELENTLESS JAVELIN

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Medium Weapon	2	Hellfire Rounds: +1 dmg	25,000$
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self	45,000$
Defense Array		Repel within 1" on 4+	10,000$

NOTES

TOTAL COST **130,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – WAR HERALD

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	3+†
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Heavy Weapon	4	Half speed if fired (2 PF)	25,000$
(M) Basic Combat Attachment	1		5,000$
Targeting System		+1 CS (already in CS†)	45,000$
Up-Link		Action: Up-Link (position compromised)	15,000$

NOTES **Perk – Close Combat Expert:** +1 CS for melee attacks (can modify CS†, not included) (5 XP)

TOTAL COST **140,000$**

02 – IRON UNIT

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Heavy Weapon	4	Half speed if fired (2 PF)	25,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$

NOTES

TOTAL COST **115,000$**

03 – HEAVY ENGINE

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Close Combat Weapon	2		10,000$
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self; Hellfire Rounds: +1 dmg	55,000$
Long Range Systems	2	Armor penetration; no long-range penalty; Tracer Rounds: both positions compromised	30,000$
Counter Missiles		Negates ranged crit bonus damage	10,000$

NOTES

TOTAL COST **155,000$**

04 – SIN GUN

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Close Combat Weapon	2		10,000$
Long Range Systems	2	Armor penetration; no long-range penalty	25,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$

NOTES

TOTAL COST **105,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – DIVINE JAVELIN

SQUAD LEADER

HEAVY FRAME · 5 PF

S	CS	AR	HL
7*	4+	5+	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Light Weapon	1	EMF Rounds: target -2 S until its next activation	20,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Medium Weapon	2		15,000$
Camouflage		Action: active camo; enemy ranged CS penalty	30,000$
Thrusters		+1 S (already in S*)	10,000$

NOTES **Perk – Hydraulics Overhaul:** +1 Speed (already in S*) (5 XP)

TOTAL COST **140,000$**

02 – SIN A NUMBER

MEDIUM FRAME · 4 PF

S	CS	AR	HL
6	4+	6+	12§

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER¶: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty; Tracer Rounds: both positions compromised	20,000$
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
Heavy Plating		+1 HP (already in HP¶)	20,000$
Core Stabilizers		+2 HL (already in HL§)	10,000$

NOTES

TOTAL COST **110,000$**

03 – A COLOR DEMON

MEDIUM FRAME · 4 PF

S	CS	AR	HL
6	4+	4+‡	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER¶: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Cable Whip	2	Reach 3"	15,000$
(M) Basic Combat Attachment	1		5,000$
Armor Mk II		AR 4+ (already in AR‡)	25,000$
Heavy Plating		+1 HP (already in HP¶)	20,000$

NOTES

TOTAL COST **115,000$**

04 – DREAD STEEL

LIGHT FRAME · 3 PF

S	CS	AR	HL
7	4+†	6+	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Lance	1	+2 dmg and AP if moved	20,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$
Thermal Imaging		+1 CS vs targets at heat 5+ (can modify CS†, not included)	20,000$

NOTES

TOTAL COST **110,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – HELL WALKER

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
(M) Cable Whip	2	Reach 3"	15,000$
Self Destruct		Action: self-destruct at heat 7+	10,000$
Sensor Array		Crits do +1 damage	25,000$
Defense Array		Repel within 1" on 4+	10,000$

NOTES **Perk – Calm & Collected:** +1 to HEAT Check rolls (5 XP)

TOTAL COST **120,000$**

02 – PHANTOM GHOST

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	12§

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Large Missile Battery	d2	Splash 2"	30,000$
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
Core Stabilizers		+2 HL (already in HL§)	10,000$
Sensor Array		Crits do +1 damage	25,000$

NOTES

TOTAL COST **125,000$**

03 – ACID SABER

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
Medium Weapon	2	Concussive Rounds: push 2"; 1 collision dmg	20,000$
Up-Link		Action: Up-Link (position compromised)	15,000$

NOTES

TOTAL COST **115,000$**

04 – RELENTLESS STRIDER

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER¶: ○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
Heavy Plating		+1 HP (already in HP¶)	20,000$

NOTES

TOTAL COST **95,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – HAVOC STRIDER

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+
AR	5+	HL	10§

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self	45,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$

NOTES **Perk – HEAT Expert:** +1 HEAT Limit (already in HL§) (5 XP)

TOTAL COST **145,000$**

02 – GRIM STRIDER

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Medium Weapon	2	Hellfire Rounds: +1 dmg	25,000$
(M) Close Combat Weapon	2		10,000$
Large Missile Battery	d2	Splash 2"	30,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty; Tracer Rounds: both positions compromised	20,000$

NOTES

TOTAL COST **135,000$**

03 – SIN BLADE

MEDIUM FRAME · 4 PF

S	6	CS	3+†
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Long Range Systems	2	Armor penetration; no long-range penalty; Concussive Rounds: push 2"; 1 collision dmg	30,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Sensor Array		Crits do +1 damage	25,000$
Targeting System		+1 CS (already in CS†)	45,000$

NOTES

TOTAL COST **160,000$**

04 – HAVOC WRAITH

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Long Range Systems	2	Armor penetration; no long-range penalty; Rapid Fire Rounds: extra attack on a hit roll of 6	45,000$
Defense Array		Repel within 1" on 4+	10,000$
Heat Sink		Uses the Heat Sink heat-check table	10,000$

NOTES

TOTAL COST **115,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – CHRONO A NUMBER

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+
AR	5+‡	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Close Combat Weapon	2		10,000$
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
Armor Mk I		AR 5+ (already in AR‡)	10,000$
Sensor Array		Crits do +1 damage	25,000$
Defense Array		Repel within 1" on 4+	10,000$

NOTES **Perk – Demolition Expert:** Buildings damaged by this model's weapons are destroyed (5 XP)

TOTAL COST **115,000$**

02 – STEEL GUN

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Basic Combat Attachment	1		5,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Virus Program		Action: infect (once per game)	20,000$
Nuclear Core		Explodes as 10 heat	10,000$

NOTES

TOTAL COST **95,000$**

03 – HAVOC STALKER

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Basic Combat Attachment	1		5,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Virus Program		Action: infect (once per game)	20,000$
VTOL		Ignores terrain when moving	25,000$

NOTES

TOTAL COST **110,000$**

04 – WRAITH TANK

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Reactive Armor		Ignore the first damage taken	50,000$

NOTES

TOTAL COST **120,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – RELENTLESS A NUMBER

SQUAD LEADER

HEAVY FRAME · 6 PF#

S	CS	AR	HL
6*	4+	5+	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
(M) Cable Whip	2	Reach 3"	15,000$
Light Weapon	1	Hellfire Rounds: +1 dmg	20,000$
Counter Missiles		Negates ranged crit bonus damage	10,000$
Extra Platforms		+1 PF (takes no slot) (already in PF#)	15,000$
Nuclear Core		Explodes as 10 heat	10,000$

NOTES **Perk – Hydraulics Overhaul:** +1 Speed (already in S*) (5 XP)

TOTAL COST **130,000$**

02 – ETERNAL HERALD

MEDIUM FRAME · 4 PF

S	CS	AR	HL
6	4+	6+	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Heavy Weapon	4	Half speed if fired (2 PF)	25,000$
Medium Weapon	2		15,000$
(M) Cable Whip	2	Reach 3"	15,000$

NOTES

TOTAL COST **105,000$**

03 – HELL STEEL

MEDIUM FRAME · 4 PF

S	CS	AR	HL
6	4+	6+	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Cable Whip	2	Reach 3"	15,000$
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
(M) Cable Whip	2	Reach 3"	15,000$
Reactive Armor		Ignore the first damage taken	50,000$

NOTES

TOTAL COST **145,000$**

04 – HEAVENS SHADOW

LIGHT FRAME · 3 PF

S	CS	AR	HL
7	4+	6+	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
Medium Weapon	2	Rapid Fire Rounds: extra attack on a hit roll of 6	35,000$
Camouflage		Action: active camo; enemy ranged CS penalty	30,000$

NOTES

TOTAL COST **125,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – RUST DRAGON SQUAD LEADER

HEAVY FRAME · 5 PF

S	6*	CS	3+†
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Large Missile Battery	d2	Splash 2"	30,000$
(M) Cable Whip	2	Reach 3"	15,000$
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
(M) Basic Combat Attachment	1		5,000$
Targeting System		+1 CS (already in CS†)	45,000$

NOTES **Perk – Hydraulics Overhaul:** +1 Speed (already in S*) (5 XP)

TOTAL COST **155,000$**

02 – INFERNAL TANK

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Heavy Weapon	4	Half speed if fired (2 PF)	25,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty	15,000$
Sensor Array		Crits do +1 damage	25,000$

NOTES

TOTAL COST **115,000$**

03 – NIGHT ANGEL

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$
Counter Missiles		Negates ranged crit bonus damage	10,000$
Long Range Targeting		Ignores long-range penalty	15,000$

NOTES

TOTAL COST **105,000$**

04 – HELL STEEL

LIGHT FRAME · 3 PF

S	8*	CS	4+
AR	5+‡	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Long Range Targeting		Ignores long-range penalty	15,000$
Thrusters		+1 S (already in S*)	10,000$
Armor Mk I		AR 5+ (already in AR‡)	10,000$

NOTES

TOTAL COST **85,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – HELL SHADOW

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+
AR	5+	HL	12§

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Core Stabilizers		+2 HL (already in HL§)	10,000$
Self Destruct		Action: self-destruct at heat 7+	10,000$
Virus Program		Action: infect (once per game)	20,000$

NOTES **Perk – HEAT Expert:** +1 HEAT Limit (already in HL§) (5 XP)

TOTAL COST **115,000$**

02 – PAIN WRAITH

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self; Concussive Rounds: push 2"; 1 collision dmg	50,000$
Medium Weapon	2		15,000$
Virus Program		Action: infect (once per game)	20,000$

NOTES

TOTAL COST **145,000$**

03 – ACID REAVER

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	5+‡	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Long Range Systems	2	Armor penetration; no long-range penalty	25,000$
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self	45,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Armor Mk I		AR 5+ (already in AR‡)	10,000$

NOTES

TOTAL COST **140,000$**

04 – CHRONO TALON

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Heavy Weapon	4	Half speed if fired (2 PF); Tracer Rounds: both positions compromised	30,000$
Long Range Targeting		Ignores long-range penalty	15,000$

NOTES

TOTAL COST **95,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – SIEGE MACHINE

SQUAD LEADER

HEAVY FRAME · 5 PF

S	CS	AR	HL
5	4+	5+	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self; Concussive Rounds: push 2"; 1 collision dmg	50,000$
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self; Flechette Rounds: armor penetration	50,000$
Medium Weapon	2		15,000$
Camouflage		Action: active camo; enemy ranged CS penalty	30,000$

NOTES **Perk – Running Hot:** Double the radius of this model's explosion (5 XP)

TOTAL COST **205,000$**

02 – WRAITH TITAN

MEDIUM FRAME · 4 PF

S	CS	AR	HL
6	3+†	6+	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty; EMF Rounds: target -2 S until its next activation	25,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Targeting System		+1 CS (already in CS†)	45,000$
Counter Missiles		Negates ranged crit bonus damage	10,000$

NOTES

TOTAL COST **140,000$**

03 – VENGEFUL WYVERN

MEDIUM FRAME · 4 PF

S	CS	AR	HL
6	4+	6+	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
(M) Close Combat Weapon	2		10,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$
Counter Missiles		Negates ranged crit bonus damage	10,000$

NOTES

TOTAL COST **100,000$**

04 – CHRONO STALKER

LIGHT FRAME · 3 PF

S	CS	AR	HL
7	4+	6+	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty	15,000$
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
Defense Array		Repel within 1" on 4+	10,000$

NOTES

TOTAL COST **85,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – HARD BATTERY

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+
AR	5+	HL	11§

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11

HP TRACKER¶: ◯◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Lance	1	+2 dmg and AP if moved	20,000$
Long Range Systems	2	Armor penetration; no long-range penalty; EMF Rounds: target -2 S until its next activation	35,000$
Heavy Plating		+1 HP (already in HP¶)	20,000$
Core Stabilizers		+2 HL (already in HL§)	10,000$
Defense Array		Repel within 1" on 4+	10,000$

NOTES **Perk – Demolition Expert:** Buildings damaged by this model's weapons are destroyed (5 XP)

TOTAL COST **145,000$**

02 – VENGEFUL SABER

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Heavy Weapon	4	Half speed if fired (2 PF); Concussive Rounds: push 2"; 1 collision dmg	30,000$
Heavy Weapon	4	Half speed if fired (2 PF)	25,000$

NOTES

TOTAL COST **105,000$**

03 – RUST WRAITH

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Close Combat Weapon	2		10,000$
(M) Close Combat Weapon	2		10,000$
Self Destruct		Action: self-destruct at heat 7+	10,000$
Heat Sink		Uses the Heat Sink heat-check table	10,000$

NOTES

TOTAL COST **90,000$**

04 – COLD GEAR

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
(M) Cable Whip	2	Reach 3"	15,000$
Virus Program		Action: infect (once per game)	20,000$

NOTES

TOTAL COST **95,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – DEATH ARMOR

SQUAD LEADER

HEAVY FRAME · 5 PF

S	CS	AR	HL
5	4+	5+	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self; Hellfire Rounds: +1 dmg	55,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
(M) Cable Whip	2	Reach 3"	15,000$
VTOL		Ignores terrain when moving	25,000$
Long Range Targeting		Ignores long-range penalty	15,000$

NOTES **Perk – Demolition Expert:** Buildings damaged by this model's weapons are destroyed (5 XP)

TOTAL COST **170,000$**

02 – GLOOM HOUND

MEDIUM FRAME · 4 PF

S	CS	AR	HL
6	4+	6+	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Lance	1	+2 dmg and AP if moved	20,000$
Defense Array		Repel within 1" on 4+	10,000$
Sensor Array		Crits do +1 damage	25,000$
Self Destruct		Action: self-destruct at heat 7+	10,000$

NOTES

TOTAL COST **115,000$**

03 – DREAD TALON

MEDIUM FRAME · 4 PF

S	CS	AR	HL
6	4+	6+	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Medium Weapon	2	Flechette Rounds: armor penetration	20,000$
(M) Basic Combat Attachment	1		5,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$
Self Destruct		Action: self-destruct at heat 7+	10,000$

NOTES

TOTAL COST **105,000$**

04 – SIN SCOUT

LIGHT FRAME · 3 PF

S	CS	AR	HL
7	4+	6+	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○

PLATFORMS	DMG	SPECIAL	COST
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty	15,000$
Light Weapon	1	EMF Rounds: target -2 S until its next activation	20,000$
Nuclear Core		Explodes as 10 heat	10,000$

NOTES

TOTAL COST **95,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – HARD DEVIL

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER¶: ◯◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Long Range Systems	2	Armor penetration; no long-range penalty	25,000$
Large Missile Battery	d2	Splash 2"; Concussive Rounds: push 2"; 1 collision dmg	35,000$
Heavy Plating		+1 HP (already in HP¶)	20,000$

NOTES **Perk – Calm & Collected:** +1 to HEAT Check rolls (5 XP)

TOTAL COST **155,000$**

02 – A COLOR MACHINE

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self; Rapid Fire Rounds: extra attack on a hit roll of 6	65,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
(M) Close Combat Weapon	2		10,000$

NOTES

TOTAL COST **155,000$**

03 – SACRED DEMON

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Medium Weapon	2		15,000$
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
(M) Close Combat Weapon	2		10,000$
(M) Basic Combat Attachment	1		5,000$

NOTES

TOTAL COST **90,000$**

04 – HAVOC TANK

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Heavy Weapon	4	Half speed if fired (2 PF); Hellfire Rounds: +1 dmg	35,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$

NOTES

TOTAL COST **95,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – SIEGE SCOUT

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
Long Range Systems	2	Armor penetration; no long-range penalty	25,000$
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$

NOTES **Perk – Demolition Expert:** Buildings damaged by this model's weapons are destroyed (5 XP)

TOTAL COST **125,000$**

02 – A COLOR WALKER

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	5+‡	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
Medium Weapon	2		15,000$
Armor Mk I		AR 5+ (already in AR‡)	10,000$
Counter Missiles		Negates ranged crit bonus damage	10,000$

NOTES

TOTAL COST **95,000$**

03 – RUST A NUMBER

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	5+‡	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Large Missile Battery	d2	Splash 2"	30,000$
Armor Mk I		AR 5+ (already in AR‡)	10,000$
Long Range Targeting		Ignores long-range penalty	15,000$
Nuclear Core		Explodes as 10 heat	10,000$

NOTES

TOTAL COST **115,000$**

04 – AN ANIMAL WRAITH

LIGHT FRAME · 4 PF#

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty	15,000$
Extra Platforms		+1 PF (takes no slot) (already in PF#)	15,000$
VTOL		Ignores terrain when moving	25,000$

NOTES

TOTAL COST **120,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – NIGHT MACHINE

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+
AR	5+	HL	10§

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Close Combat Weapon	2		10,000$
(M) Basic Combat Attachment	1		5,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty; Rapid Fire Rounds: extra attack on a hit roll of 6	35,000$
Heat Sink		Uses the Heat Sink heat-check table	10,000$
Camouflage		Action: active camo; enemy ranged CS penalty	30,000$

NOTES **Perk – HEAT Expert:** +1 HEAT Limit (already in HL§) (5 XP)

TOTAL COST **140,000$**

02 – CHRONO BATTERY

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Cable Whip	2	Reach 3"	15,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
(M) Cable Whip	2	Reach 3"	15,000$
Reactive Armor		Ignore the first damage taken	50,000$

NOTES

TOTAL COST **140,000$**

03 – HAVOC MASTER

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Long Range Systems	2	Armor penetration; no long-range penalty	25,000$
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self	45,000$
Sensor Array		Crits do +1 damage	25,000$
Reactive Armor		Ignore the first damage taken	50,000$

NOTES

TOTAL COST **195,000$**

04 – HAVOC WRAITH

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER¶: ◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Light Weapon	1	Tracer Rounds: both positions compromised	15,000$
Heavy Plating		+1 HP (already in HP¶)	20,000$
Long Range Targeting		Ignores long-range penalty	15,000$

NOTES

TOTAL COST **100,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – SIEGE BATTERY

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+†
AR	5+	HL	10§

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Heavy Weapon	4	Half speed if fired (2 PF)	25,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty; Rapid Fire Rounds: extra attack on a hit roll of 6	35,000$
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self; Flechette Rounds: armor penetration	50,000$
Thermal Imaging		+1 CS vs targets at heat 5+ (can modify CS†, not included)	20,000$

NOTES **Perk – HEAT Expert:** +1 HEAT Limit (already in HL§) (5 XP)

TOTAL COST **180,000$**

02 – VOID WALKER

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	5+‡	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
Armor Mk I		AR 5+ (already in AR‡)	10,000$
Reactive Armor		Ignore the first damage taken	50,000$
Long Range Targeting		Ignores long-range penalty	15,000$

NOTES

TOTAL COST **140,000$**

03 – VOID ENGINE

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self; Flechette Rounds: armor penetration	50,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$
Nuclear Core		Explodes as 10 heat	10,000$

NOTES

TOTAL COST **140,000$**

04 – COLD BLADE

LIGHT FRAME · 3 PF

S	7	CS	4+†
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Cable Whip	2	Reach 3"	15,000$
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
Thermal Imaging		+1 CS vs targets at heat 5+ (can modify CS†, not included)	20,000$

NOTES

TOTAL COST **95,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – SACRED GHOST [SQUAD LEADER]

HEAVY FRAME · 5 PF

S	5	CS	4+†
AR	4+‡	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Medium Weapon	2		15,000$
(M) Close Combat Weapon	2		10,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Up-Link		Action: Up-Link (position compromised)	15,000$
Armor Mk II		AR 4+ (already in AR‡)	25,000$

NOTES **Perk – Ranged Expert:** +1 CS for ranged attacks (can modify CS†, not included) (5 XP)

TOTAL COST **125,000$**

02 – IRON GUN

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	12§

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Basic Combat Attachment	1		5,000$
(M) Basic Combat Attachment	1		5,000$
Core Stabilizers		+2 HL (already in HL§)	10,000$
Self Destruct		Action: self-destruct at heat 7+	10,000$

NOTES

TOTAL COST **80,000$**

03 – PAIN ARMOR

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	4+‡	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Medium Weapon	2	EMF Rounds: target -2 S until its next activation	25,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$
Armor Mk II		AR 4+ (already in AR‡)	25,000$

NOTES

TOTAL COST **130,000$**

04 – WAYWARD HOUND

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Heat Sink		Uses the Heat Sink heat-check table	10,000$

NOTES

TOTAL COST **80,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – CHRONO WYVERN

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	3+†
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Lance	1	+2 dmg and AP if moved	20,000$
(M) Basic Combat Attachment	1		5,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$
Targeting System		+1 CS (already in CS†)	45,000$

NOTES **Perk – Calm & Collected:** +1 to HEAT Check rolls (5 XP)

TOTAL COST **160,000$**

02 – COLD GUN

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Close Combat Weapon	2		10,000$
Light Weapon	1		10,000$
Light Weapon	1	Tracer Rounds: both positions compromised	15,000$
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$

NOTES

TOTAL COST **100,000$**

03 – SIEGE HOUND

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Large Missile Battery	d2	Splash 2"; Rapid Fire Rounds: extra attack on a hit roll of 6	50,000$
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty	15,000$
Sensor Array		Crits do +1 damage	25,000$

NOTES

TOTAL COST **150,000$**

04 – FURY SHADOW

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	5+‡	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
(M) Close Combat Weapon	2		10,000$
Armor Mk I		AR 5+ (already in AR‡)	10,000$

NOTES

TOTAL COST **80,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – GRIM SHADOW [SQUAD LEADER]

HEAVY FRAME · 5 PF

S	5	CS	4+†
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Medium Weapon	2		15,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
Camouflage		Action: active camo; enemy ranged CS penalty	30,000$
Self Destruct		Action: self-destruct at heat 7+	10,000$

NOTES **Perk – Ranged Expert:** +1 CS for ranged attacks (can modify CS†, not included) (5 XP)

TOTAL COST **125,000$**

02 – A COLOR ANGEL

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Large Missile Battery	d2	Splash 2"; Flechette Rounds: armor penetration	35,000$
Light Weapon	1	Concussive Rounds: push 2"; 1 collision dmg	15,000$
VTOL		Ignores terrain when moving	25,000$
Nuclear Core		Explodes as 10 heat	10,000$

NOTES

TOTAL COST **135,000$**

03 – ALPHA WALKER

MEDIUM FRAME · 4 PF

S	6	CS	4+†
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Lance	1	+2 dmg and AP if moved	20,000$
Heavy Weapon	4	Half speed if fired (2 PF); Rapid Fire Rounds: extra attack on a hit roll of 6	45,000$
Thermal Imaging		+1 CS vs targets at heat 5+ (can modify CS†, not included)	20,000$

NOTES

TOTAL COST **135,000$**

04 – AN ANIMAL TALON

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○

PLATFORMS	DMG	SPECIAL	COST
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty; Flechette Rounds: armor penetration	20,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Heat Sink		Uses the Heat Sink heat-check table	10,000$

NOTES

TOTAL COST **95,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – SIEGE GHOST

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	3+†
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Close Combat Weapon	2		10,000$
(M) Cable Whip	2	Reach 3"	15,000$
Targeting System		+1 CS (already in CS†)	45,000$
Up-Link		Action: Up-Link (position compromised)	15,000$
Counter Missiles		Negates ranged crit bonus damage	10,000$

NOTES **Perk – Demolition Expert:** Buildings damaged by this model's weapons are destroyed (5 XP)

TOTAL COST **145,000$**

02 – SACRED MASTER

MEDIUM FRAME · 4 PF

S	6	CS	3+†
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Lance	1	+2 dmg and AP if moved	20,000$
(M) Cable Whip	2	Reach 3"	15,000$
Targeting System		+1 CS (already in CS†)	45,000$
Thermal Imaging		+1 CS vs targets at heat 5+ (can modify CS†, not included)	20,000$

NOTES

TOTAL COST **150,000$**

03 – A COLOR SABER

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Medium Weapon	2	Tracer Rounds: both positions compromised	20,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty	15,000$
Long Range Targeting		Ignores long-range penalty	15,000$

NOTES

TOTAL COST **115,000$**

04 – INFERNAL STALKER

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	14§

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12 13 14

HP TRACKER: ○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Cable Whip	2	Reach 3"	15,000$
Long Range Targeting		Ignores long-range penalty	15,000$
Core Stabilizers		+2 HL (already in HL§)	10,000$

NOTES

TOTAL COST **90,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – DREAD SPIRIT

SQUAD LEADER

HEAVY FRAME · 6 PF#

S	5	CS	4+†
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Large Missile Battery	d2	Splash 2"	30,000$
Large Missile Battery	d2	Splash 2"	30,000$
Medium Weapon	2		15,000$
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
Extra Platforms		+1 PF (takes no slot) (already in PF#)	15,000$
Up-Link		Action: Up-Link (position compromised)	15,000$

NOTES **Perk – Ranged Expert:** +1 CS for ranged attacks (can modify CS†, not included) (5 XP)

TOTAL COST **170,000$**

02 – PHANTOM DEVIL

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Lance	1	+2 dmg and AP if moved	20,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Long Range Targeting		Ignores long-range penalty	15,000$

NOTES

TOTAL COST **115,000$**

03 – FURY A NUMBER

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self	45,000$
(M) Basic Combat Attachment	1		5,000$
(M) Basic Combat Attachment	1		5,000$

NOTES

TOTAL COST **115,000$**

04 – GLOOM DRAGON

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○

PLATFORMS	DMG	SPECIAL	COST
Long Range Systems	2	Armor penetration; no long-range penalty	25,000$
Long Range Systems	2	Armor penetration; no long-range penalty	25,000$
Reactive Armor		Ignore the first damage taken	50,000$

NOTES

TOTAL COST **150,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – A COLOR SHADOW

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Close Combat Weapon	2		10,000$
Light Weapon	1		10,000$
(M) Close Combat Weapon	2		10,000$
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
Long Range Targeting		Ignores long-range penalty	15,000$

NOTES **Perk – Running Hot:** Double the radius of this model's explosion (5 XP)

TOTAL COST **110,000$**

02 – VOID DEMON

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER¶: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty	15,000$
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Heavy Plating		+1 HP (already in HP¶)	20,000$

NOTES

TOTAL COST **105,000$**

03 – PHANTOM TALON

MEDIUM FRAME · 4 PF

S	7*	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
(M) Basic Combat Attachment	1		5,000$
Thrusters		+1 S (already in S*)	10,000$

NOTES

TOTAL COST **85,000$**

04 – DIVINE TANK

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○

PLATFORMS	DMG	SPECIAL	COST
Up-Link		Action: Up-Link (position compromised)	15,000$
Reactive Armor		Ignore the first damage taken	50,000$
Heat Sink		Uses the Heat Sink heat-check table	10,000$

NOTES

TOTAL COST **125,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – SIEGE WALKER

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	3+†
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty; Hellfire Rounds: +1 dmg	25,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty	15,000$
Light Weapon	1	Flechette Rounds: armor penetration	15,000$
Targeting System		+1 CS (already in CS†)	45,000$

NOTES **Perk – Ranged Expert:** +1 CS for ranged attacks (can modify CS†, not included) (5 XP)

TOTAL COST **160,000$**

02 – CHRONO DEVIL

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER¶: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Lance	1	+2 dmg and AP if moved	20,000$
Heavy Plating		+1 HP (already in HP¶)	20,000$
Self Destruct		Action: self-destruct at heat 7+	10,000$
Up-Link		Action: Up-Link (position compromised)	15,000$

NOTES

TOTAL COST **115,000$**

03 – ETERNAL ARMOR

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Basic Combat Attachment	1		5,000$
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$
(M) Cable Whip	2	Reach 3"	15,000$

NOTES

TOTAL COST **100,000$**

04 – COLD FLAME

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
Heavy Weapon	4	Half speed if fired (2 PF); Concussive Rounds: push 2"; 1 collision dmg	30,000$

NOTES

TOTAL COST **95,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – DEATH STALKER

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+†
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Medium Weapon	2		15,000$
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$
Thermal Imaging		+1 CS vs targets at heat 5+ (can modify CS†, not included)	20,000$
Virus Program		Action: infect (once per game)	20,000$

NOTES **Perk – Calm & Collected:** +1 to HEAT Check rolls (5 XP)

TOTAL COST **135,000$**

02 – A COLOR HERALD

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Medium Weapon	2		15,000$
(M) Close Combat Weapon	2		10,000$
Virus Program		Action: infect (once per game)	20,000$

NOTES

TOTAL COST **110,000$**

03 – AN ANIMAL JAVELIN

MEDIUM FRAME · 4 PF

S	7*	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self	45,000$
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
Thrusters		+1 S (already in S*)	10,000$
Nuclear Core		Explodes as 10 heat	10,000$

NOTES

TOTAL COST **125,000$**

04 – NIGHT ENGINE

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Long Range Systems	2	Armor penetration; no long-range penalty; Tracer Rounds: both positions compromised	30,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty	15,000$
Self Destruct		Action: self-destruct at heat 7+	10,000$

NOTES

TOTAL COST **105,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – RELENTLESS REAVER

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER¶: ◯◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Light Weapon	1		10,000$
Large Missile Battery	d2	Splash 2"; Concussive Rounds: push 2"; 1 collision dmg	35,000$
Medium Weapon	2		15,000$
Heavy Plating		+1 HP (already in HP¶)	20,000$

NOTES **Perk – Demolition Expert:** Buildings damaged by this model's weapons are destroyed (5 XP)

TOTAL COST **145,000$**

02 – DEATH STRIDER

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self; Flechette Rounds: armor penetration	50,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty	15,000$
Large Missile Battery	d2	Splash 2"	30,000$
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self	45,000$

NOTES

TOTAL COST **190,000$**

03 – A COLOR TANK

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self; Concussive Rounds: push 2"; 1 collision dmg	50,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty; EMF Rounds: target -2 S until its next activation	25,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Heat Sink		Uses the Heat Sink heat-check table	10,000$

NOTES

TOTAL COST **145,000$**

04 – DARK WYVERN

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$
Long Range Systems	2	Armor penetration; no long-range penalty	25,000$

NOTES

TOTAL COST **110,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – HAVOC HERALD

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Close Combat Weapon	2		10,000$
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self; Hellfire Rounds: +1 dmg	55,000$
Camouflage		Action: active camo; enemy ranged CS penalty	30,000$

NOTES **Perk – Running Hot:** Double the radius of this model's explosion (5 XP)

TOTAL COST **165,000$**

02 – VOID CORE

MEDIUM FRAME · 4 PF

S	7*	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Light Weapon	1		10,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Thrusters		+1 S (already in S*)	10,000$
Virus Program		Action: infect (once per game)	20,000$

NOTES

TOTAL COST **105,000$**

03 – HARD TANK

MEDIUM FRAME · 4 PF

S	6	CS	4+†
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Lance	1	+2 dmg and AP if moved	20,000$
(M) Basic Combat Attachment	1		5,000$
Defense Array		Repel within 1" on 4+	10,000$
Thermal Imaging		+1 CS vs targets at heat 5+ (can modify CS†, not included)	20,000$

NOTES

TOTAL COST **105,000$**

04 – PAIN ANGEL

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	5+‡	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
VTOL		Ignores terrain when moving	25,000$
Armor Mk I		AR 5+ (already in AR‡)	10,000$

NOTES

TOTAL COST **95,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – VENGEFUL CORE

SQUAD LEADER

HEAVY FRAME · 5 PF

S	CS	AR	HL
6*	4+†	5+	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
(M) Basic Combat Attachment	1		5,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Defense Array		Repel within 1" on 4+	10,000$
Thrusters		+1 S (already in S*)	10,000$

NOTES **Perk – Close Combat Expert:** +1 CS for melee attacks (can modify CS†, not included) (5 XP)

TOTAL COST **100,000$**

02 – HAVOC FLAME

MEDIUM FRAME · 4 PF

S	CS	AR	HL
6	4+	4+‡	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self	45,000$
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
(M) Close Combat Weapon	2		10,000$
Armor Mk II		AR 4+ (already in AR‡)	25,000$

NOTES

TOTAL COST **145,000$**

03 – HARD DEMON

MEDIUM FRAME · 4 PF

S	CS	AR	HL
6	4+	6+	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$
Light Weapon	1	Rapid Fire Rounds: extra attack on a hit roll of 6	30,000$
Self Destruct		Action: self-destruct at heat 7+	10,000$

NOTES

TOTAL COST **120,000$**

04 – CHRONO UNIT

LIGHT FRAME · 3 PF

S	CS	AR	HL
7	4+	6+	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Cable Whip	2	Reach 3"	15,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Nuclear Core		Explodes as 10 heat	10,000$

NOTES

TOTAL COST **85,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – WRAITH FRAME

SQUAD LEADER

HEAVY FRAME · 6 PF#

S	5	CS	4+
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Cable Whip	2	Reach 3"	15,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty	15,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Counter Missiles		Negates ranged crit bonus damage	10,000$
Extra Platforms		+1 PF (takes no slot) (already in PF#)	15,000$

NOTES **Perk – Calm & Collected:** +1 to HEAT Check rolls (5 XP)

TOTAL COST **130,000$**

02 – PHANTOM MASTER

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty	15,000$
Long Range Systems	2	Armor penetration; no long-range penalty; Concussive Rounds: push 2"; 1 collision dmg	30,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$
Camouflage		Action: active camo; enemy ranged CS penalty	30,000$

NOTES

TOTAL COST **145,000$**

03 – DARK WRAITH

MEDIUM FRAME · 4 PF

S	6	CS	3+†
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty; Hellfire Rounds: +1 dmg	25,000$
Targeting System		+1 CS (already in CS†)	45,000$
Defense Array		Repel within 1" on 4+	10,000$

NOTES

TOTAL COST **140,000$**

04 – FURY DEMON

LIGHT FRAME · 4 PF#

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Cable Whip	2	Reach 3"	15,000$
Self Destruct		Action: self-destruct at heat 7+	10,000$
Extra Platforms		+1 PF (takes no slot) (already in PF#)	15,000$
Nuclear Core		Explodes as 10 heat	10,000$

NOTES

TOTAL COST **100,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – HEAVY TITAN

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+†
AR	5+‡	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Lance	1	+2 dmg and AP if moved	20,000$
Large Missile Battery	d2	Splash 2"	30,000$
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
Thermal Imaging		+1 CS vs targets at heat 5+ (can modify CS†, not included)	20,000$
Armor Mk I		AR 5+ (already in AR‡)	10,000$

NOTES **Perk – Running Hot:** Double the radius of this model's explosion (5 XP)

TOTAL COST **145,000$**

02 – GRIM MACHINE

MEDIUM FRAME · 4 PF

S	6	CS	4+†
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Heavy Weapon	4	Half speed if fired (2 PF)	25,000$
Light Weapon	1	Hellfire Rounds: +1 dmg	20,000$
Thermal Imaging		+1 CS vs targets at heat 5+ (can modify CS†, not included)	20,000$

NOTES

TOTAL COST **115,000$**

03 – RELENTLESS ENGINE

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Large Missile Battery	d2	Splash 2"	30,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty	15,000$
Large Missile Battery	d2	Splash 2"	30,000$
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$

NOTES

TOTAL COST **140,000$**

04 – DIVINE ENGINE

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Lance	1	+2 dmg and AP if moved	20,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$

NOTES

TOTAL COST **90,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – RELENTLESS BATTERY

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+
AR	5+‡	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Armor Mk I		AR 5+ (already in AR‡)	10,000$

NOTES **Perk – Demolition Expert:** Buildings damaged by this model's weapons are destroyed (5 XP)

TOTAL COST **110,000$**

02 – A COLOR MACHINE

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	4+‡	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
Armor Mk II		AR 4+ (already in AR‡)	25,000$
Counter Missiles		Negates ranged crit bonus damage	10,000$

NOTES

TOTAL COST **110,000$**

03 – RUST TITAN

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Lance	1	+2 dmg and AP if moved	20,000$
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
Long Range Targeting		Ignores long-range penalty	15,000$

NOTES

TOTAL COST **110,000$**

04 – ETERNAL SPIRIT

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
VTOL		Ignores terrain when moving	25,000$

NOTES

TOTAL COST **95,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – DIVINE HERALD

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+†
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Long Range Systems	2	Armor penetration; no long-range penalty	25,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
(M) Cable Whip	2	Reach 3"	15,000$
Thermal Imaging		+1 CS vs targets at heat 5+ (can modify CS†, not included)	20,000$
Reactive Armor		Ignore the first damage taken	50,000$

NOTES **Perk – Demolition Expert:** Buildings damaged by this model's weapons are destroyed (5 XP)

TOTAL COST **175,000$**

02 – PAIN MASTER

MEDIUM FRAME · 4 PF

S	7*	CS	4+†
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Thrusters		+1 S (already in S*)	10,000$
Up-Link		Action: Up-Link (position compromised)	15,000$
Defense Array		Repel within 1" on 4+	10,000$
Thermal Imaging		+1 CS vs targets at heat 5+ (can modify CS†, not included)	20,000$

NOTES

TOTAL COST **105,000$**

03 – CHRONO DEMON

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Large Missile Battery	d2	Splash 2"	30,000$
(M) Cable Whip	2	Reach 3"	15,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$
Long Range Systems	2	Armor penetration; no long-range penalty; Rapid Fire Rounds: extra attack on a hit roll of 6	45,000$

NOTES

TOTAL COST **160,000$**

04 – DIVINE DEVIL

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER¶: ◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self; Flechette Rounds: armor penetration	50,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Heavy Plating		+1 HP (already in HP¶)	20,000$

NOTES

TOTAL COST **130,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – INFERNAL SHADOW

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+†
AR	5+	HL	10§

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Medium Weapon	2		15,000$
Long Range Systems	2	Armor penetration; no long-range penalty; EMF Rounds: target -2 S until its next activation	35,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Defense Array		Repel within 1" on 4+	10,000$
Thermal Imaging		+1 CS vs targets at heat 5+ (can modify CS†, not included)	20,000$

NOTES **Perk – HEAT Expert:** +1 HEAT Limit (already in HL§) (5 XP)

TOTAL COST **145,000$**

02 – VENGEFUL MACHINE

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Cable Whip	2	Reach 3"	15,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty; Rapid Fire Rounds: extra attack on a hit roll of 6	35,000$
Light Weapon	1		10,000$
Long Range Targeting		Ignores long-range penalty	15,000$

NOTES

TOTAL COST **125,000$**

03 – ALPHA TANK

MEDIUM FRAME · 4 PF

S	6	CS	4+†
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Large Missile Battery	d2	Splash 2"; Tracer Rounds: both positions compromised	35,000$
Long Range Targeting		Ignores long-range penalty	15,000$
Thermal Imaging		+1 CS vs targets at heat 5+ (can modify CS†, not included)	20,000$

NOTES

TOTAL COST **130,000$**

04 – WAR GUN

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty	15,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$

NOTES

TOTAL COST **90,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – VENGEFUL REAVER

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Basic Combat Attachment	1		5,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty; EMF Rounds: target -2 S until its next activation	25,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$

NOTES **Perk – Running Hot:** Double the radius of this model's explosion (5 XP)

TOTAL COST **125,000$**

02 – WAYWARD SHADOW

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Lance	1	+2 dmg and AP if moved	20,000$
Large Missile Battery	d2	Splash 2"; Flechette Rounds: armor penetration	35,000$
Reactive Armor		Ignore the first damage taken	50,000$
Defense Array		Repel within 1" on 4+	10,000$

NOTES

TOTAL COST **165,000$**

03 – WRAITH WRAITH

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Long Range Systems	2	Armor penetration; no long-range penalty; Tracer Rounds: both positions compromised	30,000$
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
Sensor Array		Crits do +1 damage	25,000$

NOTES

TOTAL COST **125,000$**

04 – HELL STRIDER

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Close Combat Weapon	2		10,000$
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty	15,000$

NOTES

TOTAL COST **90,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – A COLOR GUN

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	3+†
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Heavy Weapon	4	Half speed if fired (2 PF)	25,000$
Targeting System		+1 CS (already in CS†)	45,000$

NOTES **Perk – Close Combat Expert:** +1 CS for melee attacks (can modify CS†, not included) (5 XP)

TOTAL COST **140,000$**

02 – NIGHT STEEL

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Light Weapon	1	EMF Rounds: target -2 S until its next activation	20,000$
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self; Tracer Rounds: both positions compromised	50,000$
Heat Sink		Uses the Heat Sink heat-check table	10,000$
Camouflage		Action: active camo; enemy ranged CS penalty	30,000$

NOTES

TOTAL COST **160,000$**

03 – WRAITH DEMON

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Basic Combat Attachment	1		5,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Virus Program		Action: infect (once per game)	20,000$
Sensor Array		Crits do +1 damage	25,000$

NOTES

TOTAL COST **115,000$**

04 – SIEGE ARMOR

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	4+‡	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○

PLATFORMS	DMG	SPECIAL	COST
Large Missile Battery	d2	Splash 2"; Tracer Rounds: both positions compromised	35,000$
Light Weapon	1		10,000$
Armor Mk II		AR 4+ (already in AR‡)	25,000$

NOTES

TOTAL COST **120,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – ACID MACHINE SQUAD LEADER

HEAVY FRAME · 5 PF

S	CS	AR	HL
6*	4+	5+	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Lance	1	+2 dmg and AP if moved	20,000$
(M) Close Combat Weapon	2		10,000$
(M) Close Combat Weapon	2		10,000$
Large Missile Battery	d2	Splash 2"	30,000$
Reactive Armor		Ignore the first damage taken	50,000$

NOTES **Perk – Hydraulics Overhaul:** +1 Speed (already in S*) (5 XP)

TOTAL COST **170,000$**

02 – ALPHA DEMON

MEDIUM FRAME · 4 PF

S	CS	AR	HL
6	4+	6+	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Counter Missiles		Negates ranged crit bonus damage	10,000$

NOTES

TOTAL COST **105,000$**

03 – SIN GHOST

MEDIUM FRAME · 4 PF

S	CS	AR	HL
6	4+	6+	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Large Missile Battery	d2	Splash 2"	30,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Nuclear Core		Explodes as 10 heat	10,000$

NOTES

TOTAL COST **120,000$**

04 – FRENZIED GUN

LIGHT FRAME · 3 PF

S	CS	AR	HL
7	4+	6+	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER¶: ◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Light Weapon	1	Tracer Rounds: both positions compromised	15,000$
Medium Weapon	2		15,000$
Heavy Plating		+1 HP (already in HP¶)	20,000$

NOTES

TOTAL COST **100,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – WAR TALON SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+†
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty	15,000$
(M) Close Combat Weapon	2		10,000$
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self; Concussive Rounds: push 2"; 1 collision dmg	50,000$
(M) Cable Whip	2	Reach 3"	15,000$

NOTES **Perk – Close Combat Expert:** +1 CS for melee attacks (can modify CS†, not included) (5 XP)

TOTAL COST **150,000$**

02 – INFERNAL HOUND

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Counter Missiles		Negates ranged crit bonus damage	10,000$

NOTES

TOTAL COST **95,000$**

03 – ALPHA UNIT

MEDIUM FRAME · 4 PF

S	6	CS	3+†
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Large Missile Battery	d2	Splash 2"	30,000$
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
Light Weapon	1		10,000$
Targeting System		+1 CS (already in CS†)	45,000$

NOTES

TOTAL COST **150,000$**

04 – HEAVY WYVERN

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Up-Link		Action: Up-Link (position compromised)	15,000$
Reactive Armor		Ignore the first damage taken	50,000$

NOTES

TOTAL COST **130,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – DEATH UNIT

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	3+†
AR	5+‡	HL	10§

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Basic Combat Attachment	1		5,000$
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Targeting System		+1 CS (already in CS†)	45,000$
Armor Mk I		AR 5+ (already in AR‡)	10,000$

NOTES **Perk – HEAT Expert:** +1 HEAT Limit (already in HL§) (5 XP)

TOTAL COST **140,000$**

02 – GLOOM SPIRIT

MEDIUM FRAME · 4 PF

S	6	CS	4+†
AR	5+‡	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
Armor Mk I		AR 5+ (already in AR‡)	10,000$
Defense Array		Repel within 1" on 4+	10,000$
Thermal Imaging		+1 CS vs targets at heat 5+ (can modify CS†, not included)	20,000$

NOTES

TOTAL COST **100,000$**

03 – GRIM STRIDER

MEDIUM FRAME · 4 PF

S	7*	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self	45,000$
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self	45,000$
Sensor Array		Crits do +1 damage	25,000$
Thrusters		+1 S (already in S*)	10,000$

NOTES

TOTAL COST **175,000$**

04 – RUST HOUND

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Long Range Systems	2	Armor penetration; no long-range penalty	25,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
(M) Cable Whip	2	Reach 3"	15,000$

NOTES

TOTAL COST **100,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – DREAD GEAR

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	3+†
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Heavy Weapon	4	Half speed if fired (2 PF)	25,000$
Targeting System		+1 CS (already in CS†)	45,000$

NOTES **Perk – Running Hot:** Double the radius of this model's explosion (5 XP)

TOTAL COST **145,000$**

02 – INFERNAL WYVERN

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Lance	1	+2 dmg and AP if moved	20,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty; Hellfire Rounds: +1 dmg	25,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Camouflage		Action: active camo; enemy ranged CS penalty	30,000$

NOTES

TOTAL COST **140,000$**

03 – ALPHA TALON

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self	45,000$
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
Long Range Systems	2	Armor penetration; no long-range penalty	25,000$
Up-Link		Action: Up-Link (position compromised)	15,000$

NOTES

TOTAL COST **145,000$**

04 – SIN HERALD

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○

PLATFORMS	DMG	SPECIAL	COST
Large Missile Battery	d2	Splash 2"	30,000$
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
(M) Cable Whip	2	Reach 3"	15,000$

NOTES

TOTAL COST **105,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – STEEL REAVER

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+†
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Heavy Weapon	4	Half speed if fired (2 PF)	25,000$
Long Range Systems	2	Armor penetration; no long-range penalty	25,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Camouflage		Action: active camo; enemy ranged CS penalty	30,000$

NOTES **Perk – Ranged Expert:** +1 CS for ranged attacks (can modify CS†, not included) (5 XP)

TOTAL COST **145,000$**

02 – GRIM SHADOW

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
Heavy Weapon	4	Half speed if fired (2 PF)	25,000$
(M) Close Combat Weapon	2		10,000$

NOTES

TOTAL COST **95,000$**

03 – HEAVY WRAITH

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER¶: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Close Combat Weapon	2		10,000$
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self	45,000$
Medium Weapon	2		15,000$
Heavy Plating		+1 HP (already in HP¶)	20,000$

NOTES

TOTAL COST **140,000$**

04 – HELL SABER

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○

PLATFORMS	DMG	SPECIAL	COST
Long Range Systems	2	Armor penetration; no long-range penalty	25,000$
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self	45,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty; EMF Rounds: target -2 S until its next activation	25,000$

NOTES

TOTAL COST **145,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – DREAD TALON

SQUAD LEADER

HEAVY FRAME · 5 PF

S	CS	AR	HL
6*	3+†	5+	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Close Combat Weapon	2		10,000$
Medium Weapon	2	EMF Rounds: target -2 S until its next activation	25,000$
Medium Weapon	2		15,000$
Up-Link		Action: Up-Link (position compromised)	15,000$
Targeting System		+1 CS (already in CS†)	45,000$

NOTES **Perk – Hydraulics Overhaul:** +1 Speed (already in S*) (5 XP)

TOTAL COST **160,000$**

02 – IRON CORE

MEDIUM FRAME · 4 PF

S	CS	AR	HL
6	4+†	6+	12§

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Medium Weapon	2	EMF Rounds: target -2 S until its next activation	25,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Thermal Imaging		+1 CS vs targets at heat 5+ (can modify CS†, not included)	20,000$
Core Stabilizers		+2 HL (already in HL§)	10,000$

NOTES

TOTAL COST **115,000$**

03 – ALPHA SHADOW

MEDIUM FRAME · 4 PF

S	CS	AR	HL
6	4+	6+	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Medium Weapon	2	Hellfire Rounds: +1 dmg	25,000$
Heavy Weapon	4	Half speed if fired (2 PF); Flechette Rounds: armor penetration	30,000$
(M) Close Combat Weapon	2		10,000$

NOTES

TOTAL COST **115,000$**

04 – VENGEFUL TITAN

LIGHT FRAME · 3 PF

S	CS	AR	HL
8*	4+	6+	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
(M) Basic Combat Attachment	1		5,000$
Thrusters		+1 S (already in S*)	10,000$

NOTES

TOTAL COST **80,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – IRON SHADOW

SQUAD LEADER

HEAVY FRAME · 5 PF

S	CS	AR	HL
6*	4+	5+	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER¶: ◯◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self; Rapid Fire Rounds: extra attack on a hit roll of 6	65,000$
Light Weapon	1	EMF Rounds: target -2 S until its next activation	20,000$
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self; EMF Rounds: target -2 S until its next activation	55,000$
Heavy Plating		+1 HP (already in HP¶)	20,000$
Counter Missiles		Negates ranged crit bonus damage	10,000$

NOTES **Perk – Hydraulics Overhaul:** +1 Speed (already in S*) (5 XP)

TOTAL COST **220,000$**

02 – IRON ARMOR

MEDIUM FRAME · 4 PF

S	CS	AR	HL
6	4+	4+‡	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER¶: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
(M) Cable Whip	2	Reach 3"	15,000$
Heavy Plating		+1 HP (already in HP¶)	20,000$
Armor Mk II		AR 4+ (already in AR‡)	25,000$

NOTES

TOTAL COST **120,000$**

03 – HEAVENS HERALD

MEDIUM FRAME · 4 PF

S	CS	AR	HL
6	4+†	6+	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
(M) Basic Combat Attachment	1		5,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$
Thermal Imaging		+1 CS vs targets at heat 5+ (can modify CS†, not included)	20,000$

NOTES

TOTAL COST **105,000$**

04 – HAVOC WALKER

LIGHT FRAME · 3 PF

S	CS	AR	HL
7	4+	6+	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Cable Whip	2	Reach 3"	15,000$
(M) Basic Combat Attachment	1		5,000$
Reactive Armor		Ignore the first damage taken	50,000$

NOTES

TOTAL COST **120,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – AN ANIMAL WALKER

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Lance	1	+2 dmg and AP if moved	20,000$
(M) Basic Combat Attachment	1		5,000$
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
Long Range Targeting		Ignores long-range penalty	15,000$
Virus Program		Action: infect (once per game)	20,000$

NOTES **Perk – Calm & Collected:** +1 to HEAT Check rolls (5 XP)

TOTAL COST **125,000$**

02 – HEAVENS GUN

MEDIUM FRAME · 4 PF

S	7*	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty; Rapid Fire Rounds: extra attack on a hit roll of 6	35,000$
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
Thrusters		+1 S (already in S*)	10,000$
Self Destruct		Action: self-destruct at heat 7+	10,000$

NOTES

TOTAL COST **120,000$**

03 – A COLOR BLADE

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self	45,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Large Missile Battery	d2	Splash 2"; Flechette Rounds: armor penetration	35,000$
Large Missile Battery	d2	Splash 2"; Tracer Rounds: both positions compromised	35,000$

NOTES

TOTAL COST **180,000$**

04 – VOID CORE

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Medium Weapon	2	Concussive Rounds: push 2"; 1 collision dmg	20,000$
Long Range Systems	2	Armor penetration; no long-range penalty	25,000$
(M) Basic Combat Attachment	1		5,000$

NOTES

TOTAL COST **100,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – DARK JAVELIN SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+
AR	4+‡	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Light Weapon	1		10,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$
Medium Weapon	2		15,000$
Sensor Array		Crits do +1 damage	25,000$
Armor Mk II		AR 4+ (already in AR‡)	25,000$

NOTES **Perk – Calm & Collected:** +1 to HEAT Check rolls (5 XP)

TOTAL COST **145,000$**

02 – SIEGE ANGEL

MEDIUM FRAME · 4 PF

S	7*	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self	45,000$
Thrusters		+1 S (already in S*)	10,000$

NOTES

TOTAL COST **125,000$**

03 – SIN MACHINE

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty	15,000$
(M) Close Combat Weapon	2		10,000$
Counter Missiles		Negates ranged crit bonus damage	10,000$

NOTES

TOTAL COST **100,000$**

04 – SACRED TITAN

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER¶: ◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
VTOL		Ignores terrain when moving	25,000$
Heavy Plating		+1 HP (already in HP¶)	20,000$

NOTES

TOTAL COST **105,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – GRIM MASTER [SQUAD LEADER]

HEAVY FRAME · 5 PF

S	5	CS	4+
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty	15,000$
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self; Hellfire Rounds: +1 dmg	55,000$
Medium Weapon	2	Flechette Rounds: armor penetration	20,000$

NOTES **Perk – Running Hot:** Double the radius of this model's explosion (5 XP)

TOTAL COST **170,000$**

02 – ALPHA HERALD

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	5+‡	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
Armor Mk I		AR 5+ (already in AR‡)	10,000$
Reactive Armor		Ignore the first damage taken	50,000$

NOTES

TOTAL COST **135,000$**

03 – FRENZIED HERALD

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	5+‡	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Basic Combat Attachment	1		5,000$
(M) Basic Combat Attachment	1		5,000$
(M) Close Combat Weapon	2		10,000$
Armor Mk I		AR 5+ (already in AR‡)	10,000$

NOTES

TOTAL COST **80,000$**

04 – WAYWARD GEAR

LIGHT FRAME · 4 PF#

S	7	CS	4+
AR	5+‡	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER¶: ○○○○○

PLATFORMS	DMG	SPECIAL	COST
Medium Weapon	2	Concussive Rounds: push 2"; 1 collision dmg	20,000$
Armor Mk I		AR 5+ (already in AR‡)	10,000$
Heavy Plating		+1 HP (already in HP¶)	20,000$
Extra Platforms		+1 PF (takes no slot) (already in PF#)	15,000$

NOTES

TOTAL COST **115,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – ACID SCOUT

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Close Combat Weapon	2		10,000$
(M) Basic Combat Attachment	1		5,000$
Long Range Systems	2	Armor penetration; no long-range penalty	25,000$
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self	45,000$
VTOL		Ignores terrain when moving	25,000$

NOTES **Perk – Demolition Expert:** Buildings damaged by this model's weapons are destroyed (5 XP)

TOTAL COST **160,000$**

02 – HARD TANK

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Lance	1	+2 dmg and AP if moved	20,000$
(M) Close Combat Weapon	2		10,000$
Large Missile Battery	d2	Splash 2"	30,000$
Counter Missiles		Negates ranged crit bonus damage	10,000$

NOTES

TOTAL COST **120,000$**

03 – HEAVENS SENTINEL

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty	15,000$
Camouflage		Action: active camo; enemy ranged CS penalty	30,000$

NOTES

TOTAL COST **120,000$**

04 – HAVOC A NUMBER

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○

PLATFORMS	DMG	SPECIAL	COST
Medium Weapon	2		15,000$
(M) Close Combat Weapon	2		10,000$
Self Destruct		Action: self-destruct at heat 7+	10,000$

NOTES

TOTAL COST **85,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – ALPHA STRIDER

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+
AR	5+	HL	10§

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Large Missile Battery	d2	Splash 2"	30,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
(M) Basic Combat Attachment	1		5,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$

NOTES **Perk – HEAT Expert:** +1 HEAT Limit (already in HL§) (5 XP)

TOTAL COST **130,000$**

02 – HAVOC SPIRIT

MEDIUM FRAME · 4 PF

S	6	CS	3+†
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Lance	1	+2 dmg and AP if moved	20,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty	15,000$
Targeting System		+1 CS (already in CS†)	45,000$
Self Destruct		Action: self-destruct at heat 7+	10,000$

NOTES

TOTAL COST **140,000$**

03 – HEAVY CORE

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	4+‡	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Long Range Systems	2	Armor penetration; no long-range penalty; Concussive Rounds: push 2"; 1 collision dmg	30,000$
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
Light Weapon	1	EMF Rounds: target -2 S until its next activation	20,000$
Armor Mk II		AR 4+ (already in AR‡)	25,000$

NOTES

TOTAL COST **135,000$**

04 – HARD STEEL

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
Light Weapon	1	Hellfire Rounds: +1 dmg	20,000$
Virus Program		Action: infect (once per game)	20,000$

NOTES

TOTAL COST **100,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – HELL STRIDER

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Basic Combat Attachment	1		5,000$
Large Missile Battery	d2	Splash 2"; Tracer Rounds: both positions compromised	35,000$
Up-Link		Action: Up-Link (position compromised)	15,000$
Defense Array		Repel within 1" on 4+	10,000$
Long Range Targeting		Ignores long-range penalty	15,000$

NOTES **Perk – Calm & Collected:** +1 to HEAT Check rolls (5 XP)

TOTAL COST **130,000$**

02 – RUST MASTER

MEDIUM FRAME · 5 PF#

S	6	CS	4+
AR	6+	HL	12§

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER¶: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
(M) Basic Combat Attachment	1		5,000$
Heavy Plating		+1 HP (already in HP¶)	20,000$
Core Stabilizers		+2 HL (already in HL§)	10,000$
Extra Platforms		+1 PF (takes no slot) (already in PF#)	15,000$

NOTES

TOTAL COST **115,000$**

03 – CHRONO GEAR

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Long Range Systems	2	Armor penetration; no long-range penalty	25,000$
Sensor Array		Crits do +1 damage	25,000$
Nuclear Core		Explodes as 10 heat	10,000$
Long Range Targeting		Ignores long-range penalty	15,000$

NOTES

TOTAL COST **125,000$**

04 – SACRED BLADE

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty	15,000$
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self; Rapid Fire Rounds: extra attack on a hit roll of 6	65,000$
Long Range Systems	2	Armor penetration; no long-range penalty; EMF Rounds: target -2 S until its next activation	35,000$

NOTES

TOTAL COST **165,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – PAIN A NUMBER

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+†
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Light Weapon	1		10,000$
Light Weapon	1		10,000$
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
Light Weapon	1	EMF Rounds: target -2 S until its next activation	20,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$

NOTES **Perk – Ranged Expert:** +1 CS for ranged attacks (can modify CS†, not included) (5 XP)

TOTAL COST **115,000$**

02 – DIVINE MACHINE

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	5+‡	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Long Range Systems	2	Armor penetration; no long-range penalty	25,000$
Reactive Armor		Ignore the first damage taken	50,000$
Armor Mk I		AR 5+ (already in AR‡)	10,000$
Virus Program		Action: infect (once per game)	20,000$

NOTES

TOTAL COST **155,000$**

03 – FRENZIED REAVER

MEDIUM FRAME · 4 PF

S	8*	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Cable Whip	2	Reach 3"	15,000$
Thrusters		+1 S (already in S*)	10,000$
Thrusters		+1 S (already in S*)	10,000$
Counter Missiles		Negates ranged crit bonus damage	10,000$

NOTES

TOTAL COST **95,000$**

04 – PHANTOM ARMOR

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○

PLATFORMS	DMG	SPECIAL	COST
Light Weapon	1		10,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Nuclear Core		Explodes as 10 heat	10,000$

NOTES

TOTAL COST **85,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – ACID ANGEL

SQUAD LEADER

HEAVY FRAME · 5 PF

S	CS	AR	HL
6*	4+	5+	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Long Range Systems	2	Armor penetration; no long-range penalty; Concussive Rounds: push 2"; 1 collision dmg	30,000$
(M) Close Combat Weapon	2		10,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$

NOTES **Perk – Hydraulics Overhaul:** +1 Speed (already in S*) (5 XP)

TOTAL COST **120,000$**

02 – RELENTLESS JAVELIN

MEDIUM FRAME · 4 PF

S	CS	AR	HL
6	4+	6+	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Basic Combat Attachment	1		5,000$
Heavy Weapon	4	Half speed if fired (2 PF)	25,000$
(M) Cable Whip	2	Reach 3"	15,000$

NOTES

TOTAL COST **95,000$**

03 – DIVINE A NUMBER

MEDIUM FRAME · 4 PF

S	CS	AR	HL
6	4+	5+‡	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Light Weapon	1		10,000$
Light Weapon	1	Concussive Rounds: push 2"; 1 collision dmg	15,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$
Armor Mk I		AR 5+ (already in AR‡)	10,000$

NOTES

TOTAL COST **105,000$**

04 – SACRED TANK

LIGHT FRAME · 3 PF

S	CS	AR	HL
7	4+	6+	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Basic Combat Attachment	1		5,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty; Rapid Fire Rounds: extra attack on a hit roll of 6	35,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$

NOTES

TOTAL COST **105,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – A COLOR WRAITH

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+
AR	5+‡	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Medium Weapon	2	Hellfire Rounds: +1 dmg	25,000$
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
Armor Mk I		AR 5+ (already in AR‡)	10,000$

NOTES **Perk – Demolition Expert:** Buildings damaged by this model's weapons are destroyed (5 XP)

TOTAL COST **125,000$**

02 – VOID SABER

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	5+‡	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Close Combat Weapon	2		10,000$
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
Armor Mk I		AR 5+ (already in AR‡)	10,000$
Nuclear Core		Explodes as 10 heat	10,000$

NOTES

TOTAL COST **90,000$**

03 – RUST GEAR

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
(M) Close Combat Weapon	2		10,000$
Camouflage		Action: active camo; enemy ranged CS penalty	30,000$
Nuclear Core		Explodes as 10 heat	10,000$

NOTES

TOTAL COST **110,000$**

04 – WAYWARD WALKER

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○

PLATFORMS	DMG	SPECIAL	COST
Large Missile Battery	d2	Splash 2"	30,000$
(M) Basic Combat Attachment	1		5,000$
Medium Weapon	2		15,000$

NOTES

TOTAL COST **100,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – IRON GHOST SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Close Combat Weapon	2		10,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
(M) Cable Whip	2	Reach 3"	15,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Long Range Targeting		Ignores long-range penalty	15,000$

NOTES **Perk – Demolition Expert:** Buildings damaged by this model's weapons are destroyed (5 XP)

TOTAL COST **110,000$**

02 – FURY FRAME

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Heavy Weapon	4	Half speed if fired (2 PF)	25,000$
Heavy Weapon	4	Half speed if fired (2 PF)	25,000$

NOTES

TOTAL COST **100,000$**

03 – GLOOM DEVIL

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
Long Range Targeting		Ignores long-range penalty	15,000$

NOTES

TOTAL COST **105,000$**

04 – PAIN WRAITH

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○

PLATFORMS	DMG	SPECIAL	COST
Heavy Weapon	4	Half speed if fired (2 PF)	25,000$
(M) Cable Whip	2	Reach 3"	15,000$

NOTES

TOTAL COST **90,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – IRON SENTINEL

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	3+†
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
Targeting System		+1 CS (already in CS†)	45,000$
VTOL		Ignores terrain when moving	25,000$
Virus Program		Action: infect (once per game)	20,000$

NOTES **Perk – Demolition Expert:** Buildings damaged by this model's weapons are destroyed (5 XP)

TOTAL COST **160,000$**

02 – IRON SENTINEL

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Medium Weapon	2	Rapid Fire Rounds: extra attack on a hit roll of 6	35,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Medium Weapon	2		15,000$

NOTES

TOTAL COST **120,000$**

03 – INFERNAL ENGINE

MEDIUM FRAME · 4 PF

S	7*	CS	4+
AR	6+	HL	12§

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Cable Whip	2	Reach 3"	15,000$
Light Weapon	1	Rapid Fire Rounds: extra attack on a hit roll of 6	30,000$
Core Stabilizers		+2 HL (already in HL§)	10,000$
Thrusters		+1 S (already in S*)	10,000$

NOTES

TOTAL COST **115,000$**

04 – ACID ENGINE

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Lance	1	+2 dmg and AP if moved	20,000$
(M) Close Combat Weapon	2		10,000$
Self Destruct		Action: self-destruct at heat 7+	10,000$

NOTES

TOTAL COST **90,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – COLD ARMOR

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
(M) Cable Whip	2	Reach 3"	15,000$
(M) Basic Combat Attachment	1		5,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Self Destruct		Action: self-destruct at heat 7+	10,000$

NOTES **Perk – Calm & Collected:** +1 to HEAT Check rolls (5 XP)

TOTAL COST **100,000$**

02 – FRENZIED BLADE

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Long Range Systems	2	Armor penetration; no long-range penalty	25,000$
Light Weapon	1	Rapid Fire Rounds: extra attack on a hit roll of 6	30,000$

NOTES

TOTAL COST **135,000$**

03 – WAYWARD GEAR

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	5+‡	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
(M) Basic Combat Attachment	1		5,000$
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
Armor Mk I		AR 5+ (already in AR‡)	10,000$

NOTES

TOTAL COST **95,000$**

04 – DIVINE UNIT

LIGHT FRAME · 3 PF

S	7	CS	4+†
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○

PLATFORMS	DMG	SPECIAL	COST
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
(M) Close Combat Weapon	2		10,000$
Thermal Imaging		+1 CS vs targets at heat 5+ (can modify CS†, not included)	20,000$

NOTES

TOTAL COST **90,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – VOID STRIDER [SQUAD LEADER]

HEAVY FRAME · 5 PF

S	5	CS	4+
AR	5+	HL	12§

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○○○○

PLATFORMS	DMG	SPECIAL	COST
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
(M) Close Combat Weapon	2		10,000$
(M) Lance	1	+2 dmg and AP if moved	20,000$
Core Stabilizers		+2 HL (already in HL§)	10,000$
Sensor Array		Crits do +1 damage	25,000$

NOTES **Perk – HEAT Expert:** +1 HEAT Limit (already in HL§) (5 XP)

TOTAL COST **125,000$**

02 – COLD TALON

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Light Weapon	1		10,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Long Range Systems	2	Armor penetration; no long-range penalty; Concussive Rounds: push 2"; 1 collision dmg	30,000$
Virus Program		Action: infect (once per game)	20,000$

NOTES

TOTAL COST **125,000$**

03 – WRAITH WALKER

MEDIUM FRAME · 4 PF

S	7*	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ○○○○○○

PLATFORMS	DMG	SPECIAL	COST
Large Missile Battery	d2	Splash 2"; Concussive Rounds: push 2"; 1 collision dmg	35,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Thrusters		+1 S (already in S*)	10,000$
Up-Link		Action: Up-Link (position compromised)	15,000$

NOTES

TOTAL COST **125,000$**

04 – DIVINE FRAME

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ○○○○

PLATFORMS	DMG	SPECIAL	COST
Medium Weapon	2		15,000$
Up-Link		Action: Up-Link (position compromised)	15,000$
Defense Array		Repel within 1" on 4+	10,000$

NOTES

TOTAL COST **90,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – HEAVENS UNIT

SQUAD LEADER

HEAVY FRAME · 6 PF#

S	CS	AR	HL
5	3+†	5+	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Large Missile Battery	d2	Splash 2"; EMF Rounds: target -2 S until its next activation	40,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty; Hellfire Rounds: +1 dmg	25,000$
Medium Weapon	2		15,000$
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
Extra Platforms		+1 PF (takes no slot) (already in PF#)	15,000$
Targeting System		+1 CS (already in CS†)	45,000$

NOTES **Perk – Close Combat Expert:** +1 CS for melee attacks (can modify CS†, not included) (5 XP)

TOTAL COST **205,000$**

02 – GRIM GUN

MEDIUM FRAME · 4 PF

S	CS	AR	HL
6	4+	6+	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Light Weapon	1		10,000$
Long Range Systems	2	Armor penetration; no long-range penalty	25,000$
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
VTOL		Ignores terrain when moving	25,000$

NOTES

TOTAL COST **125,000$**

03 – WAR TANK

MEDIUM FRAME · 4 PF

S	CS	AR	HL
6	4+	4+‡	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
(M) Cable Whip	2	Reach 3"	15,000$
Armor Mk I		AR 5+ (already in AR‡)	10,000$
Armor Mk II		AR 4+ (already in AR‡)	25,000$

NOTES

TOTAL COST **110,000$**

04 – INFERNAL GHOST

LIGHT FRAME · 3 PF

S	CS	AR	HL
7	4+	6+	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Medium Weapon	2	Tracer Rounds: both positions compromised	20,000$
Long Range Systems	2	Armor penetration; no long-range penalty	25,000$
Defense Array		Repel within 1" on 4+	10,000$

NOTES

TOTAL COST **105,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – FURY TALON SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+†
AR	5+	HL	9

HEAT TRACKER: 1 2 3 4 5 6 7 8 9

HP TRACKER: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Long Range Systems	2	Armor penetration; no long-range penalty; Tracer Rounds: both positions compromised	30,000$
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
Large Missile Battery	d2	Splash 2"	30,000$
Heat Sink		Uses the Heat Sink heat-check table	10,000$
VTOL		Ignores terrain when moving	25,000$

NOTES **Perk – Ranged Expert:** +1 CS for ranged attacks (can modify CS†, not included) (5 XP)

TOTAL COST **160,000$**

02 – HELL GHOST

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Basic Combat Attachment	1		5,000$
Nuclear Core		Explodes as 10 heat	10,000$
Sensor Array		Crits do +1 damage	25,000$
Heat Sink		Uses the Heat Sink heat-check table	10,000$

NOTES

TOTAL COST **100,000$**

03 – RELENTLESS STALKER

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Long Range Systems	2	Armor penetration; no long-range penalty	25,000$
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
Heavy Weapon	4	Half speed if fired (2 PF); Concussive Rounds: push 2"; 1 collision dmg	30,000$

NOTES

TOTAL COST **115,000$**

04 – HELL BLADE

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	14§

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12 13 14

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Basic Combat Attachment	1		5,000$
Nuclear Core		Explodes as 10 heat	10,000$
Core Stabilizers		+2 HL (already in HL§)	10,000$

NOTES

TOTAL COST **75,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – SIEGE GUN

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+
AR	5+‡	HL	11§

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11

HP TRACKER¶: ◯◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Light Weapon	1	Hellfire Rounds: +1 dmg	20,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty	15,000$
Core Stabilizers		+2 HL (already in HL§)	10,000$
Heavy Plating		+1 HP (already in HP¶)	20,000$
Armor Mk I		AR 5+ (already in AR‡)	10,000$

NOTES **Perk – Calm & Collected:** +1 to HEAT Check rolls (5 XP)

TOTAL COST **125,000$**

02 – PHANTOM UNIT

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	5+‡	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty; Flechette Rounds: armor penetration	20,000$
(M) Basic Combat Attachment	1		5,000$
Sensor Array		Crits do +1 damage	25,000$
Armor Mk I		AR 5+ (already in AR‡)	10,000$

NOTES

TOTAL COST **110,000$**

03 – COLD STEEL

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Rail Weapon	d3	Line attack; hits friendlies; +1 heat to self	45,000$
(M) Basic Combat Attachment	1		5,000$
Counter Missiles		Negates ranged crit bonus damage	10,000$

NOTES

TOTAL COST **120,000$**

04 – COLD UNIT

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Energy Sword	2	Crit on 5+; on a 1 becomes 1 dmg	15,000$
VTOL		Ignores terrain when moving	25,000$
Reactive Armor		Ignore the first damage taken	50,000$

NOTES

TOTAL COST **140,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – HAVOC SHADOW

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+
AR	5+	HL	12§

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER¶: ◯◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Long Range Systems	2	Armor penetration; no long-range penalty; EMF Rounds: target -2 S until its next activation	35,000$
Medium Weapon	2		15,000$
Flame Thrower	1	Range 10"; target +1d2 heat on hit; no ammo	10,000$
Core Stabilizers		+2 HL (already in HL§)	10,000$
Heavy Plating		+1 HP (already in HP¶)	20,000$

NOTES **Perk – HEAT Expert:** +1 HEAT Limit (already in HL§) (5 XP)

TOTAL COST **140,000$**

02 – COLD STRIDER

MEDIUM FRAME · 4 PF

S	6	CS	3+†
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Basic Combat Attachment	1		5,000$
Thermal Imaging		+1 CS vs targets at heat 5+ (can modify CS†, not included)	20,000$
Defense Array		Repel within 1" on 4+	10,000$
Targeting System		+1 CS (already in CS†)	45,000$

NOTES

TOTAL COST **130,000$**

03 – SIN STEEL

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER¶: ◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Close Combat Weapon	2		10,000$
Large Missile Battery	d2	Splash 2"; Hellfire Rounds: +1 dmg	40,000$
Camouflage		Action: active camo; enemy ranged CS penalty	30,000$
Heavy Plating		+1 HP (already in HP¶)	20,000$

NOTES

TOTAL COST **150,000$**

04 – SACRED MACHINE

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Basic Combat Attachment	1		5,000$
Long Range Systems	2	Armor penetration; no long-range penalty; EMF Rounds: target -2 S until its next activation	35,000$
A.I. Missile System	1	Range 20"; ignores LOS, cover, long-range penalty; Rapid Fire Rounds: extra attack on a hit roll of 6	35,000$

NOTES

TOTAL COST **125,000$**

FLAMES OF ORION

COMBAT UNIT NAME	FACTION	PLAYER

01 – DEATH SENTINEL

SQUAD LEADER

HEAVY FRAME · 5 PF

S	5	CS	4+†
AR	5+	HL	11§

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11

HP TRACKER¶: ◯◯◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Heavy Plating		+1 HP (already in HP¶)	20,000$
Core Stabilizers		+2 HL (already in HL§)	10,000$
Heat Sink		Uses the Heat Sink heat-check table	10,000$

NOTES **Perk – Close Combat Expert:** +1 CS for melee attacks (can modify CS†, not included) (5 XP)

TOTAL COST **110,000$**

02 – STEEL ARMOR

MEDIUM FRAME · 4 PF

S	6	CS	4+
AR	6+	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
Heavy Weapon	4	Half speed if fired (2 PF)	25,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
Sensor Array		Crits do +1 damage	25,000$

NOTES

TOTAL COST **115,000$**

03 – INFERNAL SHADOW

MEDIUM FRAME · 5 PF#

S	6	CS	4+
AR	4+‡	HL	10

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10

HP TRACKER: ◯◯◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
(M) Cable Whip	2	Reach 3"	15,000$
(M) Piston Gauntlet	2	Push target 1" on hit	10,000$
Extra Platforms		+1 PF (takes no slot) (already in PF#)	15,000$
Armor Mk II		AR 4+ (already in AR‡)	25,000$

NOTES

TOTAL COST **125,000$**

04 – AN ANIMAL MACHINE

LIGHT FRAME · 3 PF

S	7	CS	4+
AR	6+	HL	12

HEAT TRACKER: 1 2 3 4 5 6 7 8 9 10 11 12

HP TRACKER: ◯◯◯◯

PLATFORMS	DMG	SPECIAL	COST
(M) Electric Field	1	Hits all within 2"; push 1"	10,000$
(M) Power Weapon	2	Armor penetration; on a 1 loses AP	15,000$
VTOL		Ignores terrain when moving	25,000$

NOTES

TOTAL COST **100,000$**