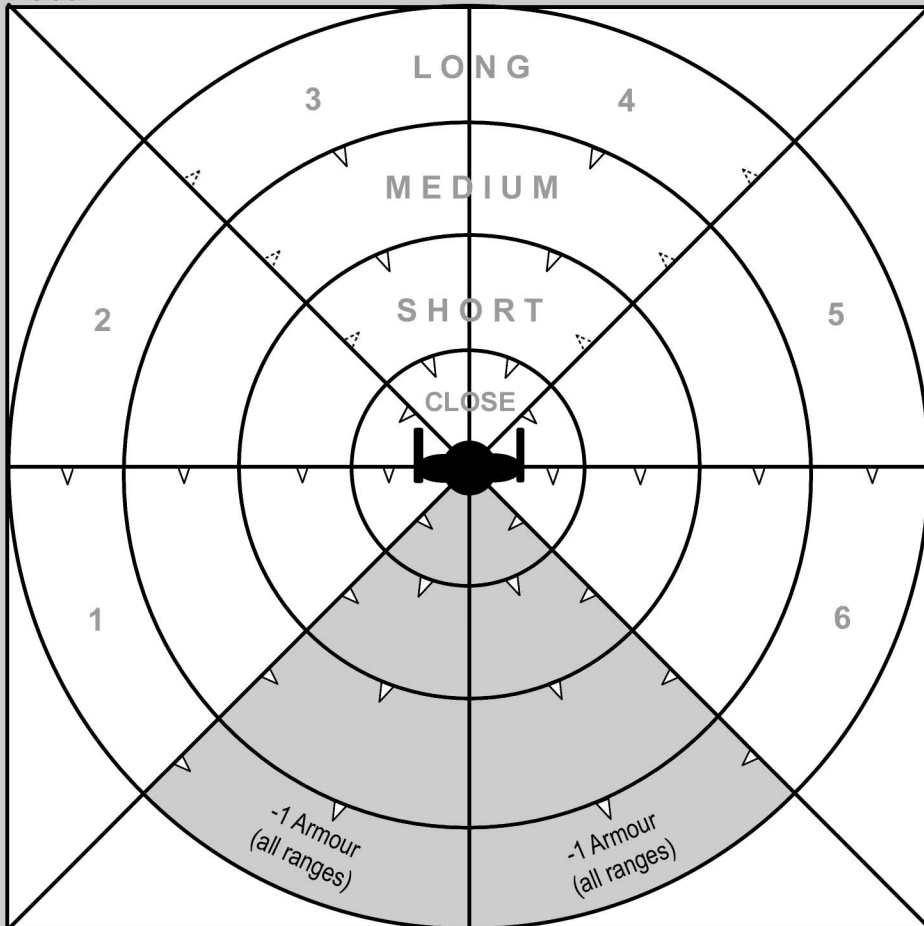


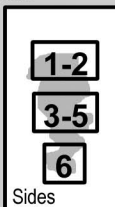
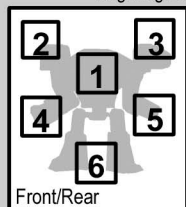
## Radar



## Time Track

ACTIVE	1	2	3	4	5	6	7
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### Targeting Diagrams



### Enemy Wave Generation Table

Wave	1	2	3	4
(D6) 1-2	<b>B</b>	<b>B+F</b>	<b>A+T</b>	<b>M+B+T</b>
(D6) 3-4	<b>H</b>	<b>H+F</b>	<b>H+T</b>	<b>M+F+H</b>
(D6) 5-6	<b>F</b>	<b>A+F</b>	<b>F+T</b>	<b>M+T+A</b>

## Enemies

**B - ATTACK BIKE**

☐ Machine Gun **S** P1 T1

**A - ARTILLERY** DOES NOT MOVE

☐ Mortar **L** P5 T5

**H - HELO**

☐ Machine Gun **S** P2 T2

☐ Missiles **M** P4 T4

**F - FIRETHROWER**

☐ Laser **M** P3 T3

☐ Flame Gun **S** P4 T2

**T - TANK**

☐ Laser **M** P3 T3

☐ PPC **L** P4 T4

**M - MECH**

☐ Fist **C** P5 T2

☐ Laser **M** P3 T3

☐ Missiles **L** P4 T4

## SHOULDER MOUNT

**Wing Shield** (reflex)

☐ Defend P0 T1

☐ Defend P0 T1

☐ Defend P0 T1

## STAND

**STANCE**

**TORSO** +2

☐ - all actions T+1

☐ - destroyed (game over)

## SQUAT

-1P on all enemy attacks (min 1)

## SHOULDER MOUNT

**Missiles** (recoil)

☐ Single Launch P2 T2

☐ Multi Launch P4 T3

☐ Full Salvo P6 T4

This weapon cannot attack twice in a row

## ARM MOUNT

**Laser** (accurate)

☐ Quick Beam P2 T2

☐ Laser Blast P3 T3

☐ Full Charge P4 T4

## LEGS

**LEGS** +1

☐ Turn & Squat T1

☐ Walk Backwards T1

☐ Walk Forwards T1 (free)

☐ Turn or Change Stance T1 (free)

## ARM MOUNT

**Fist** (combo)

☐ Punch P3 T2

☐ Uppercut P5 T3

☐ Crush P1\* T3

\*Target is instantly destroyed if result on any attack dice > remaining target HP