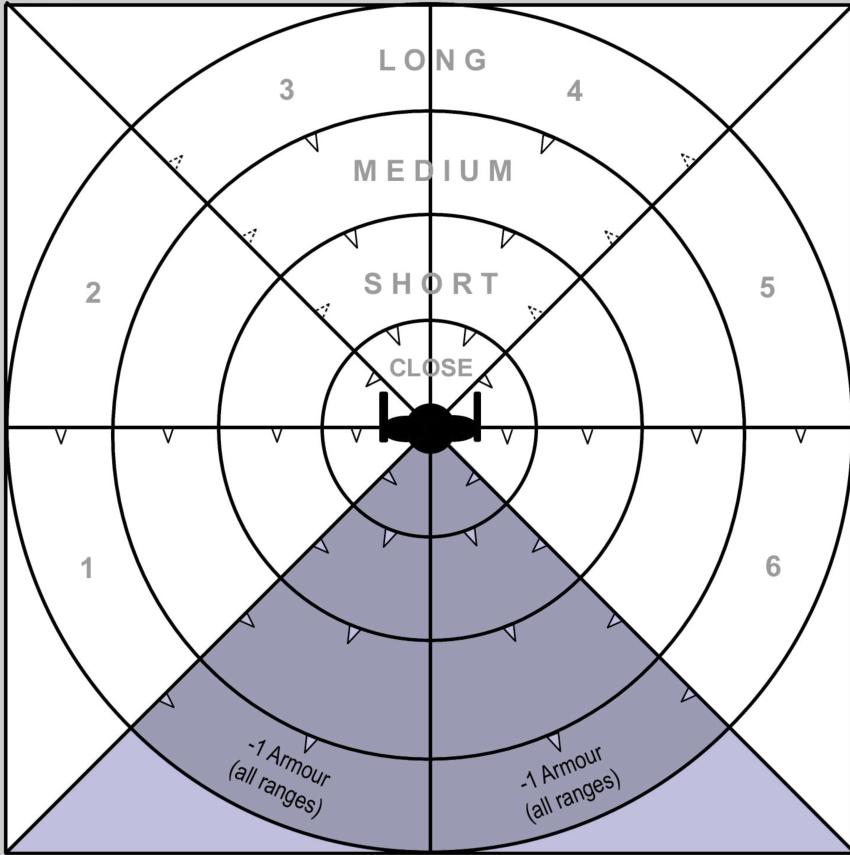


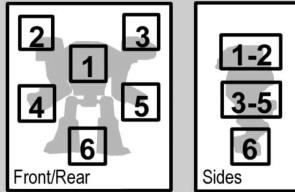
Radar



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+F	A+T	M+B+T
(D6) 3-4	H	H+F	H+T	M+F+H
(D6) 5-6	F	A+F	F+T	M+T+A

Enemies

B - ATTACK BIKE	2
Machine Gun	O
S P1 T1	O
A - ARTILLERY DOES NOT MOVE	3
Mortar	O
L P5 T5	O O
H - HELO	2
Machine Gun	O
1-3 S P2 T2	O
Missiles	O
4-6 M P4 T4	O
F - FIRETHROWER	3
Laser	O
1-3 M P3 T3	O O
Flame Gun	O
4-6 S P4 T2	O
T - TANK	4
Laser	O
1-3 M P3 T3	O O
PPC	O
4-6 L P4 T4	O
M - MECH	4
Fist	O
1-2 C P5 T2	O O
Laser	O
3-4 M P3 T3	O O
Missiles	O
5-6 L P4 T4	O

SHOULDER MOUNT

Wing Shield (reflex)	4
Defend P0 T1	① ②
Defend P0 T1	③ ④
Defend P0 T1	⑤ ⑥

ARM MOUNT

Laser (accurate)	3
Quick Beam P2 T2	① ②
Laser Blast P3 T3	③ ④
Full Charge P4 T4	⑤ ⑥

STAND

STANCE	-1P on all enemy attacks (min 1)
TORSO +2	5

- all actions T+1
- destroyed (game over)

Weight (T penalty)
12

LEGS

+1	4
Turn & Squat T1	O
Walk Backwards T1	O
Walk Forwards T1 (free)	O
Turn or Change Stance T1 (free)	O

SQUAT

1,2	5
3,4	5

SHOULDER MOUNT

Missiles (recoil)	3
Single Launch P2 T2	① ②
Multi Launch P4 T3	③ ④
Full Salvo P6 T4	⑤ ⑥

This weapon cannot attack twice in a row

ARM MOUNT

Fist (combo)	3
Punch P3 T2	① ②
Uppercut P5 T3	③ ④
Crush P1* T3	⑤ ⑥

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