TECHCOMMANDER GAME
ATTRIBUTES OR ABILITIES (MSV/VEHICLE)

HEADERS with (GEAR NAME) are listed alpha by gear name versus ability name

100KG STORAGE: This unit can store up to 100 KG of infantry weapons or gear in its storage compartments.

ADVANCED COMBAT AWARENESS (when not ECBS equipped): This unit may attempt to dodge/evade any attack that would damage this unit through splash damage (as in the unit is not directly targeted). A dodge of 14 or less is successful and unit may move up to 8 if the move clears the splash damage area of effect. Additionally, this unit dodges trample or overrun attacks on a 16 or less (same movement as above).

ADVANCED RETARGETING: If facing defensive gear that requires a reroll, may ignore the first failed reroll and attempt the reroll one more time. Can be split to target two units if linked.

ADVANCED SPEED WEIGHT REDUCTION: Due to carbon fiber chassis elements this unit cannot be equipped with armor.

(AIKIDO GEAR) DEFLECTION: Every time the unit equipped with this system is to take damage from a Tesla ARC or laser-based weapon, the defending player may roll a D20 and direct that D20 value of damage energy back to the attacker. The reflected damage is also added to any links in the target chain between the defender and the attacker. Reflected damage may not be reflected by this system. Player gets to reflect every attack that deals damage as well as "previous unit in path" damage as separate rolls. This system cannot deflect more damage than it is dealt thus if the roll for deflection exceeds the damage received, the feedback is limited to what was to be dealt to the defender. You may not equip more than one Aikido system, and you may not equip this gear on a unit equipped with a Tesla based weapon. Attacker takes all reflected damage upon completion of current action.

AMPHIBIOUS: This unit is not hindered when crossing water terrain and gains +4 free speed upon entering water. This can be used when crossing water. If the unit does not use this speed, it is lost when the unit exits water.

(ANGEL GEAR) AMS: Any hitting missile rounds must be rerolled with a -3 to the shot. Ignore any original hits that miss the second roll. Does not stack with other defense gear requiring a reroll. Takes priority over any STARFIRE flares in play.

ARC CANNON: Cannot target buildings or terrain features. Pick up to 4 targets within OPT range. Each target must be within LOS and 18 of the firing unit or another target. At least one target must have LOS to the firing unit. Starting from the weapon, draw the path of least resistance through all targets. Target each unit in order of the path. Roll one attack roll for each shot (include linked) for each target in sequence. For each hit take the listed damage to the target unit and every unit previous in the sequence/path. If a miss is rolled, the rest of the rolls for that shot are ignored and only the previous damage is scored. All attack rolls are part of one attack. If less than 4 targets are selected, the last target in the chain may be targeted multiple times for the remainder of unused targets. A unit targeted more than once in this manner may not receive "previous unit in path" damage. Movement modifiers of the firing unit apply to all attack rolls. Cover modifiers apply only to each leg of the target path.

ARCING FIRE: May take NLOS shots by arcing over terrain. Assuming the target and firer are more than the height of the highest obstruction away from all objects being fired over horizontally and the shell path is not otherwise obstructed. The height difference of the target or the firer to the obstruction relative to the ground may be subtracted from the needed horizontal distance.

ARMED CREW: Each of the crew may carry one weapon legal for ported APC or hatch abilities. If player has not specified a weapon for crew use, the default is the Zeus laser.

ARTILLERY ROUNDS: This unit's main gun has double range. This unit cannot be auto stabilized.

ATV: Both seat positions are open (see unbuttoned/open battle status).

AUTOMATIC DIG IN: This unit is dug in whenever it is not moving.

AUTO-STABILIZED: This unit employs gyroscopic stabilization and gains the auto stabilized battle status. (May fire at any point during movement at a minus 1 movement penalty.)

BATTLE ADRENALINE: If the commander's rallied force consists solely of pirate or pirate allied units, (includes mercenaries), then this unit and all units rallied to it may lose 6 life each to be given two actions that turn, assuming they are not at 0 health at the time of the second action. The second action may not use a weapon fired in the first action.

BATTLE TESTED VETERAN REPAIR: This ability applies if this unit is damaged but not eliminated at the start of each of the controlling player's actions. Roll a D6 and apply that many life in repair to the unit to a maximum of full life.

BLADEMASTER: When equipped with a bladed weapon, this unit receives double the standard number of shots for that weapon.

BLITZ: May trample units within full speed instead of half.

BLOOPER GUN: If both attacker and target have overhead clearance, and any obstructions are less than optimum range in height this weapon can be used NLOS but will not pierce armor.

BUILT IN: This gear/weapon must be integrated to the unit and cannot be otherwise installed.

(CHAFF LAUNCHER) CHAFF TARGET ILLUMINATION: May also spend a use to deploy adjacent to the unit as part of any action to cause stealth illumination of any unit (including the deploying unit) within 6 of the deploy point. Additionally, if the related action involves a ranged combat attack, factor a -4 to the shot(s).

(CHAFF LAUNCHER) REFLEXIVE CHAFF BURST: May spend a use to deploy defensively if any point within 6 of this unit is targeted for ranged attack. The Angel, Starfire, Wild Weasel, and or the Deinonychus stealth systems cannot be used when this gear is used. Roll a D6: on a 1 there is no effect, on a 2-5 the targeting unit must take a -4 to the shot(s), on a 6 the targeting unit takes a -6 to the shot(s). Stealth Illumination of all units within 6 including the deployer occurs upon use.

 (CHAFF LAUNCHER) STEALTH ILLUMINATION: Effect occurs if chaff is deployed within 6 of any infiltrated or stealth unit(s). Effect reveals infiltrated units. Effect also negates the stealth modifiers for the remainder of the turn.

(CHAMELEON) BLEND: Roll a D6 when targeted by a ranged attack. On a 1 the coating has no effect. On a 2-5 it adds a -2 modifier to the attack. On a roll of 6 it adds a -6 modifier to the attack. MAY NOT BE used on the DEINONYCHUS unit or combined with other Chameleon gear.

CHARGE BASED WEAPON: Up to 6 charges may be used on a shot. Each charge deals 8 damage. The number of charges must be declared before rolling to hit. Fire control for this charge-based weapon varies based on the number of charges. Up to 2 charges = +2, Up to 4 charges = +0, Up to 6 charges = -2.

(CLOSE COMBAT AGILITY) CLOSE COMBAT AGILE: If unit is attacked via close combat, the controlling player may opt to forgo any further movement for the unit for the remainder of the turn to roll a D6 for each successful DFA/Ram attack or for each shot. On a roll of 1, this gear has no effect. On a 2-5 the shot (or attack if DFA or ram) deals half damage rounded up. On a 6 the shot (or attack if DFA or ram) deals no damage.

COAXIAL LMG LUGS: This vehicle may mount 1X Spectre LMG. This weapon ignores any movement penalty that may apply and may be operated by one passenger to gain base ability to fire, or by two passengers to gain an additional 6 shots as well as sentry mode. If in sentry mode, the two crew members may not leave the vehicle for that turn unless the vehicle is eliminated.

COMBAT LOAD DISTRIBUTION: Adds 2 speed for every 5 tons of free weight not used in the unit's build load out.

COMMAND X1: This unit has a command station to add 1 action to the controlling player's force.

COMMAND X2: This unit has an upgraded command station to add 2 actions to the controlling player's force.

COMMAND X3: This unit has upgraded command stations to add 3 actions to the controlling player's force.

COMMANDER'S PREROGATIVE: If this unit has not acted and another friendly unit has made an attack that has failed to eliminate the target(s), or if the target was a Dynasty "bubble shield" with available targets inside, this ability allows this unit to make a follow up attack (if legal) from the unit's current position (pop and shoot OK) on the previously targeted or bubble protected targets. This ability results in the Commander unit losing one of its command actions for the turn.

CREW JOB: Applies to crew units that are not upgraded with non-integrated gear. This lowly crewmember has passed all the boring basic training for their faction, thus has all the base faction abilities for the faction they are working for. With no power armor, or skills to speak of, this terrified crew member can dodge on a 15 or less roll.

CRITICAL OVERLOAD: Before taking the shot, player may opt to overload the lasers for an attack with this weapon. The equipped unit may take 1 life (total for the attack) to add the unit's AC worth in damage to each installed laser involved in the attack.

DAEDALUS FIRE SUPPORT: A friendly unit with a laser designator may, as its action, call fire support (1 shot from main gun) from this unit to any target within line of sight of the laser designator. Normal line of sight and other modifiers apply to fire support shots and shots can be at anything that causes the target to take damage. Fire support shots do not require the supporting unit to take an action. This unit may call fire support from another Daedalus equipped unit with an available shot as part of any attack action against the same target.

DAEDALUS MECHANIZED SPEED LOADER: This unit's Adjudicator can be fired twice per turn (but not per action).

DEFENSIVE LINE: May overrun or breach any one terrain feature of less AC and height without losing speed.

DIRECT PORT HIGH GAIN JUMP JET SYSTEM: This unit may double its vertical jump speed (horizontal speed remains unchanged).

(DISSONANCE) AI MULTIPHASE DIRECTIONAL SHIELD: Reacts via AI to block/deflect/overload ballistic attacks with varying energy beams/shields that pop up as the threat is detected. It is assumed the AI has a bit of lag and will not always be 100 percent effective.

Only shots that would otherwise hit can be blocked, and the system makes 1 attempt per shot. Blocked shots do not deal damage.

To block a hitting shot, roll a D20 per shot as follows based on attacker's range:

- Range under 10: Roll 5 or less.
- Range 10-20: Roll 8 or less.
- Range over 20: Roll 12 or less.

(DRAGONSIGHT) LASER DESIGNATOR: May be used to mark targets or locations (laser designation). Must be able to draw an unblocked line from the laser designator to the marked spot or target. Friendly units targeting marked spot with NLOS type weapons may nullify line of sight modifiers. Additionally, the laser designator can be used to reduce smoke modifiers (any type) on shots (for any ranged weapon) to -3.

DREAD OVERKILL: If this unit ends its action with a legal target adjacent to the unit front, it may apply 2D20 damage to the target in addition to any other damage that was generated by the action.

DRONE GENERATION: 3-D prints a replacement drone every 6 actions including those from other players. May only deploy one at a time. May store up to 6 drones. May also transfer a drone to another unit that needs it within base contact (adjacent) at the beginning of any turn. This does not cause an action.

DUAL DRUM SELECT ROUND MAGAZINE: The integrated Spitter system can chamber/fire either Spitter or enhanced Spitter ammo types. Use the related weapon's ranges and stats accordingly. Round type must be declared prior to firing, or it defaults to standard Spitter type.

(ECHO) DRONE CONTROLLER: The controlling unit may start play with the drone deployed or deploy as an action. Once deployed, this drone must expend a use at the beginning of the round to gain one of the following for the rest of the round:

1. Hover over the unit and give it dug in status if it is not moving.
2. Lasers designate from a position 24 over the unit.
3. Scan once per round for free to a range of 12 from the unit with infiltrated units revealed on a 12 or less.

This deployable may be targeted as a Wild Weasel equipped AC0 with 10 life and any unit which destroys a drone gains one point (no kills or deaths) for the controlling player in a deathmatch. In a skirmish if the drone is eliminated the player may get an action returned/added to remaining total. Once eliminated or all uses expended, may be replenished by any RHINO MRAP, Fixer, or dropship for an action to the replenishing unit. A unit may also recover all uses by recovering the drone as an action, and relaunching on a future turn.

EASY EGRESS VEHICLE: If this unit is damaged to zero life, the crew and/or passengers may make an immediate dodge roll to escape.

ECM ENHANCEMENT: Angel AMS rerolls are at a -4 instead of -3 on this unit. This unit's Wild Weasel system cannot be negated by special ability.

(EJECTION SEATS) MK2 SEATS: +6 to survival rolls. Each seat has 1 REGULA and 1 PSS PERSONNEL SHIELD SYSTEM. Gives equipped crew that does not otherwise have an ECBS suit a shield system like that carried by a standard troop unit. Stored in back of seat. Gear survives if crew survives; eliminated if crew fails survival roll. Surviving unit "ejects." Eject allows unit to deploy up to 12+2D20 away from

hatch. Crew may disembark using this seat. After ejection, unit may not be recrewed for missing seats.

(EM HARDENING) HARDENED: Equipped unit ignores EMP ability/effects.

FOCUS FIRE: If all shots are at the same target add a D20 for each gun that registers hit(s).

(FPAS) SPEED BOOST: May be used at any point during movement to add 4 speed to an equipped unit. If the equipped unit is damaged at any point for the rest of the turn the FPAS the unit used is ejected to avoid overload and may not be used. A unit may carry more than one FPAS system but may only use once per movement.

FORK-U: Adds a D20 per equipped instance of this weapon in damage to a DFA attack. (weapon's base damage does not apply).

FORWARD MISSILE / ROCKET SUPPORT: If this unit equips Fireshrike missiles, B33, or HADES rockets, the optimum range of those weapons is doubled.

(GAUNTLET REPAIR CONTROLLER) REPAIR ARM: Must be equipped to a gauntlet equipped unit. Roll an attack roll to repair. If applicable, factor move modifiers into the repair "attack" as well as a -4 if the target unit is at 0 life. On success, the target unit may be repaired life/structure points in the amount of a D6 roll plus the difference between the needed attack roll and the actual roll. This unit may target itself for purposes of repair.

GHOST: If this unit is targeted by any non-rail gun ranged weapon, it may roll a D6. On a 4, 5, or 6 it may move up to 12 to find better cover.

(GHOSTRUNNER) PROFILE REDUCTION: Reduces the AC size plus granted to attackers targeting this unit with ranged shots. Factor -1 to AC if unit has at least partial cover, -1 if the unit has not yet acted this turn, -1 if there are no opposing units within 12 of this unit, -1 if there is smoke in play on the battlefield, and -2 if attacker is using a NLOS shot. All these modifiers stack. The total benefit from this gear cannot be greater than the AC of the unit.

GPS MICROCHIPPED ROUNDS: May fire via GPS mode to target any coordinate within LOS. Ignore fire control and normal range modifiers. For roll to hit, start with 18 or less to hit, then -1 per 3 inches to coordinate or spot. Ignore armor pierce in this mode.

GPS TARGETED ROUNDS: Fires via GPS. May target any coordinate if both attacking unit and target coordinates have full overhead clearance. Ignore fire control and normal range modifiers. For roll to hit, start with 10 or less to hit, if there is no smoke in play gain +1 to hit, a friendly unit can laser designate the coordinates to gain +3 to the attack. This weapon may have one or both shots called as support fire from a Daedalus Fire Support system, or Vision Spotter equipped unit, but any shot(s) used in support are unavailable for further support shots.

HANDY: As part of an action, this unit may pick up, drop, carry, or throw an adjacent AC1 or smaller object (one per hand). A carried item can be randomly thrown 2D20 in any direction. If throw is blocked score damage to blocking object and object thrown unless a deathmatch skull or a player agreed indestructible object. Carried items can also be thrown as a ranged attack. 1 shot per item. Subtract 1 per 4 range penalty.

(HARDENED ARMOR) COMPOSITE ARMOR COAT: Reduces 6 LIFE (6xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

HEIGHT ADVANTAGE: This unit may return fire once per turn for free at any unit that started its attack action with any part of the unit at a lower elevation than the top of this unit.

HITMAN: As its action, this unit may call an attack on any legal target from an off-field, non-player-controlled assassin from any point along the edge of the area of operation (play surface) nearest to the target using either a Zeus laser or Piranha sniper rifle.

(HYPERSCANNER) ENHANCED RANGE SCANNING: 36 range scanner, +4 to scanning.

INDEPENDENT TRACTION FAST SPIN SYSTEM: May spin to take a shot then resume movement along original path for a cost of - 2 to speed.

INTEL SHOT PROCESSING: May ignore cover modifiers to shot(s) if any friendly unit has a clear line of sight to the target.

LEAP ATTACK: If this unit has LOS to an opposing unit or units within its speed range, it may make a jump assisted leap attack ending adjacent with its feet facing towards the opposing unit(s). Make an attack roll for each adjacent unit in front of the feet. Unless countered by defensive gear, this unit receives +2 fire control for

the attack(s) and move modifiers apply. On successful leap attack(s) the unit deals 24 + 5D20 damage for each successfully attacked target unit. If the leap attack was against a single AC3 or larger target, deal an additional 24 damage to the target on hit. Damage does NOT ignore armor reduction.

(LOCKSTOP) EMP: May be declared as an action. May also be used in combination with an action requiring less than half unit speed if declared before the action and the unit is at full life at time of declaration. Roll 14 or less to activate. On activation and completion of the current action this unit and all units within 24 may not move, use defensive gear, or fire weapons for rest of the turn unless restarted or equipped with EM hardening. A unit shut down by EMP may attempt once per player action to restart on a roll of 10 or less if it is to be given an action. Restarted units are no longer affected by the EMP that shut them down. Does not affect non-ECBS-equipped crew units.

(MAKO EM4C) EM IMAGING: This ignores the -6 smoke modifier for both smoke and thermal smoke to any unit other than non-ECBS crew or troops. Also grants +1 to equipped unit's attacks against units using any or any combination of the following: Aikido, Chameleon, Deinonychus stealth system, and Wild Weasel system. Note that if defending player declares an unused gear as "inactive," it is not usable by that player for the remainder of the turn.

MEDIC BAY: If this unit is not eliminated, crew or troop units are immediately healed to full life upon becoming passengers.

MICRO DRONE CHARGING: Unit starts deployment with unit pool of 10 micro drones with a cap of 36 micro drones available via charging ability. At the beginning of each round of actions, this unit charges and programs 6 additional micro drones to add to unit's pool to a max of 36 total micro drones.

MICRO DRONE LAUNCHER: Unit may select a target enemy unit within 100 and launch all micro drones in the unit's pool as an attack. Drones ignore/fly around obstacles and take many paths based on AI guidance from this unit. If the target or target-friendly units within 30 of the direct line to target have either sequenced-fire weapons or sentry systems, those units may defend against these drones. Defenders target drones as AC0 with range to the direct line as range. No action or weapons use is generated for the defenders. Any hitting shots eliminate 1 drone per shot. Any remaining drones deal 6 damage per drone (no AP) to the target with splash dealt to ANY adjacent (based) unit to the target. Equipped unit cannot mount Dissonance, or Wild Weasel systems.

MISSILE ARTILLERY MODE: To use this ability this unit must not move this action. The standard, over cockpit PROMETHEUS missile system may be used twice (as separate actions), gets a double optimum range, and ignores non-line-of-sight modifiers on its shots from this weapon. It may be linked to another PROMETHEUS launcher, but the second launcher does not get the abilities.

MISSILE CORRECTIVE OVERRIDE: This unit ignores increased difficulty for rerolls generated by antimissile systems.

MOBILE RALLY POINT-SPAWN: This unit may be used as a mobile deployment zone. It may be hot dropped first, and other units may deploy within 12 of this unit. In death match games, a player with this unit active on the field may use this unit as a spawn point as opposed to the regularly selected spawn for some or all incoming reinforcements.

MORTAR ENHANCEMENT: The integrated SIEGEMASTER weapon may be used twice per turn as separate actions.

MRAP: This unit takes no splash damage (splash weapons must directly hit to damage). Additionally, this unit may not be damaged by rams (with the MRAP as attacker or target), overruns, or death from above attacks.

OUT FRONT: Weapon plus adjacent range must be able to clear the nose of the attacker.

PARRY/COUNTER: If equipped unit is targeted by a close combat attack, or by an adjacent opponent, it may parry with a free counterattack from this weapon. If parry is used against a close combat attack, the player may opt to either deal damage or reduce damage. A unit may only make one parry per attacker.

(PHALANX *both versions*) HIGH SPEED DEFENSIVE MATRIX: Defense System (not armor). Equipped unit may roll a D6 after the attack roll(s) if a shot or shots using ranged, non-energy munitions is fired at it or at a unit, point, or target adjacent to it. If multiple Phalanx systems would apply, only one system may be used. Attacker reduces damage to each shot qualified as above by the die roll. This reduction is NOT affected by weapons that armor pierce or ignore reduction. If other armor defense systems are in play on target, consider these after the Phalanx has taken effect.

PIRATE HIJACK REPAIR: This unit may, as its action, move up to full speed ending adjacent to an eliminated opposing vehicle or MSV unit. The player may then roll 2D6 and repair the unit of that much life. The hijacker may then crew the unit

with any crew or troop units rallied to him. If the commander serves as crew, the command ability still applies if the unit does not already have command. This hijacked unit does not count against cap.

PORTED APC: Crew or attached passengers may fire non-close combat, non-missile weapons through ports from within the unit at outside targets. This may be done as part of the action given to the APC subject to move modifiers based on the speed of the APC. Passengers may participate in such fire for free (not considered to have acted). Line of sight is figured from the port. Each port (8 total) gets one crew or passenger use per action.

POWER SHUNT: Add damage based on AC mounting unit: AC3 = +4, AC4 = +8, AC5 = +16, AC6 = +24

(PROGNOSTICATOR II) SCOUT: This unit receives +4 to scans if opposing units have acted within 24 of the equipped unit this turn.

PROPELLANT ACCELERATED: Double splash range for shots within opt range.

QUICK CYCLE: This weapon can be used twice per turn on an MSV unit.

RALLY LINK: MRAP/SCV/ATV's may move as part of a rally group.

RARE BREED: A player may only have one of this type of unit per force.

(REACTIVE ARMOR): THREAT ADAPTIVE: Once per attack, defending player may roll a D20 (rolling is considered a use). On 12 or less, reduce 2 x AC life taken from an attack. May not be stacked with other armor enhancements (other armor may be added to unit but only applies if this armor does not).

REACTOR OVERCHARGE SHUNT: If this unit is not "in the red" status or has successfully passed its jury rig, add a D20 of damage per successful FPP hit from this unit.

(REDUCTIVE ARMOR) LIGHT PLATE ARMOR: Reduces 4 life (4xAC of unit damage) from life taken from attack. May not be stacked with other armor enhancements.

REFLEXIVE PATH AVOIDANCE: Once an attack from an MSV or vehicle rifle registers a hit, this unit may attempt to dodge any additional hits from that weapon this action. Roll a D6 for each otherwise hitting shot. On the roll of 4, 5, or 6 the hit is negated and shot misses. Once this ability is used, all further actions this turn by this unit are at a full move modifier. This gear cannot be used against the same attack as a Phalanx system. (Choose ability or gear before dice are rolled.)

REMOTE PILOTED WITH PASSENGER OVER-RIDE: May be given move actions with no crew or passengers. This unit may only ram or overrun if a passenger serves as crew (thus uses its ability to act when the vehicle acts).

REPAIR ARM: Roll an attack roll to repair. If applicable, factor move modifiers into the repair "attack" as well as a -4 if the target unit is at 0 life. On success, the target unit may be repaired life/structure points in the amount of a D6 roll plus the difference between the needed attack roll and the actual roll. This unit must stop moving to attempt repair.

REQUISITION COMMANDER'S ASSISTANCE: If the controlling player's force consists solely of USSC or USSC allied units, or mercenaries, and has lost at least 2 AC of unit(s) from the starting force or cap, this unit may requisition assistance. The commander will call in an un-crewed AC2 command capable vehicle of player's choice, crew it, and dig in at the commander's current position assuming an AC2 vehicle can be deployed at that position and there is unobstructed overhead clearance. The vehicle is considered to have acted for the turn and does not grant additional command above what the commander already had. This vehicle counts against cap.

S7-B VLF-IR-LASER DEPLOYMENT SYSTEM: This unit may, as a free move, laser designate any spot with a clear line of sight to this unit as a spawn for unit being brought in to reinforce this unit.

SABER BUBBLE SHIELD SUPPRESSION: If a bubble shield is deployed, or if this unit moves to cause a bubble shield to come within unobstructed line of sight that has not previously been targeted, this system may make an immediate free attack against the bubble shield using the saber twin ball turret. At the beginning of the controlling player's first action of any turn it may fire at any bubble shields still within line of sight that were previously targeted but still standing. The turret's weapon may still be used during a regular action (not considered to have fired regardless of the bubble shield suppression). This ability may not use sequenced fire.

(SATCOM VU) REQUEST FIRE SUPPORT: If equipped by a command capable vehicle or MSV, a player with units with this ability may, as an action, make a call for air support. This support consists of a pair of APEX missiles fired from an off field (non-player controlled friendly) UAV. A player may only call two vehicle/MSV based Apex strikes per turn (as separate actions).

SCV: All seat positions are open (see unbuttoned/open battle status).

SEEK AND DESTROY: This unit may scan for free prior to acting. Once the scan roll is made this unit must act or may consider the scan to be its action.

(SEER SYSTEM) BASIC SMOKE OPTICAL FILTERING: Ignores non-thermal smoke modifiers on attacks from this unit.

SENTRY MICROWAVE DEFENSE: If any opposing crew/troop unit(s) that are not serving as unit crew or passenger that is within, or moves within, 24 of this vehicle, the player may roll a D6. On anything but a 1 the opposing unit may immediately move up to their speed to a position outside of 24 of this vehicle and make a stealth roll if infiltrated. If they cannot or do not move out of 24, deal D20 damage and that unit is revealed. A unit may only be affected by this ability once per action.

SENTRY MODE GUARDIAN: This unit's Guardian system is capable of sentry mode (able to fire automatically at units moving within 24). See Sentry mode battle status for details.

SENTRY MODE RAVAGE: This unit's Ravage missile system is capable of sentry mode (able to fire automatically at units moving within 24). See Sentry mode battle status for details.

SEQUENCED FIRE: If a unit is targeted that is or becomes under a bubble shield, the sequenced shots may attempt to eliminate the bubble shield then hit units that were originally targeted with any remaining shots.

SIGNATURE WEAPONS USER: May carry a weapon of 2 KG or less without counting against unit's free weight and receives an automatic +1 modifier to attack roll use of that weapon that cannot be countered.

SITUATIONAL AWARENESS: This unit gains 4 speed if no opposing unit is within 30 at start of turn. This unit may block the skull from being claimed if it is at greater than zero life and within 30 of the skull. This unit reveals any infantry unit that moves within 30 of this unit.

SNEAKY BASTARD: This unit does not need to make stealth checks for move or attack actions. This unit may still be revealed by dodging, scanning, and other rules specified methods.

(SMOKE LAUNCHER) BASIC SMOKE: Use combined with any action given to the controlling unit. Drops a 10 diameter circle of smoke by 12 tall at any point adjacent to the unit or along the movement path.

SPECIALIZED UNIT: This unit is a specialized or special operations unit of a type that serves for many factions and thus gains the base troop faction abilities of the faction they serve.

SPITTER HYPERLINKER: The integrated Spitters on this unit can be linked to any two additional Spitters (overrides link limits).

SPRAY and PRAY: May be used to attempt to damage infiltrated units. Target an area where an infiltrated unit is located with all shots at 6 or less + fire control. Take the base damage per shot and divide by the total number of units and terrain features within 6 of the chosen infiltrated unit. If there are no other units or features that qualify, divide shot damage by 2. Deal this modified damage for each hitting shot to the chosen infiltrated unit and each unit or terrain feature previously counted.

(STARFIRE) SHOT ATTRACTION: Once per turn in response to an enemy attack against any friendly target, or in combination with any action given to the equipped unit, may be launched up to 12 from unit at any terrain feature, non-infiltrated unit, or spot on ground (no action required). Sticks to target. All hitting FPP or Missile shots with line of fire within 12 of the flare must be rerolled. Rerolled hits go to original target. Rerolled misses hit the spot where the nearest flare is, and deal splash damage to units within radius. Does not stack with other defense gear requiring a reroll or other Starfire systems and does not cancel an opponent's antimissile system. Effect lasts till end of turn.

STEALTH SYSTEM: The controlling player may make a stealth roll whenever this unit is targeted. On a stealth roll of 12 or less, the unit targeting this unit must take a minus 6. If armor is installed on this unit, the stealth system will not operate. Additionally, this minus 6 does not stack with any smoke modifier in play. (Defender may use stealth or smoke modifier but not both at the same time.)

STEALTH SYSTEM WEAPON COMPENSATION: Due to tuning for the stealth system this unit may not mount more than 1 weapons system type, and no more than 1 linked system group.

STRIKE DEPLOYMENT PODS: May eject attached passengers up to 12+ 2D20 away from the hatch. Ejected units may make a stealth roll to stay infiltrated or are otherwise revealed. Attached units can be ejected at any time an opponent is not taking an action.

SUPERCONDUCTIVE ANTI-RECOIL: This unit receives a +1 to fire control for the main (not Guardian) gun(s) if the unit does not move as part of the action.

TARGET PACKAGE RETROFIT: This unit ignores Wild Weasel if there are no smoke modifiers affecting the shot to the target.

TITAN GENERATOR: Adds 15 power above MSV class specs (already added to free power on Beagle units).

(THERMAL REFLECTIVE SMOKE LAUNCHER) THERMAL SMOKE: Use combined with any action given to the controlling unit. Drops a 10 diameter circle of smoke by 12 tall at any point adjacent to the unit or along the movement path. Thermal reflective smoke may not be negated by the Seer system and provides the same -6 modifier to shots as regular smoke.

TROOP- MERCENARY UNIT: A Mercenary faction troop unit. Players may select one of the following for this unit:

EXTREME CONDITIONING: This unit can carry an additional 10KG with or without an ECBS suit.

MONEYSHOT: This unit receives a +2 to any shot in which that target unit has a chance of being eliminated from the attack.

BOUNTY HUNTER: This unit receives +2 to scans (stacks with scanners or other enhancements).

TROOP- SPACE PIRATE: A Space Pirate faction troop unit. Gains the following for this unit:

COMBINED ARMS RAID TRAINING: +2 to fire control if a friendly MSV is on the battlefield.

I.O. COMMUNICATIONS COORDINATION: +2 to scans from this unit if controlling player has an active MSV on the battlefield.

QUICK OFFLOAD: If using pirate hardened ECBS suit, this unit can move full speed instead of half after being offloaded with offload option one (see offload action for details) or move half speed before firing with offload option two.

TROOP- SYNDICATE UNIT: A Syndicate faction troop unit. Gains the following for this unit:

SYNDICATE WETWIRE TARGETING: +1 to all fire control if syndicate ECBS equipped.

EVASIVE ATTACK TRAINING: If this unit ignores all positive modifiers to its attack, it may move 12 away from the target in any direction regardless of speed spent getting to target. This ability may not be used with heroic actions.

DEFENSE MASTERS: This unit gets a -3 to shots made at it while dug in instead of a -2.

TROOP- USSC UNIT: A USSC faction troop unit. Gains the following for this unit:

ADVANCED MSV WARFARE BADGE: May half-move to an MSV and attempt to repair it as an action if ECBS equipped. Roll D20: 1-5 = no effect, 6-10 = 2 life repaired, 11-15 = 4 life repaired, 16-20 = 8 life repaired.

ADVANCE RALLY GROUP WARFARE BADGE: May be rallied at greater range; 4 to nearest and 18 to every rallied unit.

COMBAT AGILITY CERTIFICATION: May dodge on a 14 or less instead of 12.

UNBUTTONED HATCH ARMOR: Passenger standing in hatch gets 75% cover.

UNREACTABLE: This weapon ignores Phalanx and Dissonance systems and Reactive armor.

WATCH MODE: This unit gains the ability to scan once for free with its hyper scanner immediately prior to any action being taken by the controlling player.

WEAPONS CACHE: 1 each of the following is stored aboard: OSCAR, PIRANHA, EAGLE, VISION, DYNASTY, SKEETSHOOTER, ODIN. Passengers and crew can equip/unequip this gear at will while aboard the vehicle. If gear leaves the vehicle or is expended, it is not replaced unless the unit is reprovisioned.

WEPS ARMs: Allows use of the Katana.

WEPS ARM MOUNT: requires unit to have a weapons arm listed under abilities.

WET WIRE JACKS: This unit receives +1 to fire control on any weapon with a Fire Control of less than 3.

(WILD WEASEL) ECM: All weapons targeting this unit ignore fire control for ranged combat (not close combat) shots.

WRECK IT: On hit, applies half damage to any adjacent AC1 units behind a targeted wall.