Auto Cannon

10⬡ 3◻ / 1⟹ 3X

A

Gatling Gun

8⬡ 2⊠ / 2x2X

Two attacks, 2X each. Two separate dodges.

Frost Beam

8◯ 2⬜ / 4X −3⬜

Target must gain ⬜ from anything but moving before doing a move next activation.

Flamethrower

3◁ 3⊠ / 3⊠ 2 *Burn*

Rocket Launcher

8⬡ 3⊠ 1○ / 2X

Laser

16◯ 3⊠ / 2X 1⊠

A

Railgun

20⬡ 6⊠ / 4X 2⊠

Can't be used in *Overwatch*.

Mortar

12⬡ 2⊠ / 2X & 1○ 1⇛

Push everything around the target by 1○.

Slugger

5◯ 2⊠ / 3x◯ 1⟹ 2X

Up to 3 targets at once.

Σ

↰ Assault Weapon

Overwatch. Fire multiple times

↶ Active Chamber

Miss. can Shoot with this weapon again.

◇ **Homing Shots**

Shoot at a target in half range. Ignore all bonuses and penalties.

◇ **Heat Sinks**

Overlaps under 2 don't matter.

◇ **Shield**

Once per activation reduce incoming X by 1, but not lower than 2. Ignored on crits.

◇ Molten Core

+1 to hit when ⯑>2.

◇ Instability Dampeners

Additional roll avoid knockback effects.

◇ **Leap Springs**

Ignore 2◯ difficult terrain or Mech per Movement.

Don't end movement in an occupied ◯.

◇ **Nitro Boosters**

+2⬡ Movement

◇ **Gauss Hook**

Inflict knockback from the opposite direction.

E

↰ **Shadow Cloak**

Did not move this or last round. +2 to evade.

Ω

↰ Kinetic Converter

After knockback. Move 3◯.

◇ **Thrusters**

After moving 3 or more ◯. Gain +1 to Punch.

↩ **Hunter Mode**

Destroy a Mech. Lose all conditions. Vent all ⊠. Move 2⬡.

� Recoil Inverter

When Shooting. Move 2◯.

◇ **Shadow Step**

Avoid triggering Overwatch if only moved. Trigger all avoided Overwatches if Shooting or Punching.

◇ **Pathfinding Override**

Ignore difficult terrain effects unless you end movement in them. Vent 2 extra ⌧ in difficult terrain.

↓ **Gravity Well**

2⊠ / 6⬡ 2○

Choose a visible ⬡ within 6⬡. All units within 2○ are Pushed into the center.

↰ Carnot Drive

When removing heat. Remove 1⊠ extra.

↓ Target Lock

3⊠

Select a target. They are *Exposed.*

If they move out of line of sight the effect drops.

↓ **Blink Engine**
2⊠ 4○

Teleport to any ⬡ adjacent to a visible target within 4○.

↓ **Thermal Bloom**

N+2⊠ 6○ 3◯ / N⊠

Spend N+2⊠. Choose a ◯ within 6○. All Mechs within 3◯ of that ◯ gain +N⊠.

↓ **Plasma Wall**

6○ 2⊠

Within 6○. Place a 2x1 immobile wall on an edge between two ○.

◇ **Power Punch**

−1X +3⇛

Incease melee knockback by 3○, reduce damage by 1X.

◇ **Sentinel**

1○

A neighhboring Mech voluntarily Moves away. Punch it.

◇ **Distributed Mind**

1⊠

Allied Mech can execute an action as this Mech. 1⊠ each.

Ω

◇ Ichor Fuel

2○ 2⊠

Drones detonate 2○ 2⊠.

↓ Maneuver Thrusters

2⊠

+1 to evade until next activation

↓ **Quick Reload**

4⊠

Reset all guns this activation.

↻ **Flame Glyph**

2⊠ / +1X

+1X to Shoots if the enemy is within your ⊠○.

↰ **Riposte**

1⊠

When Punched. Punch back if in range.

↓ **Charge**

4⊠ 5◯ / 1X 4⇛

Move 5◯ in a line. Deal 1X 4⇛ to all obstacles.

↓ **Sensor Array**

Pick one enemy. −1 to evade until their activation.

◇ **Adaptive Logic Core**

Once per activation reroll a 1.

Ω

↓ Nanite Core

Destroy N deployables. Vent 2N⊠

↻ **Overload Sigil**

When DETONATING. Ignore X, vent all heat.

Once per game.

↰ Motor Furnace

◇

Gaining heat from non-Movement. Move 2◯.

◇ Petrol Daemon

Any enemy Mechs 4○ can not remove *Burn 1*.

◇ Suppression Protocol

+1X for Pushing

A

◇ **Insulated Parts**

Incoming X is limited by your heat. At least 1. Gain ⊠ equal to ignored damage.

◇ Hexdense Plating

↓ Target Array

Your next attack does not deal ⌑ or X. The target becomes *Exposed*.

◇ Reactive Overdrive

↓ **Auto-Turret (Deployable)**

Place a turret. It may shoot (12◯ 2X) if you Overwatch.

↓ Sensor Drone (Deployable)

Place a drone. You and allies have line of sight in 5○ from the drone's ⬡.

↺ **Warm Embrace**

When punching. If you have more ⊠ than the target, transfer the difference.

◇ **Obedience Protocol**

◇ Failsafe Routines

◇ **Predictive Algorithms**

↰ Feedback Loop

Successful evasion. Attacker gains 2⊠.

◇ Luck Token

A rolled 1 is a 6.

◇ Quantum Doublet

+1 to evade.

↓ Cascade

Pick an adjacent Mech. It is *Exposed* 2. This Mech is *Exposed* 1.

◇ **Brood Mother**

You may activate a single deployable an additional time.

↪ **Grim Echo**

When an allied Mech is killed. Immediately interrupt the opponent's activation. This Mech activates.

Ω

↓ **Rope Cannon**

3☒ 5○

Pick a target in sight within 5⬡. It may evade. On a fail, immediately pull it towards you.

Crab Shell

Be a crab, just like that </3

↓ **Coolant Purge**

Remove X *Burn*. Gain X ⊠. Pick an adjacent Mech. It gains X *Burn*.