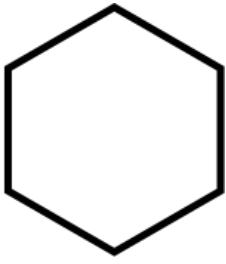
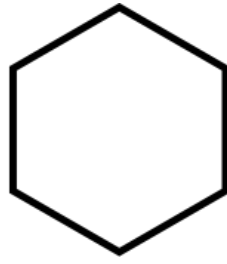


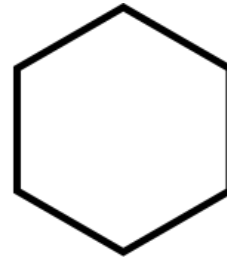
Location cards - 1/7



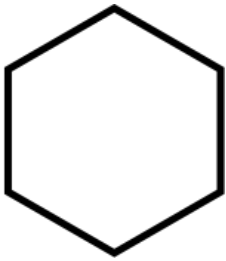
1 1



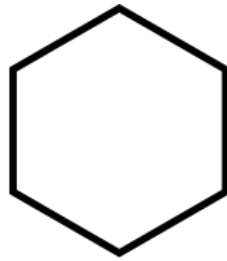
1 2



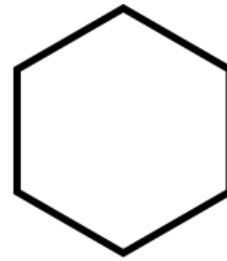
1 3



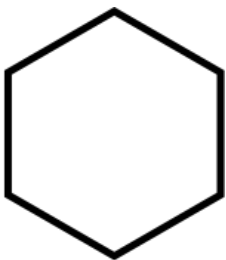
1 4



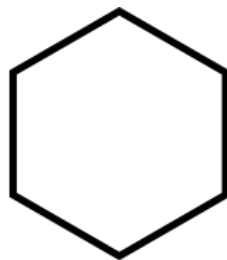
1 5



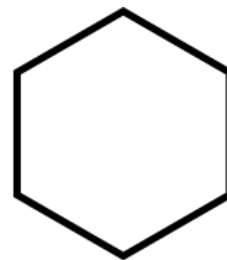
1 6



1 7

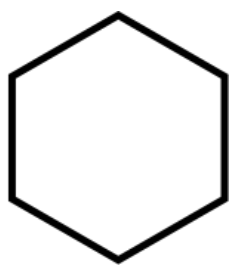


1 8

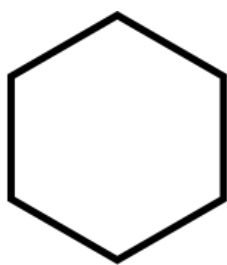


2 1

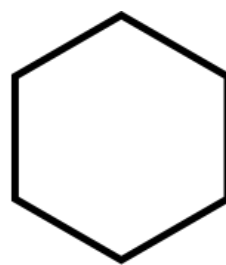
Location cards - 2/7



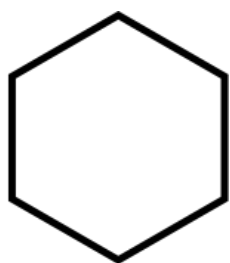
2 2



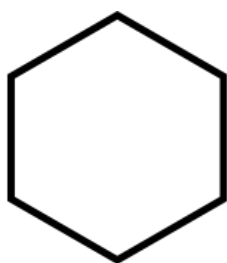
2 3



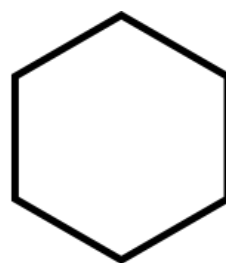
2 4



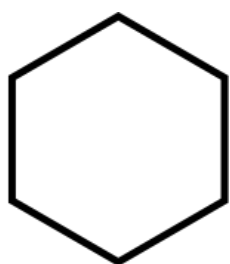
2 5



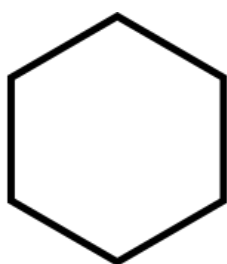
2 6



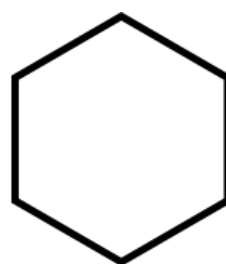
2 7



2 8

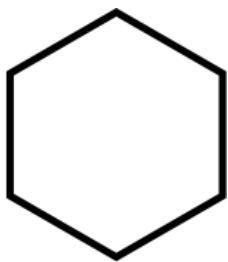


3 1

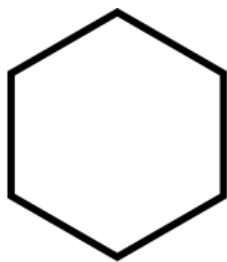


3 2

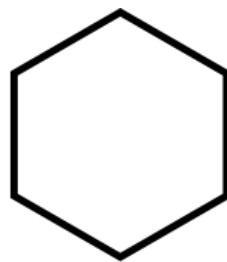
Location cards - 3/7



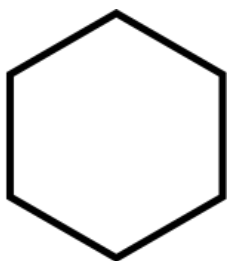
3 3



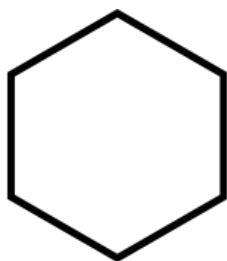
3 4



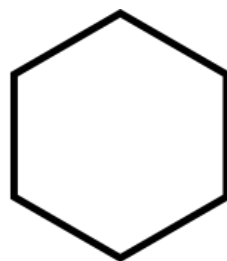
3 5



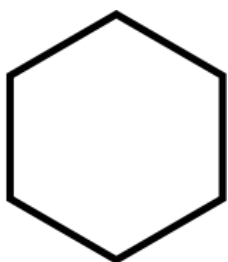
3 6



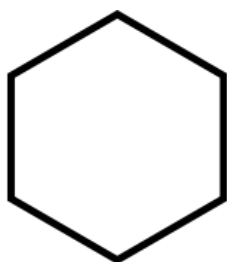
3 7



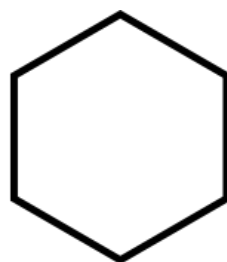
3 8



4 1

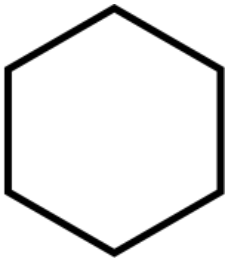


4 2

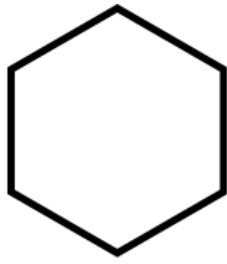


4 3

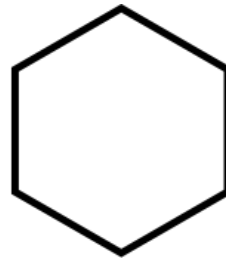
Location cards - 4/7



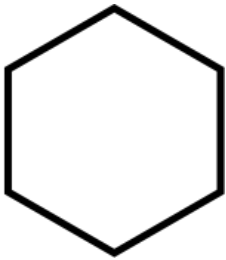
4 4



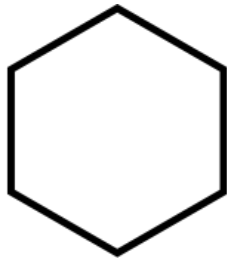
4 5



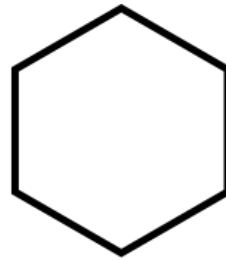
4 6



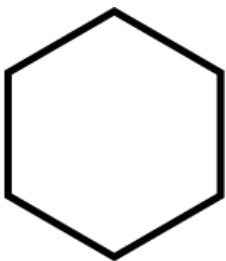
4 7



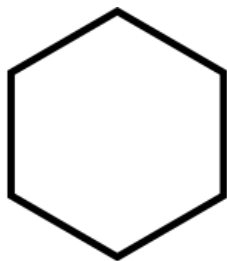
4 8



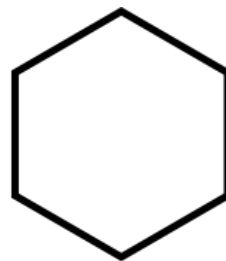
5 1



5 2

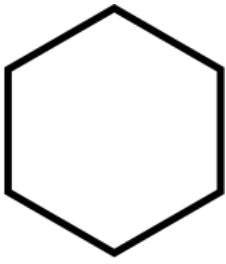


5 3

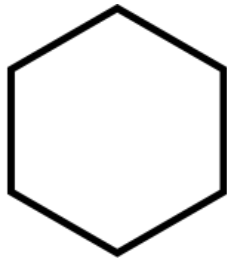


5 4

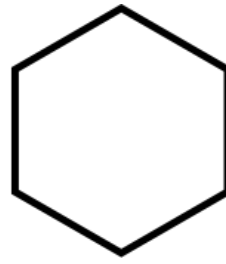
Location cards - 5/7



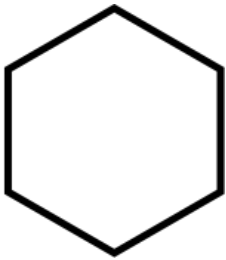
5 5



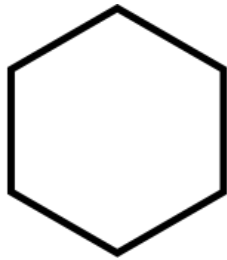
5 6



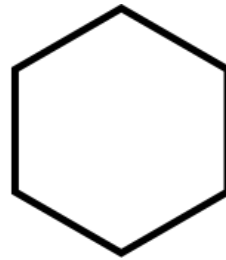
5 7



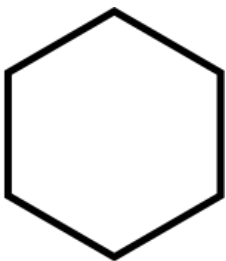
5 8



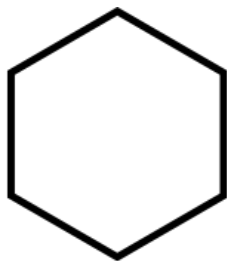
6 1



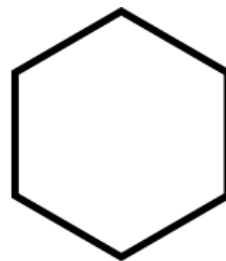
6 2



6 3

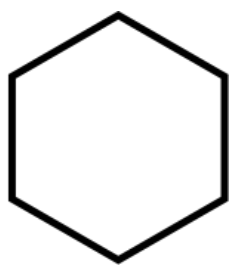


6 4

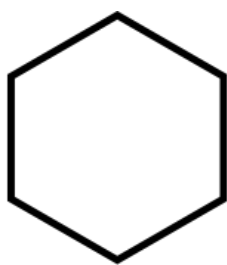


6 5

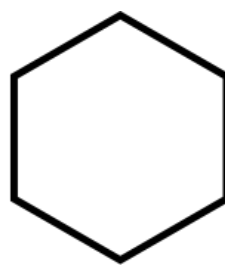
Location cards - 6/7



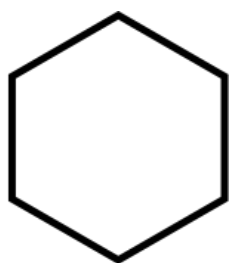
7 7



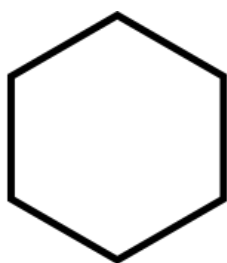
7 8



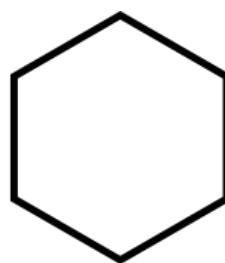
8 1



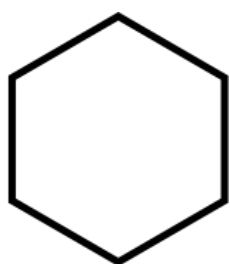
8 2



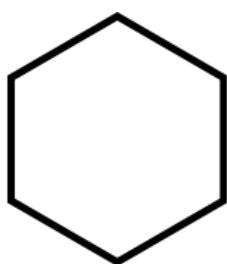
8 3



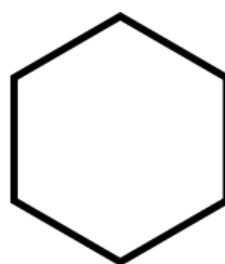
8 4



8 5

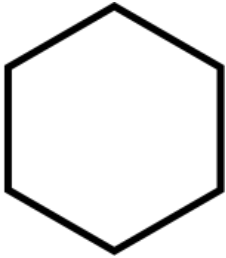




8 6



8 7

Location cards - 7/7

  		
--	--	--

Weapon cards - 1/2

<p style="text-align: center;">LASER</p> <p>Range: 3-5 Damage: 1 Energy: 1</p> <p>Charge: Countermeasures Energy: 3</p> <p><i>Removes 2 Energy cards from target's hand</i></p>	<p style="text-align: center;">HARPOON</p> <p>Range: 1-5 Damage: 1 Energy: 1</p> <p>Charge: Pull Energy: 3</p> <p><i>Pulls target to nearest adjacent hex. May trigger mines</i></p>	<p style="text-align: center;">LAUNCHER</p> <p><i>Ignores line-of-sight</i></p> <p>Range: 3-5 Damage: 2 Energy: 2</p> <p>Charge: EMP Energy: 4</p> <p><i>Knocks target's Shield out, then deals Launcher's damage</i></p>
<p style="text-align: center;">FIST</p> <p>Range: 1 Damage: 1 Energy: 1</p> <p>Charge: Suckerpunch Energy: 3</p> <p><i>Deals additional damage equalling sum of remaining Energy cards in hand</i></p>	<p style="text-align: center;">SHOTGUN</p> <p>Range: 1-2 Damage: 2 Energy: 2</p> <p>Charge: Buckshot Energy: 3</p> <p><i>Deals 2 damage to adjacent functioning Component, chosen by target</i></p>	<p style="text-align: center;">HAMMER</p> <p>Range: 1 Damage: 3 Energy: 3</p> <p>Charge: Knockback Energy: 4</p> <p><i>Pushes target back 2 spaces. May trigger mines</i></p>
<p style="text-align: center;">RIFLE</p> <p>Range: 3-4 Damage: 2 Energy: 2</p> <p>Charge: Dodge Energy: 3</p> <p><i>Target's first attack in next turn misses</i></p>	<p style="text-align: center;">SNIPER</p> <p>Range: 5 Damage: 3 Energy: 3</p> <p>Charge: Targeting Energy: 4</p> <p><i>Receive 2 Energy cards</i></p>	<p style="text-align: center;">BOOSTERS</p> <p><i>Jump 2 hexes, ignores Obstacles. May not land on Obstacle</i></p> <p>Range: 1-5 Damage: n/a Energy: 1</p> <p>Charge: Leap Energy: 3</p> <p><i>Jump up to 4 hexes</i></p>

Weapon cards - 2/2

<p style="text-align: center;">ROCKETS</p> <p><i>Also damage self if used at range of one</i></p> <p>Range: 1-3 Damage: 2 Energy: 2</p> <p>Charge: Boost Energy: 3</p> <p><i>Move up to 5 spaces in straight line. May trigger mines</i></p>	<p style="text-align: center;">NOVA</p> <p>Range: 2-3 Damage: 3 Energy: 3</p> <p>Charge: Grav Energy: 4</p> <p><i>Target cannot move next turn</i></p>	<p style="text-align: center;">PISTOL</p> <p>Range: 1-3 Damage: 1 Energy: 1</p> <p>Charge: Pistol whip Energy: 2</p> <p><i>If at range 1, do 2 damage</i></p>
<p style="text-align: center;">AEGIS</p> <p><i>Place one-hex Obstruction on adjacent hex. Lasts until start of next turn</i></p> <p>Range: n/a Damage: n/a Energy: 2</p> <p>Charge: Block Energy: 3</p> <p><i>Place two-hex Obstruction starting on adjacent hex. Lasts until start of next turn</i></p>	<p style="text-align: center;">FLAMER</p> <p><i>Target Component receives half damage next turn, ignoring Shield</i></p> <p>Range: 1 Damage: 2 Energy: 2</p> <p>Charge: Blaze Energy: 3</p> <p><i>Target Component receives same damage next turn, ignoring Shield</i></p>	<p style="text-align: center;">PLASMA</p> <p>Range: 3-5 Damage: 2 Energy: 2</p> <p>Charge: Disable Energy: 3</p> <p><i>Stops function of targeted component for 1 turn</i></p>
<p style="text-align: center;">TASER</p> <p>Range: 1-3 Damage: 1 Energy: 1</p> <p>Charge: Overload Energy: 3</p> <p><i>Deals additional damage equalling the sum of Energy in target's hand</i></p>		

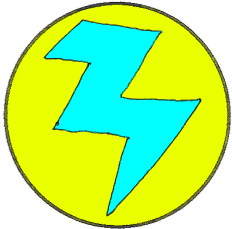
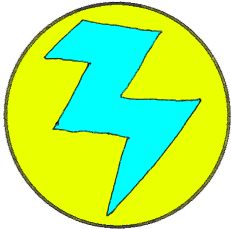
Scan cards - 1/2

<p style="text-align: center;">ENERGY WELL</p> <p style="text-align: center;">Pick up 3 Energy cards</p> <p style="text-align: center;">Activate: Mech occupies hex</p>	<p style="text-align: center;">ENERGY WELL</p> <p style="text-align: center;">Pick up 3 Energy cards</p> <p style="text-align: center;">Activate: Mech occupies hex</p>	<p style="text-align: center;">MINE</p> <p style="text-align: center;">2 damage to each leg of enemy Mech</p> <p style="text-align: center;">Activate: Enemy enters hex</p>
<p style="text-align: center;">MINE</p> <p style="text-align: center;">2 damage to each leg of enemy Mech</p> <p style="text-align: center;">Activate: Enemy enters hex</p>	<p style="text-align: center;">MINE</p> <p style="text-align: center;">4 damage to random leg of enemy mech (1D8: odd L, even R)</p> <p style="text-align: center;">Activate: Enemy enters hex</p>	<p style="text-align: center;">HEATSEEKER</p> <p style="text-align: center;">Deal 3 damage to nominated component of enemy Mech</p> <p style="text-align: center;">Activate: Mech occupies hex</p>
<p style="text-align: center;">HEATSEEKER</p> <p style="text-align: center;">Deal 3 damage to nominated component of enemy Mech</p> <p style="text-align: center;">Activate: Mech occupies hex</p>	<p style="text-align: center;">HEATSEEKER</p> <p style="text-align: center;">Deal 4 damage to nominated component of enemy Mech</p> <p style="text-align: center;">Activate: Mech occupies hex</p>	<p style="text-align: center;">REPAIRBOTS</p> <p style="text-align: center;">Repair 2 damage in any component, including destroyed</p> <p style="text-align: center;">Activate: Mech occupies hex</p>

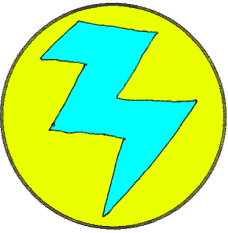
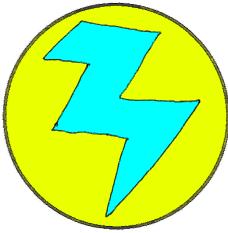
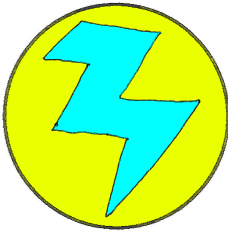
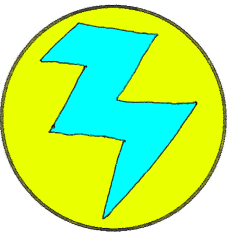
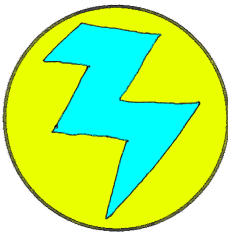
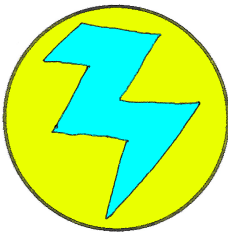
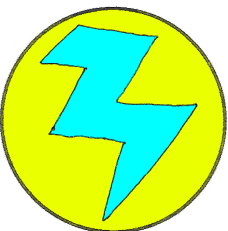
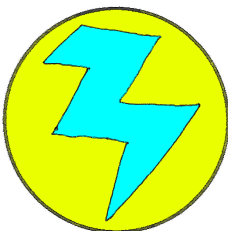
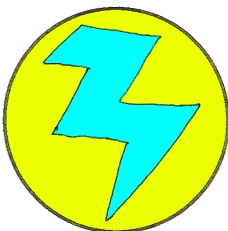
Scan cards - 2/2

<p>REPAIRBOTS</p> <p>Repair 2 damage in any component, including destroyed</p> <p>Activate: Mech occupies hex</p>	<p>AUGMENT CORE</p> <p>Install Augment token in any unoccupied component</p> <p>Activate: Mech occupies hex</p>	<p>AUGMENT CORE</p> <p>Install Augment token in any unoccupied component</p> <p>Activate: Mech occupies hex</p>
--	--	--

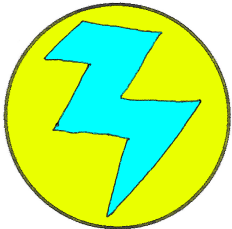
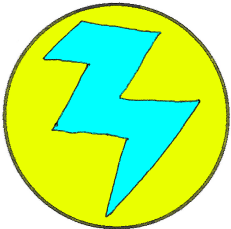
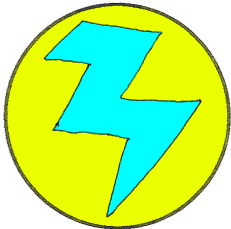
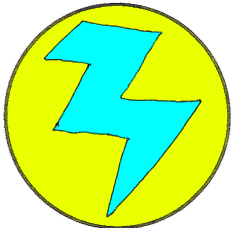
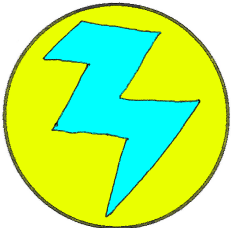
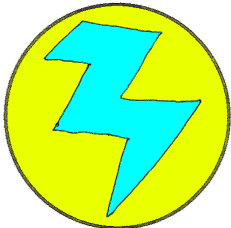
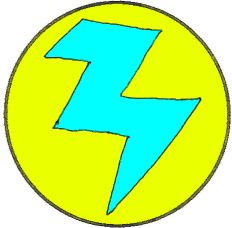
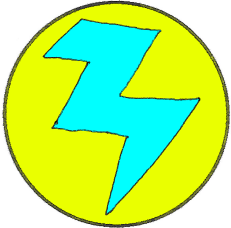
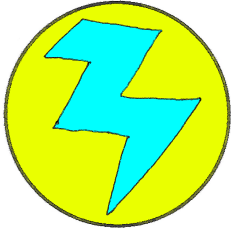
Energy cards - 1/6

<p>1</p> 	<p>1</p> 	<p>1</p> 
<p>1</p> 	<p>1</p> 	<p>1</p>  <p>Drop 1 Card</p>
<p>1</p>  <p>Drop 1 Card</p>	<p>1</p>  <p>Drop 2 Cards</p>	<p>2</p> 

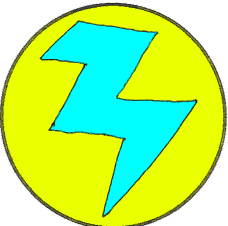
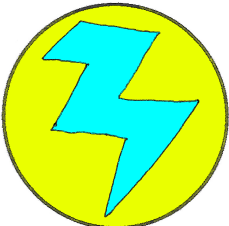
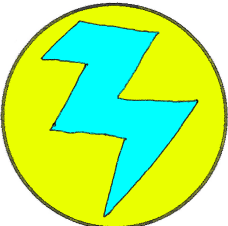
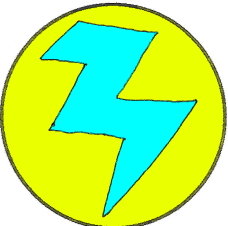
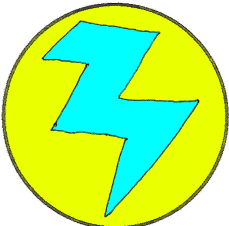
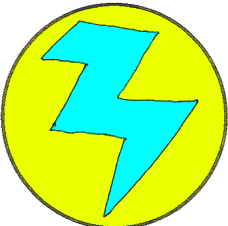
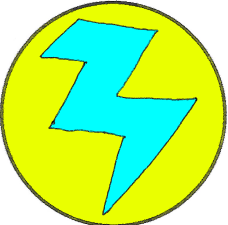
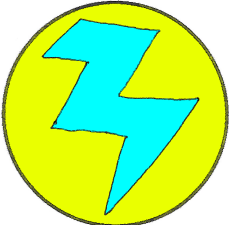
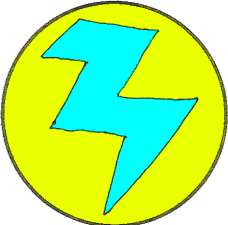
Energy cards - 2/6

<p>2</p> 	<p>2</p> 	<p>2</p> 
<p>2</p>  <p>Drop 1 Card</p>	<p>2</p>  <p>Drop 2 Cards</p>	<p>1</p>  <p>+1 Weapon</p>
<p>1</p>  <p>+1 Weapon</p>	<p>1</p>  <p>+1 Weapon 1 Damage</p>	<p>1</p>  <p>+1 Weapon 1 Damage</p>

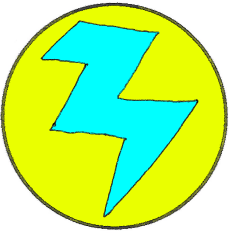
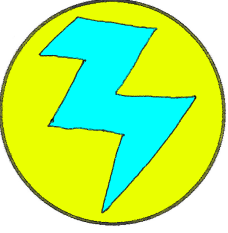
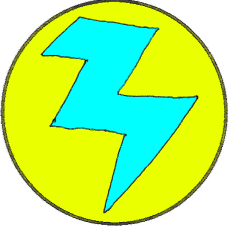
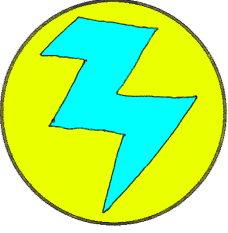
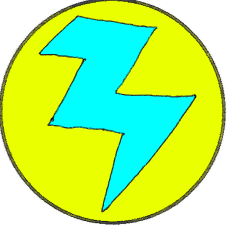
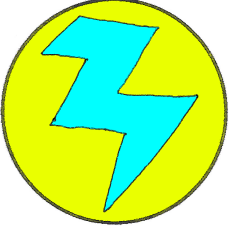
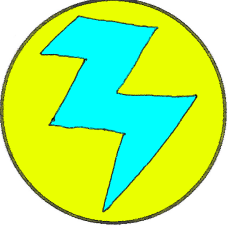
Energy cards - 3/6

<p>1</p>  <p>+1 Weapon</p>	<p>1</p>  <p>+1 Weapon</p>	<p>1</p>  <p>+1 Weapon</p>
<p>1</p>  <p>+1 Weapon</p>	<p>1</p>  <p>+2 Weapon</p>	<p>1</p>  <p>+2 Weapon</p>
<p>1</p>  <p>+2 Weapon 2 Damage</p>	<p>1</p>  <p>+2 Weapon 2 Damage</p>	<p>1</p>  <p>+1 Leg</p>

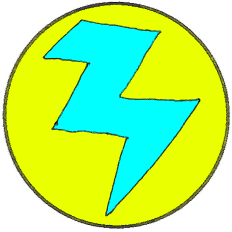
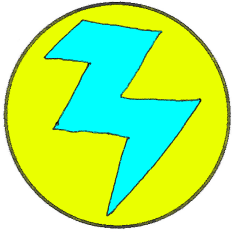
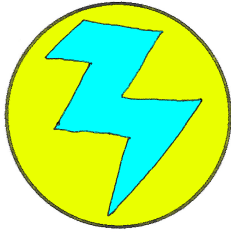
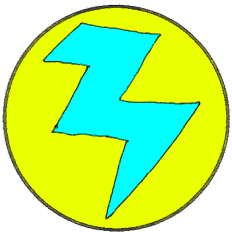
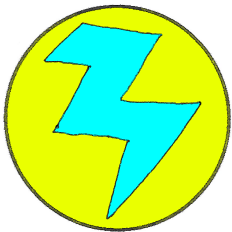
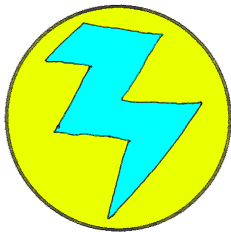
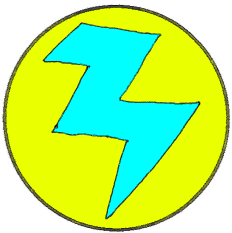
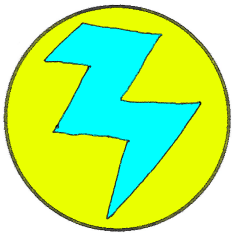
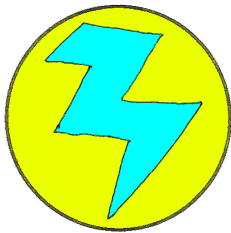
Energy cards - 4/6

<p>1</p>  <p>+1 Leg</p>	<p>1</p>  <p>+1 Leg</p>	<p>1</p>  <p>+1 Leg</p>
<p>1</p>  <p>+1 Leg 1 Damage</p>	<p>1</p>  <p>+1 Leg 1 Damage</p>	<p>1</p>  <p>1 Damage</p>
<p>1</p>  <p>1 Damage</p>	<p>1</p>  <p>1 Damage</p>	<p>2</p>  <p>1 Damage</p>

Energy cards - 5/6

<p>1</p>  <p>1 Damage</p>	<p>1</p>  <p>1 Damage</p>	<p>1</p>  <p>1 Damage</p>
<p>2</p>  <p>1 Damage</p>	<p>2</p>  <p>1 Damage</p>	<p>1</p>  <p>2 Damage</p>
<p>1</p>  <p>2 Damage</p>	<p>2</p>  <p>2 Damage</p>	<p>2</p>  <p>2 Damage</p>

Energy cards - 6/6

<p>1</p>  <p>+1 Shield</p>	<p>1</p>  <p>+1 Shield</p>	<p>1</p>  <p>+1 Shield</p>
<p>1</p>  <p>+1 Shield 1 Damage</p>	<p>2</p>  <p>Shield Reflect</p>	<p>2</p>  <p>Shield Reflect</p>
<p>2</p>  <p>Shield Reflect</p>		

<p>1 WEAPON If all Weapons destroyed: 1D/1R/2E</p>	<p>2 HEAD Scan: 2 Energy</p>	<p>3 WEAPON</p>
<p>4 WEAPON</p>	<p>5 SHIELD 1 Energy absorbs 1 Damage</p>	<p>6 WEAPON</p>
<p>7 LEFT LEG 1 hex movement If both legs destroyed: 1H/2E</p>	<p>TURN ORDER 1. Discard Energy cards in Shield and resolve effects. 2. Check for and resolve Burnout damage (1 Damage for each card in hand exceeding five). 3. Draw 2 Energy cards. 4. Move, use Weapons and Scan. Resolve each action in turn. 5. Place Energy in Shield, face down.</p>	<p>8 RIGHT LEG 1 hex movement</p>

<p>1 WEAPON If all Weapons destroyed: 1D/1R/2E</p>	<p>2 HEAD Scan: 2 Energy</p>	<p>3 WEAPON</p>
<p>4 WEAPON</p>	<p>5 SHIELD 1 Energy absorbs 1 Damage</p>	<p>6 WEAPON</p>
<p>7 LEFT LEG 1 hex movement If both legs destroyed: 1H/2E</p>	<p>TURN ORDER 1. Discard Energy cards in Shield and resolve effects. 2. Check for and resolve Burnout damage (1 Damage for each card in hand exceeding five). 3. Draw 2 Energy cards. 4. Move, use Weapons and Scan. Resolve each action in turn. 5. Place Energy in Shield, face down.</p>	<p>8 RIGHT LEG 1 hex movement</p>

Obstructions

