

TSURAGOWA

TERRAN LIGHT MECH

ACE

TSURAGOWA

SPECIAL RULES



+ 4 ♠ 2 🛡 3 ⌚ 3 📶 4 🧩 2 ✂ 3 🎯 3 ★ 49

1. CRUSHERFIST 2. BLASTER

UPGRADES

Drone Commander - This Mech may form a small squad with up to two Drones of any type.

Jumper - This Mech may jump for 1 movement action per activation, gaining up to 3 additional inches and you may cross over any terrain, and rise or fall to any elevation.

WEAPONS

Crusherfist Pwr: 4 Melee
A target damaged by a Crusherfist will be unable to Repair on its next activation.

Blaster Pwr: 4 SR: 6" LR: 12"
Gain +1 Power against targets in this weapon's Short Range.

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KODACHI

TERRAN LIGHT MECH



+ 4 ♠ 2 🛡 3 ⌚ 3 📶 3 🧩 2 ✂ 3 🎯 2 ★ 44

1. PLASMAGUN 2. CRUSHERFIST 3. MISSILE POD

KODACHI

SPECIAL RULES

UPGRADES

Mulligan Subroutine - This Mech has a pool of reroll dice equal to its CPU level (2). These dice may be used to reroll any dice this Mech rolls at any time, but once a reroll die is used it is lost for the remainder of the game.

Targeting Computer - One ranged attack per activation may ignore the Long Range to hit penalty.

WEAPONS

Plasmagun Pwr: 4 SR: 10" LR: 20"
A target damaged by a Plasmagun will be unable to Boost Shields in its next activation.

Crusherfist Pwr: 4 Melee
A target damaged by a Crusherfist will be unable to Repair on its next activation.

Missile Pod Pwr: 4 SR: 7" LR: 14"
Treat *Concealed* targets as *In Cover* (+1 bonus), and *In Cover* targets as *Open* when rolling to hit with this weapon.

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SOTO

TERRAN LIGHT MECH



+ 4 ♠ 2 🛡 3 ⌚ 3 📶 3 🧩 2 ✂ 4 🎯 1 ★ 39

1. SIEGE DRILL 2. SIEGE DRILL

SOTO

SPECIAL RULES

UPGRADES

Infiltrator - When this mech would normally be *In Cover*, it will be *Concealed* instead (Always has a +2 Defense bonus, rather than +1).

Jumper - This Mech may jump for 1 movement action per activation, gaining up to 3 additional inches and you may cross over any terrain, and rise or fall to any elevation.

WEAPONS

Siege Drill Pwr: 4 Melee
Each roll of 6 to hit with a Siege Drill will increase the current attack's Power by 1.

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YARI

TERRAN LIGHT MECH



+ 4 ♠ 2 🛡 3 ⌚ 3 📶 3 🧩 2 ✂ 3 🎯 3 ★ 44

1. JACKHAMMER 2. RAILGUN 3. MISSILE POD

YARI

SPECIAL RULES

UPGRADES

Shield Generator - Target number for Shield Boost rolls is reduced to 5.

Strider - This Mech has a +1 bonus to Speed, already added to attributes.

WEAPONS

Jackhammer Pwr: 4 Melee
You may force your target to reroll his damage location result when attacking with this weapon.

Railgun Pwr: 4 SR: 12" LR: 24"
Target must reroll 1 successful D6 from their saving throw.

Missile Pod Pwr: 4 SR: 7" LR: 14"
Treat *Concealed* targets as *In Cover* (+1 bonus), and *In Cover* targets as *Open* when rolling to hit with this weapon.

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MAKUZO

TERRAN MEDIUM MECH

ACE

MAKUZO

SPECIAL RULES



UPGRADES

Dropkick - If this Mech jumps and enters melee combat, the first attack will have a bonus of +1 Power.

Drone Commander - This Mech may form a small squad with up to two Drones of any type.

Jumper - This Mech may jump for 1 movement action per activation, gaining up to 3 additional inches and you may cross over any terrain, and rise or fall to any elevation.

Overload - Gain +1 Power for 1 attack per activation.

Shield Breaker - Your opponent must reroll 1 successful D6 on his saving throw from your melee attacks.

WEAPONS

Wrecking Ball Pwr: 5 Melee
This weapon's ball may be ejected with great force, giving it an effective melee range of 3" rather than the usual 1".

Jackhammer Pwr: 5 Melee
You may force your target to reroll his damage location result when attacking with this weapon.

Blaster Pwr: 5 SR: 6" LR: 12"
Gain +1 Power against targets in this weapon's Short Range.



1. WRECKING BALL 2. JACKHAMMER 3. BLASTER
4. BLASTER

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KESSEN

TERRAN MEDIUM MECH

KESSEN

SPECIAL RULES



UPGRADES

Combat Drop - This Mech does not deploy before the game, instead it will land in any open area on the board at the beginning of the second Game Turn. Landing will consume 1 action.

Jumper - This Mech may jump for 1 movement action per activation, gaining up to 3 additional inches and you may cross over any terrain, and rise or fall to any elevation.

Shield Generator - Target number for Shield Boost rolls is reduced to 5.

WEAPONS

Crusherfist Pwr: 5 Melee
A target damaged by a Crusherfist will be unable to Repair on its next activation.

Siege Drill Pwr: 5 Melee
Each roll of 6 to hit with a Siege Drill will increase the current attack's Power by 1.

Missile Pod Pwr: 5 SR: 7" LR: 14"
Treat *Concealed* targets as *In Cover* (+1 bonus), and *In Cover* targets as *Open* when rolling to hit with this weapon.



1. CRUSHERFIST 2. SIEGE DRILL 3. MISSILE POD
4. MISSILE POD

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BUZZKILL

TERRAN LIGHT MECH

ACE

BUZZKILL

SPECIAL RULES



UPGRADES

Deflector Shields - If this Mech is shot at and makes a successful saving throw, you may deflect this shot at any enemy within 12". This enemy will have to make a saving throw against the same amount of hits, but at -1 power.

Drone Commander - This Mech may form a small squad with up to two Drones of any type.

Nano Fixers - Target number for repair rolls is reduced to 5.

WEAPONS

Railgun Pwr: 4 SR: 12" LR: 24"
Target must reroll 1 successful D6 from their saving throw.

Buzzsaw Pwr: 4 Melee
Reroll 1 missed D6 when rolling to hit with this weapon.

Missile Pod Pwr: 4 SR: 7" LR: 14"
Treat *Concealed* targets as *In Cover* (+1 bonus), and *In Cover* targets as *Open* when rolling to hit with this weapon.



1. RAILGUN 2. BUZZSAW 3. MISSILE POD

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HAVOK

TERRAN LIGHT MECH

HAVOK

SPECIAL RULES



UPGRADES

Overload - Gain +1 Power for 1 attack per activation.

Salvo - This Mech may fire two identical ranged weapons at the same target, using only 1 action, and doubling the amount of dice when rolling to hit. Both weapons will be spent and cannot fire until your next activation.

WEAPONS

Chaingun Pwr: 4 SR: 8" LR: 16"
Reroll 1 missed D6 when rolling to hit with this weapon.

Missile Pod Pwr: 4 SR: 7" LR: 14"
Treat *Concealed* targets as *In Cover* (+1 bonus), and *In Cover* targets as *Open* when rolling to hit with this weapon.



1. CHAINGUN 2. CHAINGUN 3. MISSILE POD

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LIGHTFOOT

TERRAN LIGHT MECH



+ 4 2 3 3 3 2 3 2 39

1. BLASTER 2. JACKHAMMER

LIGHTFOOT

SPECIAL RULES

UPGRADES

Infiltrator - When this mech would normally be *In Cover*, it will be *Concealed* instead (Always has a +2 Defense bonus, rather than +1).

Jumper - This Mech may jump for 1 movement action per activation, gaining up to 3 additional inches and you may cross over any terrain, and rise or fall to any elevation.

WEAPONS

Blaster	Pwr: 4	SR: 6"	LR: 12"
Gain +1 Power against targets in this weapon's Short Range.			

Jackhammer	Pwr: 4	Melee
You may force your target to reroll his damage location result when attacking with this weapon.		

OVERKILL

TERRAN MEDIUM MECH

FREE AGENT



+ 6 3 4 4 3 4 2 4 76

1. CHAINGUN 2. CHAINGUN 3. MISSILE POD
4. MISSILE POD

OVERKILL

SPECIAL RULES

UPGRADES

Combat Drop - This Mech does not deploy before the game, instead it will land in any open area on the board at the beginning of the second Game Turn. Landing will consume 1 action.

Hit & Run - Enemy Mechs do not get a bonus attack if you perform a Break Away action.

Jumper - This Mech may jump for 1 movement action per activation, gaining up to 3 additional inches and you may cross over any terrain, and rise or fall to any elevation.

Salvo - This Mech may fire two identical ranged weapons at the same target, using only 1 action, and doubling the amount of dice when rolling to hit. Both weapons will be spent and cannot fire until your next activation.

WEAPONS

Chaingun Pwr: 4 SR: 8" LR: 16"
Reroll 1 missed D6 when rolling to hit with this weapon.

Missile Pod Pwr: 4 SR: 7" LR: 14"
Treat *Concealed* targets as *In Cover* (+1 bonus), and *In Cover* targets as *Open* when rolling to hit with this weapon.

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CRAWLER DRONE

CRAWLER DRONE

SPECIAL RULES



+ 2 1 2 4 2 1 1 2 10

1. MISSILE POD OR 1. BLASTER

UPGRADES

Strider - This Mech has a +1 bonus to Speed, already added to attributes.

WEAPONS

Blaster Pwr: 3 SR: 6" LR: 12"
Gain +1 Power against targets in this weapon's Short Range.

Missile Pod Pwr: 3 SR: 7" LR: 14"
Treat *Concealed* targets as *In Cover* (+1 bonus), and *In Cover* targets as *Open* when rolling to hit with this weapon.

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ROVER DRONE



+ 2 1 2 3 2 1 1 2 10

1. MISSILE POD OR 1. BLASTER

ROVER DRONE

SPECIAL RULES

UPGRADES

Infiltrator - When this drone would normally be *In Cover*, it will be *Concealed* instead (Always has a +2 Defense bonus, rather than +1).

WEAPONS

Blaster Pwr: 3 SR: 6" LR: 12"
Gain +1 Power against targets in this weapon's Short Range.

Missile Pod Pwr: 3 SR: 7" LR: 14"
Treat *Concealed* targets as *In Cover* (+1 bonus), and *In Cover* targets as *Open* when rolling to hit with this weapon.

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