

CAPTURE THE FLAG

OBJECTIVE

Place an objective marker in the center of the board, you must capture and return this objective to your deployment zone.

Use an action to capture the objective if you are within 1" of it, and it will remain in your Mech's possession until returned to your deployment zone.

If your Mech is destroyed, the flag will drop where your Mech falls and any other may capture it.

REWARD: +2 VICTORY POINTS

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DEATH FROM ABOVE

OBJECTIVE

Destroy an enemy mech from a higher elevation.

Target should be at least 3" below you to score.

This objective is available to all teams, discard when achieved.

REWARD: +1 VICTORY POINT

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QUIT HIDING

OBJECTIVE

Destroy an enemy mech while it standing in its own deployment zone to score.

This objective is available to all teams, discard when achieved.

REWARD: +1 VICTORY POINT

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THE HARDER THEY FALL

OBJECTIVE

Destroy an enemy mech from a lower elevation.

Target should be at least 3" above you to score.

This objective is available to all teams, discard when achieved.

REWARD: +1 VICTORY POINT

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WING CLIPPER

OBJECTIVE

Destroy both arm weapons from a single mech in the same Game Turn.

This objective is available to all teams, discard when achieved.

REWARD: +1 VICTORY POINT

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TARGETING COMPUTER

TEMPORARY UPGRADE

One ranged attack per may ignore the Long Range to hit penalty.

Available for one Mech on your team only, discard after use.

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ARENA CARD

TAKE & HOLD

OBJECTIVE

Spend as much time as possible in your enemy's deployment zone.

You must have 1 Mech in your enemy's deployment zone at the beginning of the next Game Turn to score.

This objective is available to all teams, discard when achieved.

REWARD: +1 VICTORY POINT PER MECH

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DEFLECTOR SHIELDS

TEMPORARY UPGRADE

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.

Available for one Mech on your team only, discard after use.

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ENERGY RESERVES

TEMPORARY UPGRADE

If this Mech does not use its full amount of actions in a turn, it may save 1 point of Energy, and thus 1 action, to be used in it's next activation.

Available for one Mech on your team only, discard after use.

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DRONE HACK

TEMPORARY UNIQUE UPGRADE

If an enemy Drone is within 6", you may attempt to remotely hack it and take control of it. Make a CPU roll with a target number of 6. If successful, your Mech will now control this Drone as if it were fighting for your team, however its command radius will be reduced to 6" rather than the usual 12".

If this Mech also has the Drone Commander upgrade, the target number to hack will be reduced to 5.

Available for one Mech on your team only, discard after use.

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HIT & RUN

TEMPORARY UPGRADE

Enemy Mechs do not get a bonus attack if you perform a Break Away action.

Available for one Mech on your team only, discard after use.

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IMPACT DISSIPATION

TEMPORARY UPGRADE

An additional energy field backs up your Mech's Shields, allowing you to reroll 1D6 from failed saving throws.

Available for one Mech on your team only, discard after use.

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INFILTRATOR

TEMPORARY UPGRADE

Active Nanoflage Plating allows this Mech to blend into its surroundings. If your Mech would benefit from a Cover bonus, treat this as a Concealed bonus instead.

If your Mech already has this upgrade, it will always be considered to have a Cover bonus, even if it is in a wide open area.

Available for one Mech on your team only, bonus lasts for the rest of the game.

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RAMMING SPEED

TEMPORARY UPGRADE

If you moved into melee combat, your first melee attack will have +1 Power.

Available for one Mech on your team only, discard after use.

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OVERLOAD

TEMPORARY UPGRADE

Your Mech may spend 1 additional action to add +1 Power to its next attack.

Available for one Mech on your team only, discard after use.

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RECON

TEMPORARY UPGRADE

If this Mech can draw a clear line of sight to an enemy, other friendly Mechs will be able to hit him easier. The target will lose its shield bonus for being in cover, and a concealment bonus will be lowered to +1. May be combined with Missile Pods to negate concealment completely.

Available for one Mech on your team only, discard after use.

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SMOKE SCREEN

ARENA CONDITION

Ranged weapons may only make short ranged attacks for this Game Turn.

Does not effect Mechs is equipped with Extended Scanners.

Comes into play when drawn.

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POWER DRAIN

ARENA CONDITION

All Mechs suffer -1 Power for this Game Turn.

Comes into play when drawn.

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GRAVLOCK

ARENA CONDITION

The Jumper upgrade may not be used for for this Game Turn.

Comes into play when drawn.

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POWER BOOSTER

ARENA CONDITION

All Mechs gain +1 Power for this Game Turn.

Comes into play when drawn.

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MARATHONMECH

ACHIEVEMENT

Move 20" or more in 1 activation.

This objective is available to all teams,
discard when achieved.

REWARD: +1 VICTORY POINT

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PILEDRIIVER

ACHIEVEMENT

Damage an enemy with 3 separate melee
attacks in the same activation.

This objective is available to all teams,
discard when achieved.

REWARD: +1 VICTORY POINT

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DOUBLETIME

ACHIEVEMENT

Perform 2 Break Away actions and 2 Melee
Attacks that damage an enemy Mech in the
same activation.

This objective is available to all teams,
discard when achieved.

REWARD: +1 VICTORY POINT

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JUGGERNAUT

ACHIEVEMENT

Destroy an enemy that had full armor at the
beginning of your activation.

This objective is available to all teams,
discard when achieved.

REWARD: +1 VICTORY POINT

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DOMINATOR

ACHIEVEMENT

Destroy 2 enemy Mechs in the same activation.

This objective is available to all teams, discard when achieved.

REWARD: +1 VICTORY POINT

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FIRING SQUAD

TEAM ABILITY

All Terran Titans pilots may roll +1D6 to hit for every ranged attack in this game turn.



Comes into play when drawn. This ability is available to ONLY Terran Titans pilots. Discard when used.

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ARENA CARD

BEST SERVED COLD

ACHIEVEMENT

Destroy an enemy that previously destroyed a Mech on your team, immediately after it destroyed your teammate.

This objective is available to all teams, discard when achieved.

REWARD: +2 VICTORY POINTS

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MECHJITSU

TEAM ABILITY

All Team Bushido pilots may roll +1D6 to hit for every melee attack in this game turn.



Comes into play when drawn. This ability is available to ONLY Team Bushido pilots. Discard when used.

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