



Name: Apex

Health:



MULTI-TARGET

ACTION: Fire weapons at up to three separate targets within this 'Mech's current firing arc.



BREACHING SHOT

PASSIVE: Attacks with a single weapon ignore COVER and GUARDED on the target.

GUNNERY: +20% Base Weapon Hit

PILOTING: +7.5% Base Melee Hit

GUTS: Gain an extra point of Health (Accounted for above)

GUTS: Ballistic recoil penalties reduced by 1

GUTS: Overheat threshold increased by 15



Name: ArcLight

Health:



SENSOR LOCK

ACTION: Select a target within sensor range to reveal it until the end of the current round and remove two of its EVASIVE charges. The target also gains +2 SENSORS IMPAIRED effect.



MASTER TACTICIAN

PASSIVE: 'Mechs piloted by this MechWarrior gain +1 Initiative, and remove one bar of stability damage when Reserving.

GUNNERY: +7.5% Base Weapon Hit

PILOTING: +15% Base Melee Hit

PILOTING: Unsteady threshold increased to 60%

PILOTING: Gain 20% Sprint distance

TACTICS: Indirect fire penalties reduced by 2

TACTICS: Minimum weapon ranges reduced by 90m

TACTICS: Called Shots are 2.4x as likely to hit the targeted location

TACTICS: Detects enemy mech tonnage within sensor range



Name: Blockade

Health:



MULTI-TARGET

ACTION: Fire weapons at up to three separate targets within this 'Mech's current firing arc.



SURE FOOTING

PASSIVE: 'Mechs piloted by this MechWarrior gain one bonus Evasion charge after moving (can exceed the unit's maximum). If the move is not a sprint, jump, or change to melee, the 'Mech also gains ENTRENCHED (50% stability damage reduction).

GUNNERY: +15% Base Weapon Hit

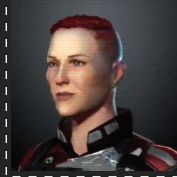
PILOTING: +12.5% Base Melee Hit

PILOTING: Unsteady threshold increased to 60%

GUTS: Gain an extra point of Health (Accounted for above)

GUTS: Ballistic recoil penalties reduced by 1

TACTICS: Detects enemy vehicle class within sensor range (Currently useless in Skirmish)



Name: Buckshot

Health:



MULTI-TARGET

ACTION: Fire weapons at up to three separate targets within this 'Mech's current firing arc.



BULWARK

PASSIVE: COVER and GUARDED states both provide 40% damage reduction rather than 20% damage reduction. COVER and GUARDED together provide 60% damage reduction.

GUNNERY: +12.5% Base Weapon Hit

PILOTING: +10% Base Melee Hit

PILOTING: Unsteady threshold increased to 60%

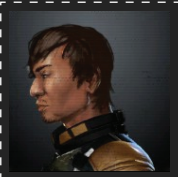
GUTS: Gain an extra point of Health (Accounted for above)

GUTS: Ballistic recoil penalties reduced by 1

GUTS: Overheat threshold increased by 15

TACTICS: Indirect fire penalties reduced by 1

TACTICS: Detects enemy vehicle class within sensor range (Currently useless in Skirmish)



Name: Kraken

Health:



MULTI-TARGET

ACTION: Fire weapons at up to three separate targets within this 'Mech's current firing arc.



SENSOR LOCK

ACTION: Select a target within sensor range to reveal it until the end of the current round and remove two of its EVASIVE charges. The target also gains +2 SENSORS IMPAIRED effect.

GUNNERY: +12.5% Base Weapon Hit

PILOTING: +10% Base Melee Hit

PILOTING: Unsteady threshold increased to 60%

GUTS: Gain an extra point of Health (Accounted for above)

GUTS: Ballistic recoil penalties reduced by 1

TACTICS: Indirect fire penalties reduced by 1

TACTICS: Minimum weapon ranges reduced by 45m

TACTICS: Called Shots are 2.4x as likely to hit the targeted location

TACTICS: Detects enemy vehicle class within sensor range (Currently useless in Skirmish)



Name: Mockingbird

Health:



BULWARK

PASSIVE: COVER and GUARDED states both provide 40% damage reduction rather than 20% damage reduction. COVER and GUARDED together provide 60% damage reduction.



SENSOR LOCK

ACTION: Select a target within sensor range to reveal it until the end of the current round and remove two of its EVASIVE charges. The target also gains +2 SENSORS IMPAIRED effect.

GUNNERY: +10% Base Weapon Hit

PILOTING: +10% Base Melee Hit

PILOTING: Unsteady threshold increased to 60%

GUTS: Gain an extra point of Health (Accounted for above)

GUTS: Ballistic recoil penalties reduced by 1

GUTS: Overheat threshold increased by 15

TACTICS: Indirect fire penalties reduced by 1

TACTICS: Minimum weapon ranges reduced by 45m

TACTICS: Detects enemy vehicle class within sensor range (Currently useless in Skirmish)



Name: Ozone

Health:



SURE FOOTING

PASSIVE: Mechs piloted by this MechWarrior gain one bonus Evasion charge after moving (can exceed the unit's maximum). If the move is not a sprint, jump, or charge to melee, the Mech also gains ENTRENCHED (50% stability damage reduction).



BULWARK

PASSIVE: COVER and GUARDED states both provide 40% damage reduction rather than 20% damage reduction. COVER and GUARDED together provide 60% damage reduction.

GUNNERY: + 10% Base Weapon Hit

PILOTING: + 15% Base Melee Hit

PILOTING: Unsteady threshold increased to 60%

PILOTING: Gain 20% Sprint distance

GUTS: Gain an extra point of Health (Accounted for above)

GUTS: Ballistic recoil penalties reduced by 1

TACTICS: Indirect fire penalties reduced by 1

TACTICS: Detects enemy vehicle class within sensor range (Currently useless in Skirmish)



Name: Paradise

Health:



SURE FOOTING

PASSIVE: Mechs piloted by this MechWarrior gain one bonus Evasion charge after moving (can exceed the unit's maximum). If the move is not a sprint, jump, or charge to melee, the Mech also gains ENTRENCHED (50% stability damage reduction).



ACE PILOT

PASSIVE: A Mech piloted by this MechWarrior can move after shooting if it has not moved yet.

GUNNERY: + 5% Base Weapon Hit

PILOTING: + 20% Base Melee Hit

PILOTING: Unsteady threshold increased to 60%

PILOTING: Gain 20% Sprint distance

PILOTING: Evasive charge cap increased by 1

TACTICS: Indirect fire penalties reduced by 1

TACTICS: Minimum weapon ranges reduced by 45m

TACTICS: Called Shots are 2.4x as likely to hit the targeted location

TACTICS: Detects enemy vehicle class within sensor range (Currently useless in Skirmish)



Name: Showboat

Health:



SURE FOOTING

PASSIVE: Mechs piloted by this MechWarrior gain one bonus Evasion charge after moving (can exceed the unit's maximum). If the move is not a sprint, jump, or charge to melee, the Mech also gains ENTRENCHED (50% stability damage reduction).



SENSOR LOCK

ACTION: Select a target within sensor range to reveal it until the end of the current round and remove two of its EVASIVE charges. The target also gains +2 SENSORS IMPAIRED effect.

GUNNERY: + 10% Base Weapon Hit

PILOTING: + 15% Base Melee Hit

PILOTING: Unsteady threshold increased to 60%

PILOTING: Gain 20% Sprint distance

GUTS: Gain an extra point of Health (Accounted for above)

TACTICS: Indirect fire penalties reduced by 1

TACTICS: Minimum weapon ranges reduced by 45m

TACTICS: Detects enemy vehicle class within sensor range (Currently useless in Skirmish)



Name: Sumo

Health:



BULWARK

PASSIVE: COVER and GUARDED states both provide 40% damage reduction rather than 20% damage reduction. COVER and GUARDED together provide 60% damage reduction.



COOLANT VENT

ACTION: This unit will remove 50 extra heat this round. For the next three rounds, this unit will gain an extra 8 heat. There is a 4 round cooldown.

GUNNERY: + 15% Base Weapon Hit

PILOTING: + 5% Base Melee Hit

GUTS: Gain two extra points of Health (Accounted for above)

GUTS: Ballistic recoil penalties reduced by 2

GUTS: Overheat threshold increased by 15



Name: Wildfire

Health:



MULTI-TARGET

ACTION: Fire weapons at up to three separate targets within this Mech's current firing arc.



BULWARK

PASSIVE: COVER and GUARDED states both provide 40% damage reduction rather than 20% damage reduction. COVER and GUARDED together provide 60% damage reduction.

GUNNERY: + 15% Base Weapon Hit

PILOTING: + 10% Base Melee Hit

PILOTING: Unsteady threshold increased to 60%

GUTS: Gain an extra point of Health (Accounted for above)

GUTS: Ballistic recoil penalties reduced by 1

TACTICS: Indirect fire penalties reduced by 1

TACTICS: Detects enemy vehicle class within sensor range (Currently useless in Skirmish)



Name: Witness

Health:



SURE FOOTING

PASSIVE: Mechs piloted by this MechWarrior gain one bonus Evasion charge after moving (can exceed the unit's maximum). If the move is not a sprint, jump, or charge to melee, the Mech also gains ENTRENCHED (50% stability damage reduction).



SENSOR LOCK

ACTION: Select a target within sensor range to reveal it until the end of the current round and remove two of its EVASIVE charges. The target also gains +2 SENSORS IMPAIRED effect.

GUNNERY: + 10% Base Weapon Hit

PILOTING: + 12.5% Base Melee Hit

PILOTING: Unsteady threshold increased to 60%

GUTS: Gain an extra point of Health (Accounted for above)

TACTICS: Indirect fire penalties reduced by 1

TACTICS: Minimum weapon ranges reduced by 45m

TACTICS: Called Shots are 2.4x as likely to hit the targeted location

TACTICS: Detects enemy vehicle class within sensor range (Currently useless in Skirmish)