**BLUE KNIGHT ARMAMENTS TABLE**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| C:\Users\Ryan Krauss\Pictures\Brikwar Batreps 2011\Autocannon.png | Use:  5 | C:\Users\Ryan Krauss\Pictures\Brikwar Batreps 2011\Auto Gun.png | Use:  3 | C:\Users\Ryan Krauss\Pictures\Brikwar Batreps 2011\Lazer Battery.png | Use:  4 | C:\Users\Ryan Krauss\Pictures\Brikwar Batreps 2011\Lazer Sword.png | Use:  4 |
| 11” | 8” | 6”-18” | CC |
| 3d6 | 1d6+1 | 2d6 | 2d6+2 |
| Auto Cannon  12 CP / Arc or Burst Fire | | Auto Gun  6 CP / Arc or Burst Fire | | Lazer Battery  6 CP / Linked | | Lazer Sword  5 CP | |
| C:\Users\Ryan Krauss\Pictures\Brikwar Batreps 2011\MKII Pistol.png | Use:  4 | C:\Users\Ryan Krauss\Pictures\Brikwar Batreps 2011\MKII Repeater.png | Use:  4 | C:\Users\Ryan Krauss\Pictures\Brikwar Batreps 2011\MKII Rocket.png | Use:  4 | C:\Users\Ryan Krauss\Pictures\Brikwar Batreps 2011\Ordinance Launcher.png | Use:  4 |
| 10” | 8” | 12” | 6”-18” |
| 2d6 | 2d6 | 2d10 | \* |
| MKII Pistol  6 CP | | MKII Repeater  8 CP / Arc or Burst Fire | | MKII Rocket  4 CP Each | | Ordinance Launcher  6 CP / Parabolic Shot / Linked  1 CP per Explosive | |
| C:\Users\Ryan Krauss\Pictures\Brikwar Batreps 2011\Plasma Rifle.png | Use:  4 | C:\Users\Ryan Krauss\Pictures\Brikwar Batreps 2011\Tactical Shield.png | Use:  4 | C:\Users\Ryan Krauss\Pictures\Brikwar Batreps 2011\Tesla Cannon.png | Use:  6 | C:\Users\Ryan Krauss\Pictures\Brikwar Batreps 2011\Altimate Blue Knight.png | Skill:  1d8 |
| 12” | CC | 10” | Move:  6” |
| 2d6 | - | 2d12 | Armor  2d10 |
| Plasma Rifle  9 CP / Overcharge | | Tactical Shield  2 CP / Parry or Shove | | Tesla Cannon  12 CP / Electric | | Altimate Blue Knight  11 CP / Size: 2 / SL: 2 | |

Tech Upgrades

* **Communications Relay (+2CP):** Allies who take a **combined action** with this hardsuit may increase their skill by +1 die size.
* **Infrared Scanner (+2CP):** This hardsuit automatically **Detects Stealth** units; allows **Marking** targets for +1 Attack Bonus
* **Nanobot Surge (+2CP):** Nanobots grant the hardsuit an **extra action** each turn.
* **Raven Boosters (+1CP):** Raven Boosters increase the hardsuit’s **movement** by 2”. The hardsuit loses the ability to **sprint** but may spend an **action** to treat its movement for the turn as **flying**.
* **Sensors Package (+2CP):** This hardsuit bypasses Unstable Ground for self and others at 1/2 speed; allows manipulation of locks and Triggers; +1 Skill vs. Field Hazards.
* **Teleport Transponders (+0CP):** A creation with this device may start the game off of the battlefield. Starting on Turn 2, it may teleport onto the battlefield at any location, scattering 1d6 inches from the intended landing zone. Teleporting within 6” of Comm. Drone prevents scattering. Regardless of load-out, a teleporting unit may only make a single ranged attack on the turn it enters the battlefield. Teleporting counts **movement** for the turn.