**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 Cannon12 CP / Arc or Burst Fire | Auto Gun6 CP / Arc or Burst Fire | Lazer Battery6 CP / Linked | Lazer Sword5 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 Pistol6 CP | MKII Repeater8 CP / Arc or Burst Fire | MKII Rocket4 CP Each | Ordinance Launcher6 CP / Parabolic Shot / Linked1 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 | Armor2d10 |
| Plasma Rifle9 CP / Overcharge | Tactical Shield2 CP / Parry or Shove | Tesla Cannon12 CP / Electric | Altimate Blue Knight11 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.