Weapon Name (Sorted alphabeticaly)	VARIANT	Type	Weight (Kg)	Combat Rails	Scope / Optic Rail	Dual Wield	Fire Control	MIN	OPT	DROP /PER	Shots	LOS / NLOS	DAMAGE per shot	Additional damag for AC1 targets per shot	ARMOR PIRCE	SPLASH	Rounds	Attributes
40MM ANT-P MICROMISSILE	MK1	Missile rounds	2				2	0	24		1	NLOS	12	12	NA	2	6	40MM MICROMISSILE: Requires a 40MM micromissile launcher (stand alone or attachment) to use the weapon.
40MM AP MICROMISSILE	MK1	Missile rounds	2				2	0	24		1	NLOS	12	0	AP4	2	6	40MM MICROMISSILE: Requires a 40MM micromissile launcher (stand alone or attachment) to use the weapon.
CAAW	MK2	Microchip Precision Launcher	8				See Attribs	0	See Attribs		1	LOS	18	10	AP6	2	NA	ADVANCED RANGEFINDER/MICROCHIP CONTROLLED RANGE MUNITIONS: Can target any coordinate on the battlefield or a spot on wall (for wallshots) or target with LOS to weapon. No target size modifiers apply. Start with 18 or less to hit then -1 per 3" to coordinate or spot. COVER PENATRATION: Apply full damage to units hit by armor piercing wallshot from this round.
DEMOLISHER AS3	MK1	Shotgun	8	2			NA	0	6	1 per 1	3	LOS	6	20	NA	NA	NA	SHOTGUN: Subtract range modifier from damage per shot.
EAGLE DMR SCOUT	MK1	Designated Marksman Rifle	7		YES		2	0	28	1 per 2	4	LOS	7	D20	AP3	NA	NA	
EAGLE EBR	MK1	Enhanced Battle Riffle	7		YES		2	0	34	1 per 2	4	LOS	7	D20	AP3	NA	NA	INTEGRATED EBR OPTIC: Increased range already factored in. Ignores Wild Weasel system. Doubles range for scans. LASER DESIGNATOR: May be used to mark targets or locations (laser designation). Must be able to draw an unblocked line from the laser designator to the marked spot or target. Friendly units targeting marked spot with NLOS type weapons may nullify line of sight modifiers. BIPOD: Add +1 fire control to unit if shot is taken stationary (without any move other then possible fire and cover)
EVOLUTION XI MAGNUM	MK1	ECBS class revolver	6	NA	YES		See Attribs	0	16	2 per 1	2	LOS	11	11			NA	Designed for ECBS : +1 fire control and gain Dual Weild capability if used with ECBS, otherwise a -2 to shot applies due to intense recoil. Knockback: If target is AC1, it shall be moved 3 in a line away from the shooter (knocked back) If the knockback path is blocked, the knocked back unit stops at the obstruction and takes D6 additional damage if the obstruction is larger than AC1.
MARINE COMBAT POWERED BLADE	MK1	Powered combat knife	1	NA			1	CC	CC	NA	2	LOS	D20+4	10	AP2		NA	SNEAK SHANK: Unit recieves +6 to stealth rolls made after using this weapon if only one shot used

INFANTRY WEAPONS

INFANTRY WEAPONS

Weapon Name (Sorted alphabeticaly)	VARIANT	Type	Weight (kg)	Combat Rails	Scope / Optic Rail	Dual Wield	Fire Control	MIN	OPT	DROP /PER	Shots	LOS / NLOS	DAMAGE per shot	Additional damag for AC1 targets per shot	ARMOR PIERCE	SPLASH	Rounds	Attributes
FIRESHARK	MK1	Supressed CQB PDW	3	3	YES		2	0	10	2 per 1	4	LOS	5	10			NA	INTERNALLY SUPRESSED: Unit recieves +6 to stealth rolls made after firing this weapon
HOG	MK1	Light Machine gun (LMG)	15		YES		0	0	24	1 per 1	6	LOS	4	4	AP3		NA	SPRAY and PRAY: May be used to attempt to damage infiltrated units. Target an area where an infiltrated unit is located with all shots at 6 or less + fire control. Take the base damage per shot and divide by the total number of units and terrain features within 6 of the chosen infiltrated unit. If there are no other units or features that qualify, divide shot damage by 2. Deal this modified damage for each hitting shot to the chosen infiltrated unit and each unit or terrain feature previously counted. BIPOD: Add +1 fire control to unit if shot is taken stationary (without any move other then possible fire and cover)
HORNET	MK2	Laser sighted caseless machine pistols	1	NA	NA	YES	3	0	18	2 per 1	4	LOS	3	8			NA	
OSCAR	MK1	.65 Sniper rifle	14		YES		3	6	30	1 per 6	1	LOS	5+D20	10	AP3		NA	STATIONARY FIRE: Must be stationary to fire (can not combine with a move of any kind)
PCW	MK1	Personal Combat Weapon	1	NA	NA	YES	2	0	12	2 per 1	4	LOS	1	9			NA	
PINEAPPLE	MK1	Grenade	1	NA	NA		See Attribs	0	18	4 per 1	1	NLOS	6	18		2	1	GRENADE: Targets horizontal spot on ground or floor. Unit must be able to throw to that spot (deflections ok). 10 or less to hit. +2 to hit for each wall or vertical surface facing the blast within splash radius (max +8 to shot). No FFE modifier applies. Shot line can pass thru bubble shield. Once per attack action with this weapon, any crew/troop unit that is within splash radius may roll to dodge up to 6 away after announcement of shot (before attack roll). Dodge roll applies for all grenades launched at that spot by the action. Attack location remains the same and roll is still made if units dodge. Dodging units must make a stealth roll.
PIRANHA	MK1	Dynamic .65 Sniper system	13	NA	YES		2	6	30	1 per 2	1	LOS	D20	15			NA	SECOND SHOT: If the firer is stationary this turn, this weapon may be fired twice.
PUNISHER	MK1	High Efficiency Short Stroke Gas Piston Machine Pistol	2	NA	NA		1	0	18	1 per 1	12	LOS	See Attribs		AP3		NA	EXTREME FIRE RATE ARMOR DEFEATING ROUNDS: Roll a D20 and subtract 2X (# of targets + highest target AC value). The resulting value is the damage per shot, unless the result would be negative in which case the damage is 1. This damage value counts for all shots fired for this attack.

Weapon Name (Sorted alphabeticaly)	VARIANT	Type	Weight (kg)	Combat Rails	Scope / Optic Rail	Dual Wield	Fire Control	MIN	OPT	DROP /PER	Shots	LOS / NLOS	DAMAGE per shot	Additional damag for AC1 targets per shot	ARMOR PIERCE	SPLASH	Rounds	Attributes
REGULA	MK2	Main Battle Rifle	5	4	YES		2	0	22	2 per 1	3	LOS	D20	10			NA	
SPEAR IV LAUNCHER	MK1	Guided Missile Launcher	18				1	12	24	1 per 1	1	NLOS	24	AC4			1	ONE IN THE PIPE: includes one SPEAR IV missile preloaded. REVEALED: This weapon reveals user on use. MULTI MODE- GPS: Must be fired with target spot and fi rer with 48" overhead clearance. No fi re control, no unit or terrain lockon, may target any horizontal spot on battlefi eld, 10 or less - speed modifi er to hit. No smoke or NLOS penalty applies. DIRECT: Must be LOS, all normal rules apply. AA: Ignore NLOS modifi er to aerial units that have previously had LOS to fi ring unit this turn.
SPECTRE	MK1	Light Machine gun (LMG)	20	2	YES		See Attribs	0	30	1 per 1	6	LOS	4	4	AP4		NA	SPRAY and PRAY: May be used to attempt to damage infiltrated units. Target an area where an infiltrated unit is located with all shots at 6 or less + fire control. Take the base damage per shot and divide by the total number of units and terrain features within 6 of the chosen infiltrated unit. If there are no other units or features that qualify, divide shot damage by 2. Deal this modified damage for each hitting shot to the chosen infiltrated unit and each unit or terrain feature previously counted. GUN POSITION: Gets -2 to shot if used with a move. Gets +2 to fi re control if fired from a fixed position. Add 8 shots if fi red from a fi xed position and an additional crew or troop serves as a loader. The loader must be adjacent to the unit with the SPECTRE, and can not be given any actions that turn.
STEEL WIND	MK1	Katana Powered Blade	2	NA	NA		2	CC	CC	NA	1	LOS	20				NA	SILENT: Attacker is not revealed if attack fails to hit. On hit Attacker must make a stealth roll regaurdless of initiative.
TRINITY	MK2	Rocket Propelled Grenade (RPG)	28	NA	NA		1	4	18	1 per 1	1	LOS	24	4	AP6	2	NA	AA fire: +10 optimum range against aerial targets.
ZEUS	MK1	Shoulder fire laser	25	NA	YES		See Attribs	0	24	2 per 1	1	LOS	24		AP6		NA	VEHICLE FOCUSED: -4 fi re control vs crew & troops. +2 fire control on MSV/Vehicle units and terrain features. LASER DESIGNATOR: May be used to mark targets or locations (laser designation). Must be able to draw an unblocked line from the laser designator to the marked spot or target. Friendly units targeting marked spot with NLOS type weapons may nullify line of sight modifiers.

INFANTRY WEAPONS

Gear Name (sorted alphabetically)	VARIANT	Type	Weight KG	Uses	Attributes
40MM MICROMISSILE LAUNCHER	MK1	Rail attachment	1	NA	MICROMISSILE LAUNCHER: Adds an alternate fire mode to the equiped weapon. See micromissile weapons for missile details. May use scope/optic/laser desigatnation from parent weapon. COMBAT RAIL: Requires 1 COMBAT RAIL slot. Limit of 1 per gun.
40MM MICROMISSILE LAUNCHER	MK2	Stand alone launcher	1	NA	MICROMISSILE STAND ALONE LAUNCHER: Launches 40MM Micromissiles (See micromissile weapons for missile details).
ADVANCED COMBAT OPTIC	MK1	Scope	1	NA	ACO: Attaches to a weapon with a free scope rail. Requires the unit operating the ECBS to have an equiped ECBS suit for ability to apply. Scope increases optimum range by 6, Ignores wild weasel systems, and doubles the scan range for equiped weapon.
AIMSCAN M96	MK1	Scope	2	NA	SCAN SCOPE: May be added to a weapon with an optic (scope) rail. When using the scan scope ability the shots taken by the weapon are limited to one. May be used to target an otherwise un-targetable infiltrated unit for an attack. Target must otherwise be legal for attack. Attacker declares the attack with the weapon and may make a free scan roll. If the attacker's weapon also has the scan processor rail attachment it may be used for the scan and the attacker receives a plus 1 to scan. If the scan succeeds the target unit is revealed and the attacker must make an immediate attack with the weapon (which may hit or a miss based on the follow up attack rolls). If the scan fails the attack has missed and the attacking unit has completed its action.
AS3 BOX MAGAZINE	MK1	Upgrade for Demolisher AS3 Shotgun	4	NA	AS3 BOX MAG: Use requires a special foregrip which is included in weight but requires 1 COMBAT RAIL slot. WEAPON STABILIZER: Adds +1 fire control to shots from this weapon. Can not be nullified by WILD WEASEL systems. BOX MAGAZINE: This magazine adds 1 shot to DEMOLISHER shotgun. NOT STACKABLE: A weapon may only have one of this attachment.
BIPOD (DETACHABLE)	MK1	Rail attachment	1	NA	DETACHABLE BIPOD: Add +1 fire control and an additional 3 optimum range to attached weapon if shot is taken stationary (without any move other then possible fire and cover). COMBAT RAIL: Requires 1 COMBAT RAIL slot. Limit of 1 per gun. May not be equiped on a Foregrip equiped weapon.
COUNTERINTELLIGENCE JAMMER	MK1	Electronic warfare	NA	NA	Counterintelligence Jammer: IS automatically and may only be equiped by the Counter Intelligence Agent. All units ignore size and fire control modifiers when targeting this unit. (Death match only rule): Controlling player may not claim the skull while this unit is in play. On deploy, remove the skull in play. The GM will place six identical skulls with one marked in a hidden way (5 decoys and 1 real). These skulls are placed randomly on the board and only the marked skull is "real." More than one player may use this ability, but this will cause multiple skulls to be available to non counterintelligence players. The counter intelligence agent scores 1 point to the player every time a decoy skull is picked up by an opposing player. (Skirmish only rule): This unit and one other unit of player's choice may hotdrop at any point in the AO. Both units must be adjacent, and may not occupy the opponent's deployment zone(s)
DYNASTY	MK2	Deployable Bubble Shield	11	1	BUBBLE SHIELD: May be dropped on the ground or terrain feature adjacent to controlling unit any time unless controlling player has been offered a chance to apply defense gear and did not/declined to apply this gear. If overlapping any other DDP shield, eliminate both shields. Creates 5 radius, 2 high deployable shield cover that units can enter or leave, but in which shots targeted in or out of the shield will hit the shield instead. Units with the shield between in and the impact point are immune from splash damage from the other side. All units within shield are revealed. Shield starts with 20 life, and recharges to 20 at end of round unless eliminated. If reduced to 0 life the shield is immediately eliminated, however, units with the shield previously intervening are not affected by damage from that particular shot or linked shots. The shield may be targeted as an AC5 size object, but takes damage as a normal AC1 deployable. Units within shield cannot use antimissile systems. Once a shield is eliminated, another shield may not be dropped at, or overlapping, the eliminated shield's area for the remainder of the turn.
ECBS EM HARDENING	MK1	ECBS EM shielding	20	NA	HARDENED: equiped unit ignores EMP ability/effects
ECBS FOOTPAD	MK1	ECBS stealth upgrade	1	NA	ENHANCED STEALTH: Unit equipped gets +4 to stealth when performing a move without an attack. When performing a move with an attack, it gets a +1 OR the suppression ability of the weapon. Ability does not stack with other suppression systems.
ECBS SHIELD RETROFIT	MK1	ECBS shield upgrade	10	NA	SHIELD IMPROVEMENT: ECBS equipped unit may use this gear to lower its movement speed by 6" and raise shield to 26 life.
ECHOMASTER M444	MK1	Sniper Supression kit	2	NA	ENHANCED STEALTH: Equipped weapon gains a silencer and receives +4 to stealth rolls made by this unit while using the the PIRANHA Sniper rifle. Suppressed unit recieves - 4 to optimum range and -4 to damage. Ability does not stack with other suppression systems.
EMPD	MK2	EMP generator	20	1	EMP: As an action Roll 14 or less to activate. On activation this unit and all units within 24 may not move, use defensive gear or fire weapons for rest of turn. Does not affect non-ECBS-equipped crew units.

INFANTRY GEAR

Gear Name (sorted alphabetically)	VARIANT	Type	Weight KG	Uses	Attributes
EQUALIZER	MK2	Pirate EM jammer	2	1	PULSED: Roll a D20. On anything but a 1 pulse activates and reveal all units within 16. All units within 16 lose fire control and may not move for the remainder of the turn. Gear explodes on use and deals D20+2 damage to firing unit. Units with EM HARDENING or crew/troop units without ECBS are revelaed but otherwise unaffected by this gear.
FIELD COMMANDER'S KIT	MK1	Command package	20	NA	LEADERSHIP: Only 1 field commander kit may be deployed per 4 troop units. This kit may not be looted, and is automatically eliminated (self-destructs) if removed from the deployed unit, which shall be referred to as a Commander. The 20 KG gear weight applies on both ECBS and non ECBS equiped units. A Commander with this kit gains the following abilities: COMMAND: This unit adds 1 action to the player deploying the unit INTEGRATED I-COMBAT: Advanced Commander's Tactical Computer (ACTC) user: A squad rallied to this commander may target up to 3 targets instead of the standard 1. Rallied units split shots among the 3 targets as desired as long as they do not break the normal shot limits for the weapon.
FIRESTAR	MK1	Lock on throwing stars	1	6	THROWING STAR: May attempt to deploy as mart of any move action. When target is within 12 with clear LOS to a non infiltrated unit, or within 6 of a infiltrated unit you may expend a use and roll a D6. On anything but a 1 the target unit is tagged. All friendly attacks ignore line-of-sight, cover, smoke, stealth, WILD WEASEL, and infiltration modifiers to the tagged unit for rest of turn.
FOREGRIP	MK1	Rail attachment	1	NA	WEAPON STABILIZER: Adds +1 fire control to LOS shots from equipped weapon. Can not be nullified by WILD WEASEL systems. Requires 1 COMBAT RAIL slot. NOT STACKABLE: A weapon may only have one of this attachment.
GEN 4 ACTIVE CAMMO BDU	MK1	Cammo BDU	4	NA	ILLUSION: (May not use an ECBS suit with this gear) If this unit has not yet acted and the unit is targeted, Units targeting this unit must take a -4 modifier. If this unit has acted and the unit is targeted, the targeted unit's player may roll a 12 or less on a D20 to apply a -4 modifier to that attack. If the equipped unit's force rolled highest on initiative that turn the modifiers shall be -6 instead of -4
GRAPPLE GUN	MK1	Move Assist	1	NA	MOVE GEAR: May be used as part of any move action ZIP LINE: (6 uses) Roll an attack roll on a target terrain feature or unit within 36, with direct line of sight, and with an elevation below this unit. If attack is successful expend one use to secure the line between the point of fire and the target and any adjacent units to the line unit may move without movement cost to the unit down the line, or at normal speed up the line and disconnect at any point along the line where the unit has a horizontal surface that is legal to stand on adjacent to the figure's base. The zip line can be kept in place for other AC1 units to use in which case it is considered an AC1 structure with a starting life of 5. GRAPPLE: Roll an attack roll on a target terrain feature or unit within 36, with direct line of sight, and with an elevation higher than this unit. If attack is successful the unit may move to the top of the feature, unit, or adjacent floor targeted, and may make an attack with a non-sniper weapon of less than 10KG at a full move modifier.
I-COMBAT	MK1	Wrist mount PDA	2	NA	SCAN PROCESSING: +4 to scans from equipped unit. RALLY PROCESSING: Rally group with i-COMBAT within may target 2 targets with rally action. DECRYPT: If within 10" of secured door or lock (strength 1-25), once per turn, may attempt to hack the door (no action required) by rolling a D20+10. If this roll is equal to or greater than the strength of the door or lock, it unlocks. ENCRYPT: If adjacent to an unlocked secure door or lock, once per turn, may attempt to lock the door or lock at a strength level of D20+10 (max level 25). A door or lock can only be secured with one lock at a time. Locks encrypted by this i-COMBAT can be canceled at any time by the controlling player.
I-PIRATE	MK1	Wrist mount PDA	4	NA	DECRYPT: If within 10" of secured door or lock (strength 1-25), once per turn, may attempt to hack the door (no action required) by rolling a D20+10. If this roll is equal to or greater than the strength of the door or lock, it unlocks. ENCRYPT: If adjacent to an unlocked secure door or lock, once per turn, may attempt to lock the door or lock at a strength level of D20+10 (max level 25). A door or lock can only be secured with one lock at a time. Locks encrypted by this i-COMBAT can be canceled at any time by the controlling player. PIRATE SOFTWARE. If used bu a pirate unit this gear agains ability HIJACK REPAIR. This unit may, as its action, move up to full speed ending adjacent to an eliminated opposing vehicle or MSV unit. The player may then roll 2 D6 and repair the unit of that much life. The hijacker may then crew the unit with any crew or troop units rallied to him. If a commander serves as crew, his command ability still applies. This hijacked unit does not count against cap.
LASER DESIGNATOR	MK1	Rail attachment	1	NA	LASER DESIGNATOR: May be used to mark targets or locations (laser designation). Must be able to draw an unblocked line from the laser designator to the marked spot or target. Friendly units targeting marked spot with NLOS type weapons may nullify line of sight modifiers.

INFANTRY GEAR (row label, vertical, left margin)

Gear Name (sorted alphabetically)	VARIANT	Type	Weight KG	Uses	Attributes
M482 DEMOLITION CHARGE	MK1	Demo charge	4	1	SHAPE CHARGE: may be deployed by crew or troop units as an action on a target that starts that action adjacent to the unit. To deploy, the controlling player rolls a D20. On a roll of 17 or less the charge is set. On the roll Of 18 or 19 the charge does not set, and the roll of 20 the charge explodes prematurely. Assuming the charge did not explode prematurely, the deploying unit may move up to full speed away from the charge. Rallied units may deploy and move as a group. or just move if they don't wish to place a charge. Once movement is complete the charge explodes if set. A dud (deployed, not set or exploded) charge can be reset (no action required) at turn end by any adjacent unit on a roll of 10 through 19. On the roll of 20 the charge explodes from tampering. Exploding charge deals 20 damage with a splash of 3
M484 SENTRY CHARGE	MK1	Sentry charge	4	1	SENTRY CHARGE: may be deployed by crew or troop units as an action on target location that starts that action adjacent to the unit. The deploying unit may move up to full speed away from the charge. Rallied units may deploy and move as a group, or just move if they don't wish to place a charge. Once movement is complete the charge sets. A set charge in tied to the controlling player's command center and will automatically detonate the moment any unit passes (including infiltrated) The deployed charge may be targeted and take damage as an AC1 unit. If destroyed or if the controlling player exits the game the charge is removed from play immediately. Exploding charge deals 20 damage with a splash of 3
NON ECBS BODY ARMOR	MK1	Body armor	See Attribs	NA	BODY ARMOR: may not be used by ECBS equiped units. CHOOSE FROM - LIGHT WT 5 Reduces taken damage by 4 HEAVY WT 10 Reduces damage taken by 8 REFLEXIVE ANTI BALISTIC WT 8 Reduces ballistic damage per shot by 4 Cancels armor pierce abilities AIKIDO TYPE WT 4 Reflects D20 damage (not to exceed amount received back to firer)
ODIN	MK1	Smoke Launcher backback	10	NA	ODIN SMOKE: : Use combined with any action assigned to the controlling unit, drops a 10" diameter circle (5" radius) x 12" height smoke area at any point adjacent along movement path.
ODIN II "SMOKEY"	MK7	Smoke Launcher backback	20	NA	THERMAL SMOKE: Use combined with any action assigned to the controlling unit, drops a 10" diameter circle (5" radius) x 12" height smoke area at any point adjacent along movement path. Thermal reflective smoke may not be negated by the Seer system.
PSS	MK1	Personnel Shield System	2	NA	PSS: Gives equipped crew that does not otherwise have an ECBS suit a shield system like that carried by a standard troop unit. Cannot be used with an ECBS suit.
SATCOM-P	MK1	Commander's Cell	1	NA	REQUEST FIRE SUPPORT: If equipped by a troop commander, a player with units with this ability may, as its action, make a call for air support. This support consists of a pair of APEX missiles fired from an off field (non-player controlled friendly) UAV. A player may only call one commander based Apex strike per turn.
SCAN PROCESSOR	MK1	Rail attachment	1	NA	HYPERSCANNER: 48" range scanner, +2 to scanning. SUPPORTING SCAN: May scan (for free) once per turn if a friendly unit acts within HYPERSCANNER range (48"). Any reveals occur after the action.
"SKEETSHOOTER" IAMS	MK1	Backpack AMS	20	NA	INFANTRY AMS: May only use one per rallied group. Any missile rounds which would be hitting within legally rallied distance of this unit or any unit rallied to this unit must be rerolled with a -3 to the shot. Ignore any original hits that miss the second roll. Does not stack with other defense gear requiring a reroll. Takes priority over any STARFIRE fl ares in play
SPEAR MISSILE	MK1	Launcher ammo	12	1	EXTRA MISSILE: This missile serves as an extra round for the SPEAR IV LAUNCHER. It can not be fired without the launcher
T1 COMBAT OPTIC	MK1	Scope	1	NA	T1 SCOPE: For non-ECBS equipped units. Increases the optimum range by 6" on player's choice of one SCOPE RAIL-equiped weapon.SEER SYSTEM Built into optic. Ignores smoke for cover modifi er purposes.Ignores WILD WEASEL system.Requires a free SCOPE RAIL on the equiped weapon.
VISION	MK1	Spotter scope	20	NA	SPOTTER: Auto-rally to any friendly sniper unit within 1". If this unit and a rallied sniper within 1" are stationary this turn, and the spotter has at least 1 life, the sniper may fire 3 shots instead of 1. All targets must have LOS to both the spotter and sniper and lie within a 90° arc of each other. Targets may be picked before rolling each shot. A spotter may only give shots to one sniper per action. Spotter may not fire on any turn it serves as a spotter. OBSERVER: If this unit is stationary and dug in it may call a support shot from a SEIGMASTER A1 equiped unit with an available support shot(s) to any coordinate within LOS as an action.

INFANTRY GEAR

	ECBS SUIT	MK	SPEED	FREE WEIGHT	JUMP	ABILITIES
INFANTRY ECBS SUITS	FALCON	1	22	50	YES	ECBS Suit: This gear replaces the base speed, and free weight, adds jump jets, and certain other attributes to the equipped unit. INFILTRATION SYSTEM. ECBS SHIELD SYSTEM: Reset life to 20 at each turn end if life is greater than 0. SEER SYSTEM: Ignores smoke for cover modifier purposes.
	PIRATE HARDENED FALCON	1	20	40	YES	ECBS Suit: This gear replaces the base speed, and free weight, adds jump jets, and certain other attributes to the equipped unit. PIRATE ARMOR HARDENING: Reduce life taken by 4. ECBS SHIELD SYSTEM: Reset life to 20 at each turn end if life is greater than 0. SEER SYSTEM: Ignores smoke for cover modifier purposes.
	MOTOMAN TYPE A6	1	24	50	YES	ECBS Suit: This gear replaces the base speed, and free weight, adds jump jets, and certain other attributes to the equipped unit. INFILTRATION SYSTEM. NINJA SYSTEM: maintains infiltrated benefi t under 6" from opposing units. NO SHIELD: (power is used by other systems). REPAIR EQUIPPED: Portable arm medkit may heal/repair themselves or other crew or troop units as an action by rolling a close combat "attack" (within 2"). On hit, heal D20 life. May not move while using this ability. May be used with rally weapons free. SEER SYSTEM: Ignores smoke for cover modifi er purposes.