

Space Rycerz



Structure: 12 | Agility: 2 | Armor: 5

Move(Ground): 2

Move(Water):

Move(Air):

Move(Space): 6

MBP Cost: 30/30

Weapons Systems

50 Points

Weapon	Type	Accuracy	Range	AoE	Damage x Hits	Damage Type	Cost
Electromotive Dobergun	Ranged	2	2-6	N/A	1d6+2 x2	Solid	15
Melee Slam +P	Melee	0	1-1	N/A	1d6+0 x1	Solid	5
Vibrosaber +P	Melee	1	1-2	N/A	1d6+1 x1	Solid	10
Anti-Air Missile	Guided	1	2-5	Blast 1	1d6+1 x1	Solid	20

Traits

Shield - A machine with this Trait gains a Shield, which can be used when the Pilot fails an Evasion roll by spending 4 AP. Using a Shield increases the machine's Armor by 8 against the Attack. A machine may only have one type of Shield.

Barrier(Small) - A machine with this Traits gains a Small Barrier, which activates when the machine is successfully hit by Energy Weapons. A Small Barrier reduces damage from Energy Weapons by 4. A machine may only have one type of Barrier.

Parts

N/A