

Sherman Mk. II



PWR 6

ATK 5

MOV 7

DEF 2

190

Plasma Cannon

Range 11, ATK 3 Can fire twice per activation. (Energy)

Active Countermeasures

These include electronic jamming of guidance and targeting systems, chaff and decoys, etc. For attacks at a range greater than 5", this Mech rolls 1d6 and evades the attack by rolling a 5 or 6.

Jump Jets (15 Fuel Points)

This mech can fly over elevated terrain and obstacles. 1" forward and upward movement costs 1 fuel point.

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