

# Washington



145

PWR 6

ATK 4

MOV 8

DEF 2

## Directed Energy Gun

Range 2-10, ATK 3 (Energy)

## Hacking/Jamming

Range: 10 This mech's computer can hack the target unit's defense computer on a roll of 9-12, resulting in the target not being able to roll defensive dice for 1 round (defense dice gained from terrain cover can still be rolled normally.) Not usable on infantry. This is a free action each time this unit is activated.

## Warhawk III Missiles

Range 4-12, ATK 2. All figures within 3" of the target must also roll Defense dice against this attack from shrapnel damage. Line of fire can be drawn through the #1, 2 & 3 edges of the mech's base. (Kinetic)

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