

# Panzermech I Ausf. B



PWR 5

ATK 4

MOV 8

DEF 3

145

**CAPTURED**

## Energy Shield

Defense dice rolling 5 or 6 = 2  
Defense points against energy type attacks.

## MaschinenKanone MK 121

Range 10, ATK 3. If damage is inflicted with this attack (armor penetrated), you may roll another attack, and continue doing so until failing to inflict damage or three attacks have been made. (Kinetic)

LOST REICH™