

MIDAS CONVOY

Designed for rapid desert travel, the Sand Rail is a more versatile vehicle than its name implies. In convoys it can rapidly transport entire battalions of MECs to where they're needed most.

MOVING - INDUSTRIAL BIOME



BALLISTA



SIZE

1x1

SPAWN

2

SHIELDS

20

Unmanned MEC technology like this Ballista is usually powered by a flower resonating to Betyl within. Perhaps this is the future of war.

CLASH

ADAPTIVE VOLLEY - Range 6 : Deal 4 SD of (H) or (B) DMG

CHARGE

GIGA BLAST - Range Line - 4 : Deal 5 Direct DMG : Apply [Burning] to any Units adjacent to the Range

PASSIVE

FACTORY NEW - This Unit begins with 0 Shields - Unit cannot be Pushed / Pulled

BIOME EFFECT

BURN 4 TENSION

SANDSTORM - All Ranges are reduced by 2

BIOME EFFECT

BURN 8 TENSION

REINFORCE - A 6x3 Mini-Sand Rail enters the field carrying a Phalax Squad and a Centurion

THE MIDAS SAND RAIL HEIST

This Midas Convoy is transporting a one-of-a-kind Anunnaki artifact. The Convoy involves 3 Sand Rails, titanic trains capable of transporting MECs. Each Sand Rail has 2-4 Cars on it, not including the front Engineering Locomotive Car (which has 4 Ballistas). These Cars can be separated via automated Mag-Locks. The left and right Sand Rails' Cars are usually only 4 Spaces wide and 8 spaces long, while the center Sand Rail's cars are 6 Spaces wide and can go up to 12 spaces long. You can think of each Sand Rail like a Zone. Generally each Zone should have a Threat Level of 3 or 4.

The Center Convoy has a Central Platform that is ostensibly cleared for supply drops. This Platform is 12x12 Spaces big. The Artifact [[Potentially the Clear Betyl Grimmoire]] is stored in the center Convoy's Locomotive Car. If the Artifact is looted, Midas Forces will call a Boss for assistance who will Spawn on the Central Platform.

If an Allied Unit falls off the Sand Rail without [Flying] while it's still moving, they'll take d6 Direct DMG and be placed at the caboose of the Sand Rail they fell off. Enemy Units are instantly destroyed by falling off. Pilots inside MECs survive easily. MECs are free to Shift

ROLL	LOWS	HIGHS
	TRANSPORT RAILCAR - This Closed Railcar is mostly empty, save for a few crates. Clearly meant to transport troops and such.	WILDLIFE RAILCAR - This Open Air Railcar has d3 local Wyrms in Electro-Cage. Cages have 5 Armor and the Wyrms aren't happy.
	OPEN AIR RAILCAR - Much like the Transport Railcar. However this car has no walls and thus Units can easily be pushed off.	MUNITIONS RAILCAR - Closed Railcar full of ammo! - Crates have 1 Armor - When destroyed cause 1 Direct DMG and [Burning] to All-Side
	TURRET RAILCAR - This open-air Rail Car has 4 Turrets on its corners. Clearly built as a defensive platform.	ARTIFACT RAILCAR - Closed Railcar full of strange Artifacts and 60 MEC Scrap. Maybe these could be worth something?



AQUILIFER



SIZE

1x1

SPAWN

1

SHIELDS

10

While lacking in weapons, the Aquilifer is equipped with a large variety rapid construction equipment to ensure its allies are always stocked.

CLASH

RAPID ASSEMBLY - Create a single Ballista in an open Adjacent Space - This Ballista cannot take Actions this Phase

CLASH

SHIELD EXPERT - Range 3x3 - Self : Grant +10 Shields to any Units the Centurion chooses (including itself)

CLASH

TORCH 'EM - Range Side : Deal 1 Direct DMG : Apply [Burning] : Move 4 Spaces

PASSIVE

JUMP PACK - This Unit can [Fly] up to 3 Spaces

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PHALANX SQUAD



SIZE

1x1

SPAWN

4

SHIELDS

10

The deployable energy shields of the Phalanx Squad are the first thing that comes to most Pilots' minds when they hear "up against Midas."

PASSIVE

PHALANX - Each Phalanx Unit can add its own Soak to any adjacent Units. This Effect can stack to a Max of 10 Soak on a Unit.

CLASH

SPEAR BEAM - Range 6 : Deal 4 SD of (H) or (B)

CLASH

CORING BEAM - Range Line of Sight : Deal 2 Direct DMG [[Uses 2 Actions]]

PASSIVE

IMPLACABLE - Negates 2 Push/Pull

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CENTURION



SIZE

1x1

SPAWN

1

SHIELDS

15

The titanic Laz Hammer of the quad-legged Centurion asserts its dominance on the battlefield.

CLASH

GIGA SLAM - Range Side : Deal 8 SD of (H) DMG : Apply [Dazed]

CLASH

FLASH MISSILE - Range Line of Sight : Apply [Dazed] or [Burning]

CLASH

SHIELD BUBBLE - Range 3x3 - Self : Grant +10 Shields to any Units the Centurion chooses (including itself)

CHARGE

HAMMER LEAP - Range 5x5 - 8 : Deal 8 SD of (H) DMG : Apply [Dazed] : Move to Center of AoE

PASSIVE

TRULY IMPLACABLE - Negates d6+2 Push/Pull

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