



Southern Cross

Faction

We work as a team!

The first time a command mecha is hit in combat on each turn, any other mecha that is in the same squadron that has LOS to the mecha struck, may make a free additional attack during its next activation or a free dodge roll the next time it is attacked, without paying a command point.

Southern Cross Power Armor Corps





Core: Southern Cross Assault Squadron

Base Point Cost = 50 Base Command Points = 3



Basilisk Officer x1
Basilisk x7

HTH: All



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Type	RN	MD	Spec	Upgrade
LIW-87	4	1	Anti-Missile	Unrestricted
HLW-6	15	2	Ammo(6)	Inescapable
HPW-6	10	4	Ammo(10)	
XHCPW-6	7	4	Ammo(9)	Overwhelming
LAR-10	12	2	Rapid Fire	
LAR-10L	20	1	Accurate	
IPC-12	9	3	Ammo(10)	
M-35 AR	15	3	Ammo(10)	Accurate

Unit	SPD	PIL	GN	DF	LDR	Specials
Basilisk Officer	4	3	3	5	1	CCWS, Leap, Hands
Basilisk	4	2	2	5	0	CCWS, Leap, Hands



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**Core: Southern Cross
Fast Response Squadron**



**Fenris Officer x1
Fenris x7**

HTH: All

Type	RN	MD	Spec	Upgrade	
MPW-88	5	1	Anti-Missile	Unrestricted	
HLW-6	15	2	Ammo(6)	Inescapable	3
HPW-6	10	4	Ammo(10)		8
XHCPW-6	7	4	Ammo(9)	Overwhelming	7
LAR-10	12	2	Rapid Fire		8
LAR-10L	20	1	Accurate		7
IPC-12	9	3	Ammo(10)		5
M-35 AR	15	3	Ammo(10)	Accurate	11

Unit	SPD	PIL	GN	DF	LDR	Specials
Fenris Officer	6	3	3	5	1	CCWS, Leap, Hands
Fenris	6	2	2	5	0	CCWS, Leap, Hands

Base Point Cost = 45 Base Command Points = 3



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**Core: Southern Cross
Airborne Squadron**



**Manticore Officer x1
Manticore x7**

**HTH: All,
Space Only**

Base Point Cost = 55 Base Command Points = 3



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Type	RN	MD	Spec	
LIW-87	4	1	Anti-Missile	Unrestricted
M-37 Particle Cannon	12	3		

Unit	SPD	PIL	GN	DF	LDR	Specials
Manticore Officer	6	3	3	5	1	CCWS, Flight, Hands
Manticore	6	2	2	5	0	CCWS, Flight, Hands



**Core: Southern Cross
Close Combat Squadron**



Triton x8

HTH: All

Base Point Cost = 40 Base Command Points = 3



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Type	RN	MD	Spec		Upgrade
HLW-6	15	2	Ammo(6)	Inescapable	3
HPW-6	10	4	Ammo(10)		8
XHCPW-6	7	4	Ammo(9)	Overwhelming	7
LAR-10	12	2	Rapid Fire		8
LAR-10L	20	1	Accurate		7
IPC-12	9	3	Ammo(10)		5
M-35 AR	15	3	Ammo(10)	Accurate	11

Unit	SPD	PIL	GN	DF	LDR	Specials
Triton Officer	4	3	3	5	1	CCWS, Leap, Hands, Brawler
Triton	4	2	2	5	0	CCWS, Leap, Hands, Brawler

Southern Cross Battloid Corps





Core: Southern Cross Line Combat Squadron



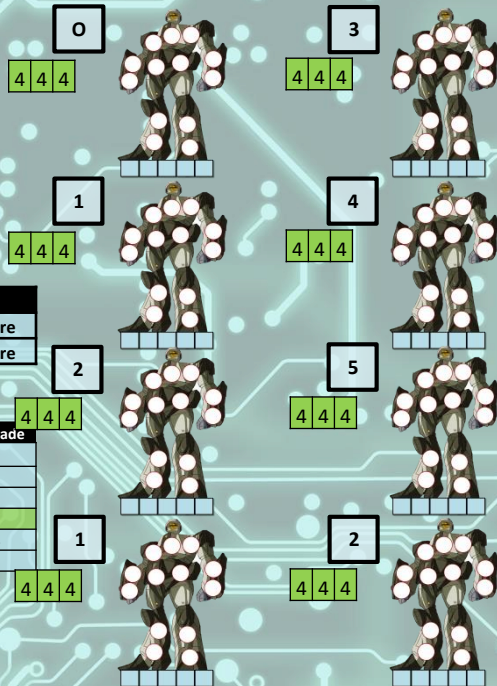
Salamander Officer x1
Salamander x7

HTH: All

Base Point Cost = 90 Base Command Points = 10

Unit	SPD	PIL	GN	DF	LDR	Specials
Salamander Officer	3	3	3	5	2	Leap, Shield(1), Focus Fire
Salamander	3	2	2	5	0	Leap, Shield(1), Focus Fire

Type	RN	MD	Spec	Upgrade
Salamander				
EU-12 Cannon	12	4	Overwhelming	
LIW-77	4	1	Anti-Missile	Unrestricted
MDS-1870	12	2	Missile	Ammo(3) Volley(4)
EU-10 Ion Cannon	21	4	Accurate	4
EU-11 Particle Rifle	24	4	Accurate	Rapid Fire 5





Core: Southern Cross Recon Combat Squadron



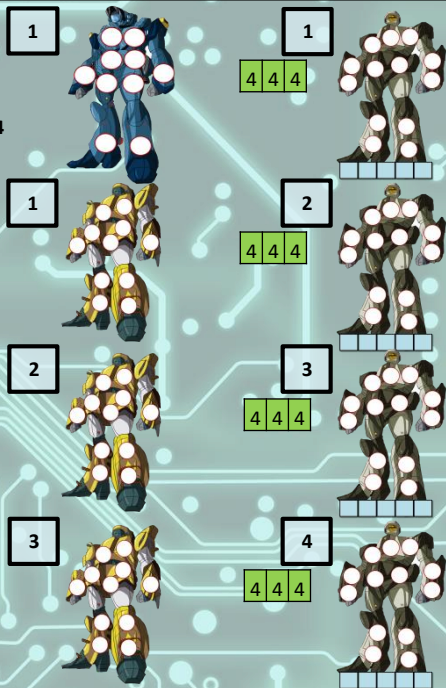
Cyclops x1
Dryad x3
Salamander x4

HTH: All

Base Point Cost = 85 Base Command Points = 10

Unit	SPD	PIL	GN	DF	LDR	Specials
Cyclops	4	3	2	5	2	Recon Suite, Electronic Attack Suite, Flight
Salamander	3	2	2	5	0	Leap, Shield(1), Focus Fire
Dryad	4	2	2	5	0	CCWS

Type	RN	MD	Spec	Upgrade	
Cyclops					
EU-12 Cannon	12	4	Overwhelming		
EU-10 Ion Cannon	21	4	Accurate		1
EU-11 Particle Rifle	24	4	Accurate	Rapid Fire	2
Dryad					
EU-12 Cannon	12	4	Overwhelming		
LIW-77	4	1	Anti-Missile	Unrestricted	
EU-10 Ion Cannon	21	4	Accurate		3
EU-11 Particle Rifle	24	4	Accurate	Rapid Fire	4
Salamander					
EU-12 Cannon	12	4	Overwhelming		
LIW-77	4	1	Anti-Missile	Unrestricted	
MDS-1870	12	2	Missile	Ammo(3)	Volley(4)
EU-10 Ion Cannon	21	4	Accurate		4
EU-11 Particle Rifle	24	4	Accurate	Rapid Fire	5





Core: Southern Cross Light Combat Squadron



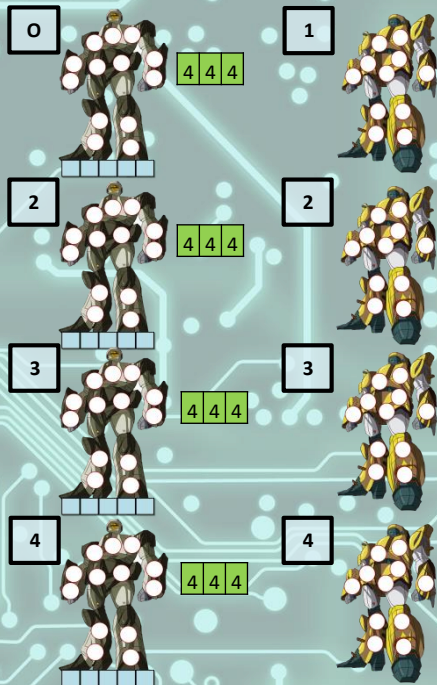
Salamander LT X1
Salamander X3
Dryad X4

HTH: All

Base Point Cost = 70 Base Command Points = 10

Unit	SPD	PIL	GN	DF	LDR	Specials
Salamander Officer	3	3	3	5	2	Leap, Shield(1), Focus Fire
Salamander	3	2	2	5	0	Leap, Shield(1), Focus Fire
Dryad	4	2	2	5	0	CCWS

Type	RN	MD	Spec	Upgrade			
Salamander							
EU-12 Cannon	12	4	Overwhelming				
LIW-77	4	1	Anti-Missile	Unrestricted			
MDS-1870	12	2	Missile	Ammo(3)	Volley(4)	Anti-Missile	
EU-10 Ion Cannon	21	4	Accurate				4
EU-11 Particle Rifle	24	4	Accurate	Rapid Fire			5
Dryad							
EU-12 Cannon	12	4	Overwhelming				
LIW-77	4	1	Anti-Missile				
EU-10 Ion Cannon	21	4	Accurate				4
EU-11 Particle Rifle	24	4	Accurate	Rapid Fire			5





Core: Southern Cross Heavy Combat Squadron



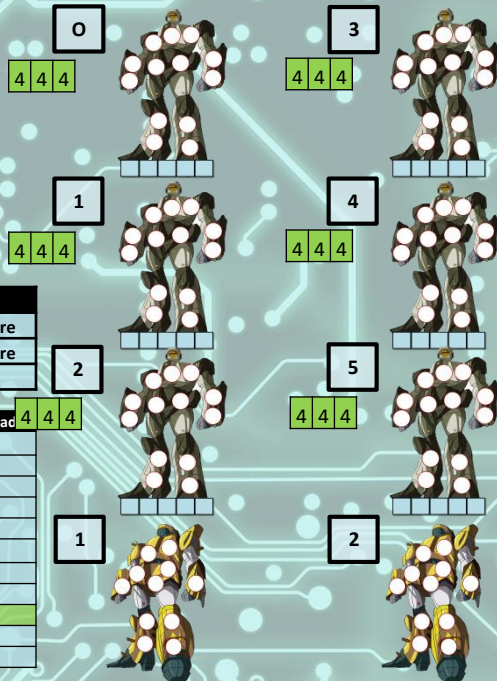
Salamander Officer x1
Salamander x5
Dryad x2

HTH: All

Base Point Cost = 80 Base Command Points = 10

Unit	SPD	PIL	GN	DF	LDR	Specials
Salamander Officer	3	3	3	5	2	Leap, Shield(1), Focus Fire
Salamander	3	2	2	5	0	Leap, Shield(1), Focus Fire
Dryad	4	2	2	5	0	CCWS

Type	RN	MD	Spec	Upgrad
Dryad				
EU-12 Cannon	12	4	Overwhelming	
LIW-77	4	1	Anti-Missile	Unrestricted
EU-10 Ion Cannon	21	4	Accurate	3
EU-11 Particle Rifle	24	4	Accurate	4
Salamander				
EU-12 Cannon	12	4	Overwhelming	
LIW-77	4	1	Anti-Missile	Unrestricted
MDS-1870	12	2	Missile	Ammo(3) Volley(4)
EU-10 Ion Cannon	21	4	Accurate	4
EU-11 Particle Rifle	24	4	Accurate	5





Core: Southern Cross Search and Rescue Squadron



Cyclops x1
Satyr x4
Dryad x3

HTH: All

Base Point Cost = 60 Base Command Points = 10

Unit	SPD	PIL	GN	DF	LDR	Specials
Cyclops	6	3	2	5	2	Recon Suite, Electronic Attack Suite, Flight
Satyr	4	2	2	5	0	CCWS
Dryad	4	2	2	5	0	CCWS

Type	RN	MD	Spec	Upgrade
Cyclops				
EU-12 Cannon	12	4	Overwhelming	
EU-10 Ion Cannon	21	4	Accurate	1
EU-11 Particle Rifle	24	4	Accurate	2
Dryad				
EU-12 Cannon	12	4	Overwhelming	
LIW-77	4	1	Anti-Missile	Unrestricted
EU-10 Ion Cannon	21	4	Accurate	3
EU-11 Particle Rifle	24	4	Accurate	4
Satyr				
EU-12 Cannon	12	4	Overwhelming	
EU-10 Ion Cannon	21	4	Accurate	4
EU-11 Particle Rifle	24	4	Accurate	5





Support: Southern Cross Salamander Squad

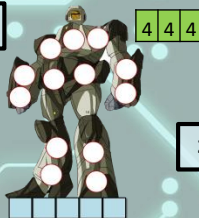
Base Point Cost = 45 Base Command Points = 4



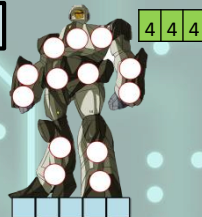
Salamander x4

HTH: All

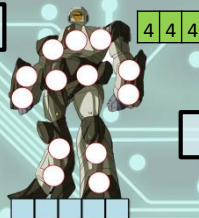
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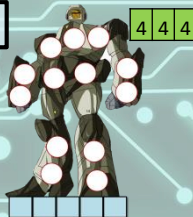
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Unit	SPD	PIL	GN	DF	LDR	Specials
Salamander	3	2	2	5	0	Leap, Shield(1), Focus Fire

Type	RN	MD	Spec	Upgrade			
Salamander							
EU-12 Cannon	12	4	Overwhelming				
LIW-77	4	1	Anti-Missile	Unrestricted			
MDS-1870	12	2	Missile	Ammo(3)	Volley(4)	Anti-Missile	
EU-10 Ion Cannon	21	4	Accurate				4
EU-11 Particle Rifle	24	4	Accurate	Rapid Fire			5



Supprt: Southern Cross Dryad Squad

Base Point Cost = 25 Base Command Points = 4



Dryad X4

HTH: All

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Unit	SPD	PIL	GN	DF	LDR	Specials
Dryad	4	2	2	5	0	CCWS

Type	RN	MD	Spec	Upgrade
Dryad				
EU-12 Cannon	12	4	Overwhelming	
LIW-77	4	1	Anti-Missile	
EU-10 Ion Cannon	21	4	Accurate	4
EU-11 Particle Rifle	24	4	Accurate	5



Support: Southern Cross Satyr Squad

Base Point Cost = 20 Base Command Points = 4



Satyr x4

HTH: All

1



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Unit	SPD	PIL	GN	DF	LDR	Specials
Satyr	4	2	2	5	0	CCWS

Type	RN	MD	Spec	Upgrade
Satyr				
EU-12 Cannon	12	4	Overwhelming	
EU-10 Ion Cannon	21	4	Accurate	4
EU-11 Particle Rifle	24	4	Accurate	5



Special: Southern Cross Cyclops

Base Point Cost = 20 Base Command Points = 3



Cyclops x1

HTH: All



Unit	SPD	PIL	GN	DF	LDR	Specials
Cyclops	6	3	2	5	2	Recon Suite, Electronic Attack Suite, Flight

Type	RN	MD	Spec	Upgrade		
Cyclops						
EU-12 Cannon	12	4	Overwhelming			
EU-10 Ion Cannon	21	4	Accurate			1
EU-11 Particle Rifle	24	4	Accurate	Rapid Fire		2



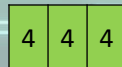
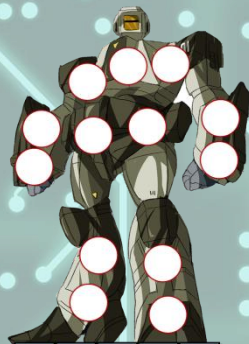
Special: Southern Cross Salamander Command Unit

Base Point Cost = 20 Base Command Points = 4



Salamander
Command Unit

HTH: All



Unit	SPD	PIL	GN	DF	LDR	Specials
Salamander	3	4	4	5	3	Jump, Shield(1), Focus Fire

Type	RN	MD	Spec	Upgrade			
Salamander							
EU-12 Cannon	12	4	Overwhelming				
LIW-77	4	1	Anti-Missile	Unrestricted			
MDS-1870	12	2	Missile	Ammo(3)	Volley(4)	Anti-Missile	
EU-10 Ion Cannon	21	4	Accurate				1
EU-11 Particle Rifle	24	4	Accurate	Rapid Fire			2

Southern Cross Infantry Corps (Conventional Armored Troops and Support Vehicles)

Insert Sea
Only Power
Armor?

