



***LIBERTY PRIME***

**CARDS**



 **TARGETING HUD**


**DAMAGED**

When this Subsystem is Activated, Liberty Prime may perform **Action:** Shoot using a  type weapon. When shooting at an engaged enemy model using  do not randomise the target, the attack hits every model.

 8  4

 **POWER CORE**

**DAMAGED**



When damaged, this Subsystem counts as 2 Subsystems for determining which Liberty Prime Unit Card to use and Evacuating Liberty Prime. All rolls on the Skill Dice  incur a +2 modifier to the result.

 15  -



 **M28 AUTOLOADER**

**DAMAGED**

When this Subsystem is Activated, Liberty Prime may perform **Action:** Shoot using a  type weapon. Shoot actions performed using  incur a +2 modifier to the result on the Skill Dice.

 10  6

 **ELECTROMAGNETIC ACTUATORS**

**DAMAGED**

When this Subsystem is Activated, Liberty Prime may perform **Action:** Move.

AGI -2

 11  7

 **GYROSCOPIC SENSORS**

**DAMAGED**

When this Subsystem is Activated, Liberty Prime may perform **Action:** Close Combat.

STR -4

 10  4

 **ACTIVE DEFENCE MATRIX**

**DAMAGED**


When this Subsystem is Activated roll the following;























Liberty Prime may then use any Action Points generated to perform Quick Actions it has access to.


 9  3















### LIBERTY PRIME STOMP







































### MK28 NUCLEAR BOMB





































### LIBERTY PRIME PUNCH




















### LIBERTY LASER

























### POWER CORE









Once per Round, use Readiness Markers assigned here to activate any other Subsystem at a cost of one additional Readiness Marker to the total amount required by that Subsystem.

### TARGETING HUD

When this Subsystem is Activated, Liberty Prime may perform **Action: Shoot** using a  type weapon.

### GYROSCOPIC SENSORS

When this Subsystem is Activated, Liberty Prime may perform **Action: Close Combat**.






### ELECTROMAGNETIC ACTUATORS




When this Subsystem is Activated, Liberty Prime may perform **Action: Move**.








### M28 AUTOLOADER

When this Subsystem is Activated, Liberty Prime may perform **Action: Shoot** using a  type weapon.








### ACTIVE DEFENCE MATRIX

When this Subsystem is Activated roll the following;


Liberty Prime may then use any Action Points generated to perform Quick Actions it has access to.





**LIBERTY PRIME I**  
BROTHERHOOD OF STEEL




STR 20  
PER 12  
END X  
CHA 6  
INT 10  
AGI 8  
LUC 3


**BATTLE READY:** Liberty Prime's Subsystems can be assigned a total of 12 Readiness Markers per Round.

**EQUIPPED:** M28 Nuclear Bomb, Liberty Laser, Liberty Prime Stomp, Liberty Prime Punch

6+1  
6+1  
X



**LIBERTY PRIME II**  
BROTHERHOOD OF STEEL




STR 14  
PER 9  
END X  
CHA 6  
INT 9  
AGI 6  
LUC 2


**BATTLE READY:** Liberty Prime's Subsystems can be assigned a total of 11 Readiness Markers per Round.

**EQUIPPED:** M28 Nuclear Bomb, Liberty Laser, Liberty Prime Stomp, Liberty Prime Punch

5+1  
5+1  
X



**LIBERTY PRIME III**  
BROTHERHOOD OF STEEL




STR 8  
PER 6  
END X  
CHA 4  
INT 8  
AGI 3  
LUC 1

**BATTLE READY:** Liberty Prime's Subsystems can be assigned a total of 10 Readiness Markers per Round.

**EQUIPPED:** M28 Nuclear Bomb, Liberty Laser, Liberty Prime Stomp, Liberty Prime Punch

4+1  
4+1  
X



**LIBERTY PRIME**  
LIBERTY LASER\*, MK28 NUCLEAR BOMB\*,  
LIBERTY PRIME PUNCH\*, LIBERTY PRIME STOMP\*

	Number of Subsystems  Damaged			
	0	1	2	
	<u>0</u>	<u>A</u>	<u>0</u>	
	<u>0</u>	<u>0</u>	<u>A</u>	
	<u>A</u>	<u>A</u>	<u>A</u>	

During  Attack, if Engaged with 1 enemy model use Liberty Prime Punch\*, else use Liberty Prime Stomp\*. If  is  use . Use Criticals. Use  for .

1: Largest  
2: Healthiest  
3: Nearest