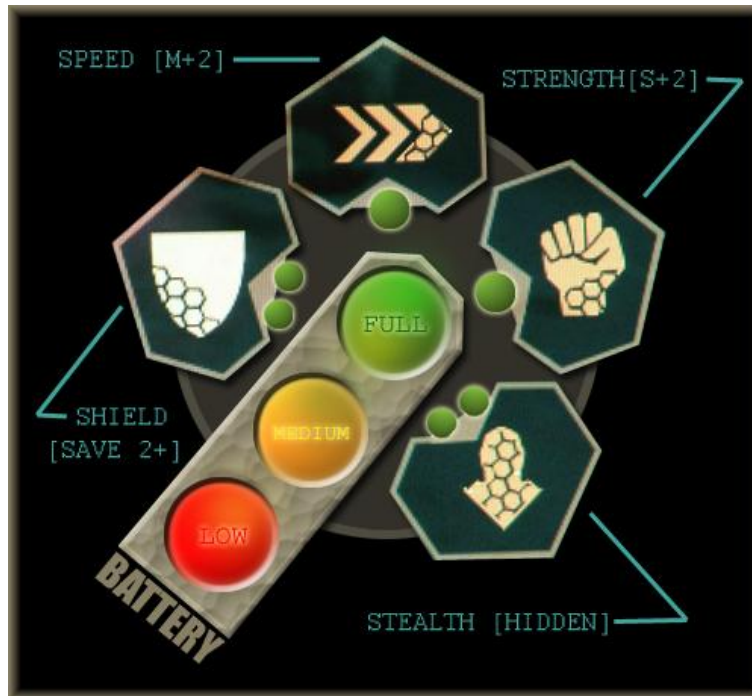


## Crysis Nanosuit

Cost: 395 Credits

*Nanosuits (Also known as Nano-Muscle Suits), are powerful and extremely versatile combat armor originally proposed in the intention of enabling humans to operate in previously hostile environments which would otherwise be substantially lethal. This is permitted through the suit's ability to adapt and absorb energy in a myriad of forms ranging from heat, solar, radiation, static, kinetic, and even carbon. In addition, the suit's artificial muscle fibers can be programmed for a variety of purposes (Such as hardening to absorb more damage, muscle augmentation, or invisibility), leading to drastically enhanced combat and physical performance, allowing the operator to execute super-human feats. These suits are the the dream of every Spyrer.*

Components: You need a template for each miniature wearing a Nanosuit. You also need 5 tokens (glass beads, ...) for each template. The Nanosuit replaces all other armour.



Powerup: At the start of the game, put 3 tokens on the template at the indicated "Battery" spots.

Using the Nanosuit in a game:

- 1 - Drain: At the start of each of your turns, REMOVE all tokens from Nanosuit option spots (Armour, Stealth, Power or Speed). Put the tokens next to the template.
- 2 - Activate: During your turn you may choose one option and put the required amount of tokens from the Battery at the selected option spot. The required amount of tokens is indicated by small green dots next to the option spot. The Nanosuit option special rules are in effect as long as tokens remain on the option spot.
- 3 - Charge: At the end of each of your turns, if you DID NOT 'Activate', put 1 unused token on Battery.

Activating Nanosuit Options:

<i>Maximum Strength</i>	While this option is activated, the suit's wearer his Strength is increased with +2.
<i>Maximum Speed</i>	While this option is activated, the suit's wearer adds +2 to his base Move.
<i>Maximum Armour</i>	While this option is activated, the suit's wearer has a Save of 2+ against every Wound.
<i>Cloak Engaged</i>	While this option is activated, the suit's wearer is Hidden, even when in the open. He CAN be spotted according to regular Initiative rules.