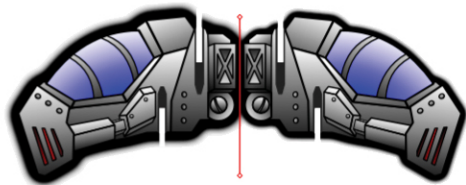


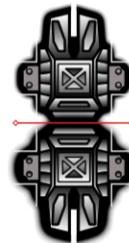
# ARMOR GRID: MECH ATTACK



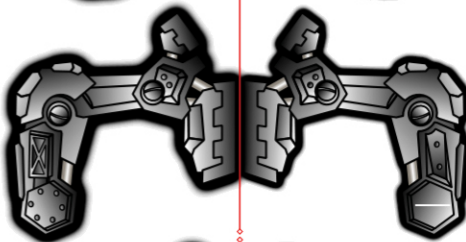
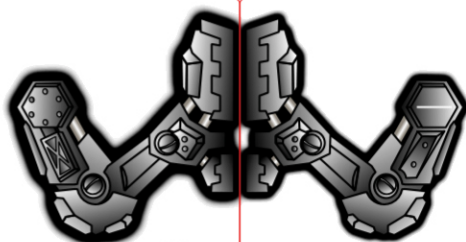
SHOULDER / TORSO PIECE



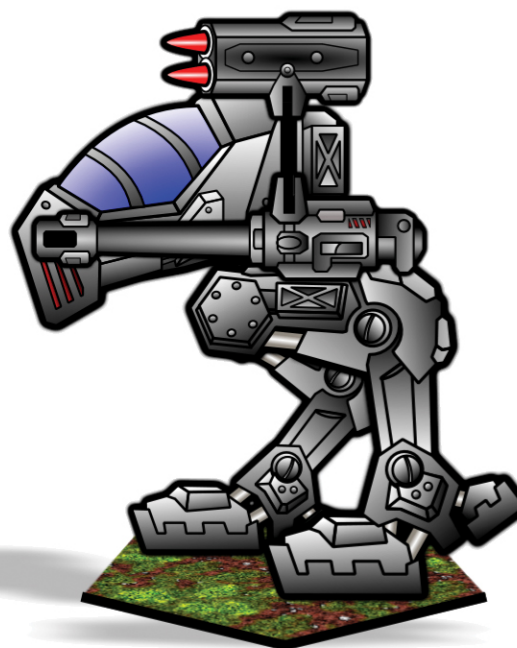
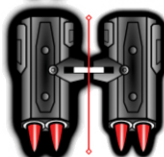
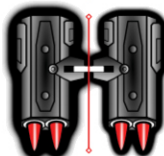
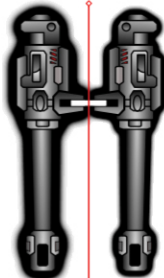
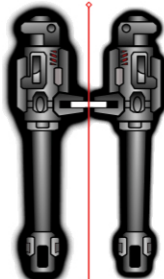
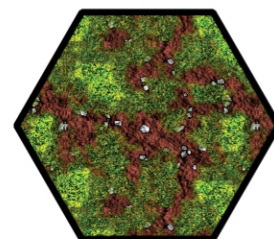
HIP PIECE



TRIM ALONG WHITE LINES  
FOR CORRECT SIZE TO FIT  
THROUGH HIP SLOT.



CUT WHITE LINE COMPLETELY  
THROUGH AFTER FOLDING  
TO CREATE HIP SLOT.



AN EXPERIMENTAL DESIGN FROM  
ARMOR GRID GAMES AND MINIATURES

CONTRIBUTED TO THE MONTHLY "HOARD"  
AT [WWW.ONEMONK.COM](http://WWW.ONEMONK.COM)

BASED ON ORIGINAL DESIGN BY M. KILARESKI  
MOD BY C. HUGHES

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