BATTL

Welcome to the future, where humanity is under constant attack from a brutal alien threat... You have shown bravery in stepping up to BUILD TO BATTLE.

As you collect more ships, use this as your hangar list, marking the ships you have so you can keep track of your fleet. The more ships you have, the more pieces you can use to create your very own Snap Ships to fly and fight!

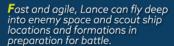
DOWNLOAD THE APP for interactive builds and play!

HANGAR CHECKLIS

EACH SHIP COMES WITH A DIFFERENT MYSTERIOUS UJU TECH



LANCE SV-51 Scout









SABRE XF-23 Interceptor

Sabre's ability to fight in both deep space and planetary atmosphere makes it ideal for a variety of strike missions.



TRIDENT ST-33 Gunship

Trident can fight its way into enemy territory and deploy drones that can be used for defense or recon, and then recover cargo or salvage with its power winch.



GLADIUS AC-75 Drop Ship

Gladius can clear landing zones with its offensive weapons and then deploy a fast attack rover for ground missions.







LOCUST K.L.A.W. Stealth Craft



ifficult to detect and capable of disabling enemy ships with a single shot from its powerful railgun, the Locust is a silent threat.



K.L.A.W. Minelayer



Thist anti-material attack ship has powerful armatures that rip open armor plates to place high-explosive mines into the fissure.



SCARAB K.L.A.W. Interceptor



Scarab is heavily armed and equipped with wings designed to cut through armor.



SCORPION K.L.A.W. Troop Dropper



Armed to the teeth, the Scorpion can blast its way to a ground target and then drop six Komplex Shock Troops via deployment pods.





asp is a fearsome foe armed with massive cannons, ship-killing missiles and ball turrets.

Falx's plasma cannons tear apart capital shielding, leaving the enemy vulnerable to the powerful nuclear torpedo.











