

HUNTER PARATROOPER

HEAVY GEAR

BLITZ!



| | | | |
|-----|--|----------|---|
| ATT | | DETECT | 2 |
| DEF | | SENSORS | 0 |
| EW | | COMM | 0 |
| LD | | AUTOCOMM | 3 |

| | | | | |
|--------|------|------|-----|-----|
| | SPD | STOP | CBT | TOP |
| W | 4/7 | -1 | 0 | 1 |
| G | 6/12 | -2 | 0 | 1 |
| ATTACK | | 1 | 0 | -1 |

| | | | |
|-------|----|----------|----|
| ARMOR | 15 | OVERKILL | 60 |
|-------|----|----------|----|

| | | | |
|---------|---|------|---|
| ACTIONS | 1 | SIZE | 6 |
|---------|---|------|---|

| | | | | |
|--------|---|---|---|---|
| DAMAGE | S | L | H | C |
|--------|---|---|---|---|

PERKS Rugged Movement, Airdroppable, Arms

FLAWS

AUX

| NAME | ARC | ACC | RANGE | DAM | ROF | TRAITS | ROUNDS |
|----------|-----|-----|-------------|-----|-----|----------------|--------|
| LAC | F | 0 | 12 / 48 / ∞ | x8 | 2 | R | |
| LGL | F | -1 | 6 / 24 / ∞ | x15 | 2 | IF, AE2 | |
| APGL | FF | -1 | 6 / 24 / -- | x4 | | IF, AI, AE3, M | OOOOO |
| APGL | FFr | -1 | 6 / 24 / -- | x4 | | IF, AI, AE3, M | OOOOO |
| CR | F | 0 | | S+1 | | M | |
| PHYSICAL | | | | S | | M | |

Miniature pictured may include optional weapons loadout.