



DARK SKIRMISHER



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ATT	
DEF	
EW	
LD	

ACTIONS	
1	

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	5/10	-2	+1	+3
DEFENSE	G	8/15	-2	+2	+3
ATTACK			+2	0	-3

DETECT	5	ARMOR 14 SIZE 6 DAMAGE <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> L <input type="checkbox"/> H <input type="checkbox"/> C
SENSORS	+1	
COMM	+2	
AUTO COMM	5	

ARMOR PERKS:	RUGGED MOVEMENT, EXPOSED AUX
PERKS/FLAWS:	AIRDROPPABLE, ARMS
AUX SYSTEMS:	ECM (2), ECCM (3), STEALTH (4)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
MRF	F	0	6 / 12 / 24 / 48 / 96	X10	SNP, R	
VR	F	+1		S	M, AP	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	