



Turrets

SQUAD NAME



ARMOR	25	DEFENSE	Always Rolls a 3
DETECT	3	ATTACK	2D6+2
SENSOR	0	ACTIONS	1

MAY ONLY USE REACTION FIRE AND STANDBY

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
2xHAC	T	0	5 / 9 / 18 / 36 / 72	X12	LINKED, ROF 1, R	

SQUAD NAME



ARMOR	25	DEFENSE	Always Rolls a 3
DETECT	3	ATTACK	2D6+2
SENSOR	0	ACTIONS	1

MAY ONLY USE REACTION FIRE AND STANDBY

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
2xHRP/48	T	0	5 / 9 / 18 / 36 / 72	X20	LINKED, ROF 4, R	

HEAVY GEAR BLITZ