

PANTHER

HEAVY GEAR

BLITZ!



| | | | |
|-----|--|----------|---|
| ATT | | DETECT | 3 |
| DEF | | SENSORS | 1 |
| EW | | COMM | 1 |
| LD | | AUTOCOMM | 4 |

| | | | | |
|--------|------|------|-----|-----|
| | SPD | STOP | CBT | TOP |
| W | 5/9 | 0 | 1 | 2 |
| G | 7/13 | -1 | 1 | 2 |
| ATTACK | | 2 | 1 | 0 |

| | | | |
|-------|----|----------|----|
| ARMOR | 16 | OVERKILL | 48 |
|-------|----|----------|----|

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

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

PERKS Airdroppable, Arms

FLAWS Exposed Auxiliary

AUX Stealth (5), TD (4)

| NAME | ARC | ACC | RANGE | DAM | ROF | TRAITS | ROUNDS |
|----------|-----|-----|-------------|-----|-----|------------|--------|
| HRF | F | 0 | 24 / 96 / ∞ | x12 | | SNP, R | |
| LRP/16 | F | -1 | 6 / 24 / ∞ | x12 | 2 | IF | |
| HG | F | -1 | THROWN | x15 | | T, AI, AE2 | OOO |
| VB | F | 0 | | S+2 | | M | |
| PHYSICAL | | | | S | | M | |

Miniature pictured may include optional weapons loadout.