

CHIEF MASSIMILLIANO GREGORIO

ANTELOPE ORV



INFANTRY SKILL	3
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	SPD	STOP	CBT	TOP
G	8 / 16	+1	+1	+1
ATTACK		+1	0	-3

ARMOR	SIZE	ACTIONS
8	2	1

PERKS / FLAWS

Infantry
Stealth (2)

NAME	ARC	ACC	RANGE	DAM	TRAITS
7MM ASSAULT RIFLE	T	0	2 / 3 / 6 / 12 / 24	x2	RoF1, AI

SPECIAL RULES

Massimiliano is fielded as part of an independent infantry squad. The squad is mounted in ORVs and may take any upgrades allowed to veteran ORV mounted infantry listed in Locked & Loaded on page 82. The squad may not be switched to a different vehicle. The squad has Stealth (2) included in the cost.

TV COST: 70

SPECIAL ABILITIES

'I can fix that!' (Cost 10 TV):

TAKEN



Any unit with light or heavy damage can come to a stop next to the ORV, which must also be stopped as well, and repair one level of damage. Critical damage cannot be repaired in the field. Destroyed units cannot be repaired.

Maximized Potential (Cost 20 TV):

TAKEN



As roving tech support, the technicians can communicate ways to tweak an allied vehicle's performance. Up to three units within the ORV's Auto Comm range can improve a negative modifier for Defense or a single weapon's Accuracy by 1 until the end of the turn.

Field Salvage (Cost 10 TV):

TAKEN



Each unit destroyed without being overkilled may potentially be repaired after combat. If playing a campaign and Gregorio participated in a battle, vehicles destroyed without being overkilled in a battle he participated in have a chance of being salvaged successfully. Make an infantry skill check against a threshold of 4 for each vehicle. If the roll succeeds then the vehicle is repaired for the next battle without having to spend repair points.

