



# BADGER APC

#	
ATT	
DEF	
EW	
LD	
ACTIONS	2



	M	SPEED	STOP	CBT	TOP
DEFENSE	G	10/20	-6	-1	0
ATTACK			+2	0	-3

DETECT	2	ARMOR	12	SIZE	8	
SENSORS	0	DAMAGE				
COMM	0	<input type="checkbox"/>	S	L	H	<input type="checkbox"/>
AUTO COMM	3					

ARMOR PERKS: EXPOSED FIRECON

PERKS/FLAWS: TRANSPORT (2 SQUADS)

AUX SYSTEMS:

	NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
<input type="checkbox"/>	<b>LAC</b>	F	0	3 / <b>6</b> / 12 / 24 / 48	X8	ROF 2	
<input type="checkbox"/>	<b>LAC</b>	F	0	3 / <b>6</b> / 12 / 24 / 48	X8	ROF 2	
<input type="checkbox"/>	<b>AGM</b>	T	+1	5 / <b>9</b> / 18 / 36 / 72	X15	IF, G	
	<b>PHYSICAL ATTACK (RAM)</b>				S	M	

**COMMAND BADGER:** ADD ECCM(2) AND INCREASE COMMS TO +1

**CAVALRY BADGER:** LOWER TOP SPEED TO 19, TOP SPEED DEFENSE MODIFIER TO -1, REMOVE TRANSPORT, REPLACE BOTH LACS WITH 2X MRP/36 (T, RELOADS)

**MEDEVAC BADGER:** REMOVE EXPOSED FIRECON & LAC, DOWNGRADE TRANSPORT (1 SQUAD), ADD MEDIC!, ADD STURDY BOX

STANDARD LOADOUT WEAPONS ARE IN **BOLD** AT THE TOP