



FERRET



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ATT	
DEF	
EW	
LD	

ACTIONS	
1	

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	3/6	-4	-2	-1
DEFENSE	G	7/13	-2	+2	+3
ATTACK			+2	0	-3

DETECT	5	ARMOR	12	SIZE	5	
SENSORS	+1	DAMAGE				
COMM	+1	<input type="checkbox"/>	<input type="checkbox"/>	L	H	C
AUTO COMM	5					

ARMOR PERKS:	EXPOSED MOVEMENT
PERKS/FLAWS:	LOW PROFILE (GROUND ONLY), ARMS
AUX SYSTEMS:	TD (2)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
DPG	F	-1	3 / 6 / 12 / 24 / 48	X8	ROF 2	
LRP/24	F	-1	2 / 3 / 6 / 12 / 24	X12	ROF 3, IF	
HG	F	-1	THROWN	X15	T, AI, AE2	O
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

WILD FERRET: REMOVE LRP AND TARGET DESIGNATOR, ADD ECM (2), ECCM (2), SAT UPLINK, EXPOSED AUX, VULNERABLE TO HAYWIRE

FERRET MKII: REMOVE DPG, ADD LAC (F, RELOADS), UPGRADE SENSORS TO +2, INCREASE GROUND SPEED TO 8/16 (MODS UNCHANGED)