



HOPLITE APC

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ATT	
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DEF	
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EW	
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LD	
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ACTIONS	
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2



	M	SPEED	STOP	CBT	TOP
DEFENSE	G	9/18	-6	-2	-1
ATTACK			+2	0	-3

DETECT	2	ARMOR	12	SIZE	8
SENSORS	0	DAMAGE	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> L <input type="checkbox"/> H <input type="checkbox"/> C		
COMM	+1				
AUTO COMM	3				

ARMOR PERKS: RUGGED MOVEMENT

PERKS/FLAWS: TRANSPORT (2 SQUADS),
RAM PLATE (F)

AUX SYSTEMS: SL (50", T)

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LRF	T	0	5 / 9 / 18 / 36 / 72	X8		
APGL	T	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	
PHYSICAL ATTACK (RAM)				S	M	
HOPLITE COMMAND: ADD ECM (2), ECCM (2), EXPOSED AUX, SAT. UPLINK						
HIPPEIS: REMOVE ALL WEAPONS AND TRANSPORT PERK, ADD LFM (F, RELOADS)						