

P.I.G. TROOPER

STATS PV - 12

Type SI
 Size 2
 Quality Regular
 Move 4

Armor Rating +1
 Damage Capacity 1
 Field Save n/a

HTH Rating 1@8+
 Reflex +1
 Agility 7

Officer 1L [+35]
 2L-1C [+110]

Hero Cost +16
 Covert Ops 1 [+3]

INTEL

EQUIPMENT:

Primary Weapon:

Blaster
 [+21]

Support Weapon:

Storm Blaster
 [+50]

Side Arm:

Shrapnel Grenade
 [+2] or
 Squealer CDW
 [+5/16]

Augmentation:

none

Forming the rank and file of the P.I.G. Corps, these troopers are well armored and armed for multiple duties, from crowd control to front-line fighting.

SPECIAL

National Force:

The P.I.G. Corps

All Human Confederacy armies must choose a member of the Confederate Consolidated Force (CCF) from which they draw their National Forces. No army may contain figures from more than one National Force.



A typical P.I.G. Corps squad: one officer, three troopers and one support gunner.

Blaster*

PV - 21

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	2	-	5	15	25	35	-	-	-	un

This is the basic infantry weapon of the P.I.G. Corps, a trustworthy (if a little unremarkable) rifle firing caseless ammunition. It comes fitted with an underslung grenade launcher.

Storm Blaster*

PV - 50

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	3	-	20	30	40	-	-	-	-	un

A heavier version of the standard Blaster, this weapon occupies a niche similar to the squad support machine gun of the 20th century. Like its predecessor, it is often mounted on vehicles for anti-personnel duties. It is also fitted with an underslung grenade launcher for tactical flexibility.

Underslung G.L.*

PV - n/a

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	-	60	-	-	2",9+	-	yes	4

*Tandem Combo Weapon: may fire as (Storm) Blaster or Underslung Grenade Launcher. Bearer must choose one round with which to begin the game. Switching rounds requires the bearer spend an entire activation on any type of fire orders, but not use any ranged weaponry or grenades during this time.

Shrapnel Grenade - 2

Usually called "Fragger" by troops in the Corps, this is a typical fragmentation grenade, used for anti-personnel purposes.

Grenade: 2",1@9+

Squealer CDW - 5/16

Primarily designed for crowd control, this weapon is a (usually) non-lethal sonic weapon meant to stun its victims.

Infantry CDW: 2",1@5+S