

Spugnaut

STATS

PV - 188

Type Anime Mecha
Size 3
Quality Vehicle
Move 6

Armor Rating 0
Damage Capacity 3
Field Save n/a

HTH Rating 2@5+KV
Reflex 0
Agility 6

Fire Actions 2
Passengers n/a
Entry Arcs n/a

INTEL

EQUIPMENT:

Primary Weapon: Linked Laser Cannons [+102] or
Linked Shard Cannons [+109]

Secondary Weapon: Linked Laser Cannons [+102] or
Linked Spug Pods [+107]

Augmentation: Electrified Hull [+20]

Piloted by developmentally arrested larvae, the Spugnaut frames encase their occupants in a hard exoskeleton, reinforced such that they can carry heavy ordnance while still remaining remarkably agile.

DAMAGE CHART

n/a

n/a



A.V. Spugnaut with 2 Linked Laser Cannons

Linked Laser Cannons

PV - 102

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AV	3	20	30	40	50	60	-	1	-	un

Using primarily borrowed technology, linked laser cannons provide more anti-vehicle power than most shard weaponry.

Linked Shard Cannons

PV - 109

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	2V	-	-	UN	-	-	-	2	-	un

This weapon provides for long-range stopping power against heavily armored infantry targets.

Linked Spug Pods

PV - 107

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	2	-	30	UN	-	-	*	-	yes	4

This weapon fires a salvo of Spug Bombs, which provide both anti-infantry ordnance and mobile cover capability.

Grenade: 3,1@7+, -2 LOS until following resolution phase (12 PV)