

WARDROID

STATS

PV - 175

Type	PI
Size	3
Quality	Matrix
Move	5

Armor Rating	-2
Damage Capacity	3
Field Save	n/a

HTH Rating	2@6+AK
Reflex	-2
Agility	3

Officer	1F [+30]
	2F [+60]

Hero Cost	+174
Covert Ops	0

INTEL

EQUIPMENT:

Primary Weapon:

Heavy Blaster
[+61]

Support Weapon:

Flame Thrower
[+80]

Side Arm:

Heavy Shrapnel Grenade
[+4] or

Squealer CDW
[+5/16]

Augmentation:

Improved Weapon Feed
[+5 per Heavy Blaster]

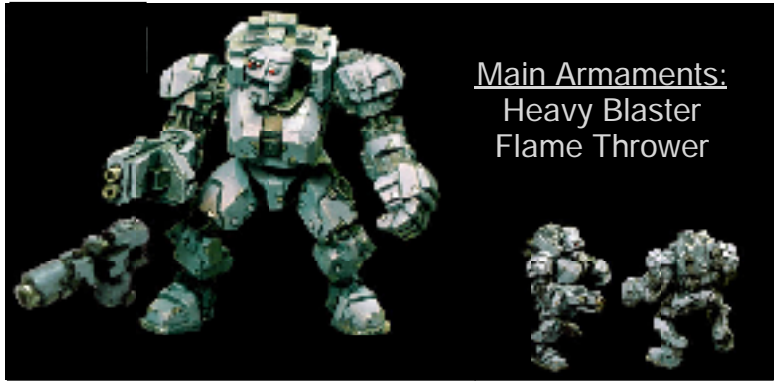
The Wardroid is capable of carrying heavy ordnance and shrugging off all but the most powerful attacks. Its A.I. is limited, but reliable.

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.



Main Armaments:
Heavy Blaster
Flame Thrower

Heavy Blaster

PV - 61

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	4	-	-	30	60	-	-	-	-	un

The heaviest weapon in its family, the Heavy Blaster is capable of firing large calibre caseless ammunition at a truly withering rate, though it still lacks an effective anti-armor punch. Feeding the Heavy Blaster requires a much larger ammo bin than can be reasonably carried by a standard trooper and it is hence primarily mounted on the Wardroid frame.

Flame Thrower

PV - 80

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1CB	-	5	10	15	-	-	-	-	un

A "golden oldie", this weapon's application is strictly controlled, as it has an unfortunate tendency to result in "friendly fire" casualties.

Hvy. Shrapnel Grenade - 4

Originally designed to be launched from racks mounted on Wardroids, these are basically more powerful versions of Shrapnel Grenades.

Grenade: 2", 1@7+

Squealer CDW - 5/16

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

Infantry CDW: 2", 1@5+S