

ASSAULT TROOPER

STATS

PV - 24

Type PI
 Size 2
 Quality Veteran
 Move 4

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

HTH Rating 1@6+K
 Reflex 0
 Agility 4

Officer 1L [+35]
 2L, 1C [+110]
 Hero Cost n/a
 Covert Ops 2 [+4]

INTEL

EQUIPMENT:

Primary Weapon:
 Plasma Rifle [+45]
 Support Weapon:
 Ram's Head Launcher [+69] or
 Flamethrower [+37]
 Side Arm:
 Plasma Burst Grenade [+3]
 Augmentation:
 none

A modified version of the Boer Stolid design, the assault trooper frame is now the de facto standard in human powered infantry technology, though its expense still limits its use to battlefield veterans. As more and more are produced, the hope is that they might help alleviate the Confederacy's current reliance on standard infantry.

SPECIAL

N/A



Assault trooper leader, trooper with plasma rifle, hero with plasma carbine (non-standard), and support trooper with flamethrower.

Plasma Rifle

PV - 45

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	3	-	15	30	45	60	-	-	-	un

Nordic plasma technology is arguably more advanced than that of the Hegemony, a fact to which this powerful but stable suppression weapon attests.

Ram's Head Launcher¹

PV - 69

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
PI	AI	1	-	25	40	55	60	3",5+B	-	yes	6

The powerful warhead fired by this weapon is too bulky to be easily fed into the barrel, making two-man teams necessary to maintain a rapid reload rate.

¹Loader: Uses the rules for infantry loader weapons

Flamethrower

PV - 37

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

Extremely effective against standard infantry, this weapon is known to fail in the face of heavily armored powered infantry, whose heat-shielded frames protect them from the bulk of its effects.

Plasma Burst Grenade - 3

These simple but effective grenades were originally produced by the now defunct Sultanate and are now made by the Weimar Reich.

Grenade: 2", 1@9+A