

# JUMP SPUGS

**STATS** PV - 40

Type PI  
 Size 2  
 Quality Linked  
 Move 7J

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

HTH Rating 1@7+  
 Reflex +1  
 Agility 7

Officer 1C [+60]  
 2C [+95]  
 Hero Cost n/a  
 Covert Ops 2I [+8]

## INTEL

### EQUIPMENT:

Primary Weapon:  
 Shard Rifle [+21] or  
 Shard Carbine [+8]  
 Support Weapon:  
 none  
 Side Arm:  
 Bug Spray CDW [+9/31] or  
 Shard Bomb [+4]  
 Augmentation:  
 One-shot Cone Burst: Sonic  
 Boom [+25 per Shard Rifle]

Jump Spugs act as mobile recon and fast attack for the swarm. As well as providing for jump capability, their characteristic "stubby wing" suits also provide some extra protection.

## SPECIAL

N/A



Jump Spugs with Shard Rifles

## Shard Rifle

PV - 21

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AI	1	-	-	30	45	60	-	1	-	un

This reliable and hard-hitting rifle is standard issue for many Spug troopers.

## Shard Carbine

PV - 8

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
SI	AV	1	-	5	15	25	35	-	1	-	un

Like with all shard weapons, shard carbine munitions explode into metallic shreds on contact. This weapon's range is limited but it hits hard, making it economical gear for assault troops.

## Shard Bomb - 4

These oval-shaped fragmentation devices are fairly typical anti-personnel grenades. They are issued to most Spug forces.

Grenade: 2", 1@7+

## Bug Spray CDW - 9/31

Storing highly corrosive acid in aerosol form, this CDW is quite potent and tends to be limited to experienced troops.

Infantry CDW: 2", 1@3+

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