

SL-2 MACE A.F.V.

STATS

PV - 750

Type	AFV
Size	6
Quality	Vehicle
Move	8

Armor Rating	-2
Damage Capacity	6
Field Save	n/a

HTH Rating	n/a
Reflex	n/a
Agility	n/a

Fire Actions	4
Passengers	n/a
Entry Arcs	n/a

INTEL

EQUIPMENT:

Primary Weapon:	Turret Rail Cannon [+238]
Secondary Weapon:	Turret Heavy Blaster [+122] or Turret Heavy Chain Gun [+240]
Tertiary Weapon:	Flame Thrower [+80] or Heavy Blaster [+61]
Quaternary Weapon:	Paingiver [+54] or Iron Cloud CDW [+38/126]
Augmentation:	Anti-anti-armor [+120] and/or Electrified Hull [+20]

Affectionately known as "the brick", this is the AFV version of the ubiquitous SL-1 frame. It is extremely tough but somewhat slow.

DAMAGE CHART

01-33	Lose 2" of base movement*
34-66	Lose one weapon* (attacker's choice)
67-00	Damaged: lose one from DC

*If a vehicle with no movement left suffers a hit that removes movement, or a vehicle with no weapons left suffers a hit that removes a weapon, the damaging hit will instead remove a point of damage capacity.



SL-2 with
Turret
Rail Cannon

Rail Cannon

PV - 119

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AV	1U	-	40	UN	-	-	-	4	-	un

Called the "Iron Breaker", the weapon is by far the most powerful single cannon in the P.I.G. arsenal, firing heavy rounds at super sonic speeds.

Heavy Chain Gun

PV - 120

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	3V	-	-	40	UN	-	-	1	-	un

A vehicle-mounted version of the chain gun, this weapon has a slightly longer barrel and bore than its infantry counterpart.

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.

Iron Cloud CDW - 38/126

The Iron Cloud release a mass of razor sharp shrapnel, resulting in a brutal display for enemy troops assaulting vehicles so equipped.

Vehicle CDW: 4", 2@5+

Paingiver

PV - 54

Type	Target	FR	3+	5+	7+	9+	11+	AOE	IR	IF	Ammo
VE	AI	4T	UN	-	-	-	-	-	-	-	un

An example of "active denial technology" (ADT), the Paingiver fires EM waves of micro-width, which burn badly, but do not permanently harm its target. While limited in tactical usage, it shines against masses of untrained enemies.