

CUTTHROAT INTERCEPTOR

HANDS, HEX, HUMAN, MACHINE, MOUNTED,
INTERCEPTOR, TAINTED

6PTS
PER MODEL



CUTTHROAT INTERCEPTOR

2-6 x

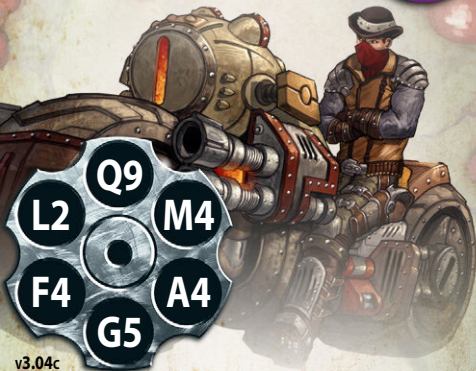
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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

BULKY: This Unit can never be Hunkered.

MOVING TARGET: Provided that at the end of its Activation, this Unit is at least 7" from its starting position this Round, successful Aim Checks against this Unit must be re-rolled.

RAPID: When this Unit makes a Focused Move Action, or the Free Move Action as part of a Charge it moves an additional 3" instead of the normal 2". It also adds +1 to any Sprint rolls it makes.



v3.04c

SHOTGUN TORRENT

	RNG	PRC	ROA
	-	0	1

BASIC MELEE ATTACK

	-	0	1
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