

Minigun with Backpack

12/
15



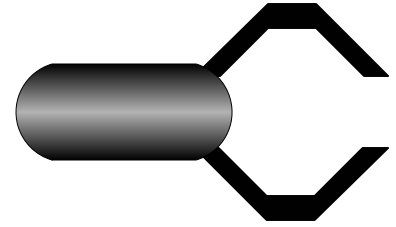
Range: 5 Damage: 10
fired in 10 rd bursts
Cannot be fired on the move
-1 to hit

300 Minigun rounds

10 RDS	10 RDS	10 RDS	10 RDS	10 RDS
10 RDS	10 RDS	10 RDS	10 RDS	10 RDS
10 RDS	10 RDS	10 RDS	10 RDS	10 RDS
10 RDS	10 RDS	10 RDS	10 RDS	10 RDS
10 RDS	10 RDS	10 RDS	10 RDS	10 RDS
10 RDS	10 RDS	10 RDS	10 RDS	10 RDS

The Claw

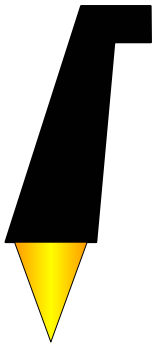
3



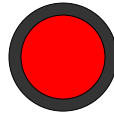
Range: Same Damage:5
Roll to hit for same area

Jump Jets

4/
Pair

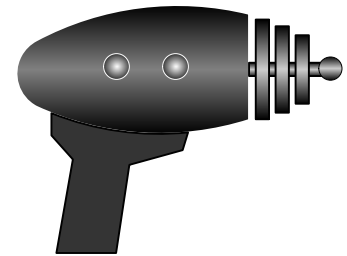


Can move up to 3, at 1AP cost. Can
only use once every two turns.



Plasma Gun

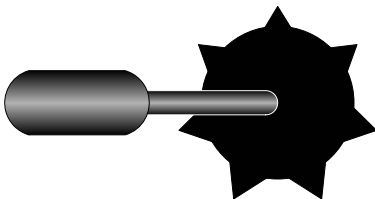
4



Range: 3 Damage:3
Cooks from the inside out

Robot Rotary Sawz All

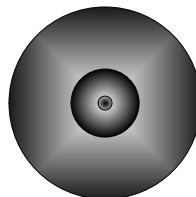
3



Range: Same Damage:5
Roll to hit for same area

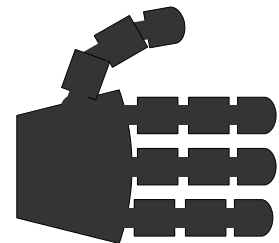
Sensor Dish

1



Declare target to track with
+2 To Hit, can only track 1 target at a
time.

The Gripping Hand



Range: Same Damage:5
Roll to hit for same area