

Marauder

Marauder MAD-3R

132 pts

Size 7 Fusion-Powered Heavy Mecha

Movement Points

6 MP

Stability Modifier

4 St

Thermal Signature (base 18)

6 ThSi

Armor Points

5 AP

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|---|----------------------------------|----|--------------------|
| 1 | Ejection System | 11 | Right Arm |
| 2 | Superior Gyroscope (Stability 3) | 12 | Left Arm |
| 3 | Thermal Dampers L4 (Thermal -12) | 13 | Legs (Stability 1) |
| 4 | Thermal Dampers L3 | | |
| 5 | Thermal Dampers L2 | | |
| 6 | Thermal Dampers L1 | | |
| 7 | Energy Shields L1 (Thermal 2) | | |
| 8 | Energy Shields L2 (Thermal 1) | | |

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|---|---|
| 1 | PPC (Right Arm): RNG 4, RoF 1, DMG d8
<i>Energy Weapon, Thermal 3</i> <i>Inverted Range Mod's</i> |
| 2 | PPC (Left Arm): RNG 4, RoF 1, DMG d8
<i>Energy Weapon, Thermal 3</i> <i>Inverted Range Mod's</i> |
| 3 | Autocannon 5 (Torso): RNG 4, RoF 1, DMG d4, Ammo 20
<i>Kinetic Weapon, Thermal 0</i> <i>Inverted Range Mod's</i> |
| 4 | Medium Laser (Right Arm): RNG 2, RoF 1, DMG d4
<i>Energy Weapon, Thermal 1</i> |
| 5 | Medium Laser (Left Arm): RNG 2, RoF 1, DMG d4
<i>Energy Weapon, Thermal 1</i> |