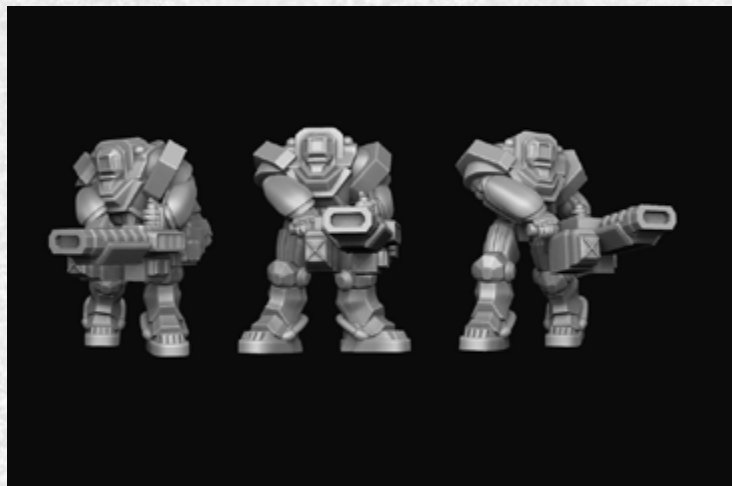


HAZARD SUIT TEAM

- EXPERIMENTAL RULES 1.0



Heavy Hazard Suits were developed for working in extreme conditions on frontier worlds and on the outside hulls of ships. Since 2653, many Heavy Hazard Suits have been used as pickets in areas where hostile aliens and fauna are frequent threats - militarising them was the next logical step.

Removing the original civilian systems freed up space for the capacitors and hyper accelerators needed for a suit-portable railgun.

HAZARD SUIT TEAM	A	MV	CM	DP	PTS	TYPE	CATEGORY	CQB	F	S+C	SPECIAL
	4	1	N/A	3	35	INFANTRY	EXOTIC	1	3+	2, B2B	DF, HAZARD SUIT

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
LIGHT RAIL GUNS	7	3	2+	∞	24	0	F/S/R	Focus-2, RW-1

Transport: 1x Bear APC (2 units only). In addition, may share 1x condor medium dropship with another squad of either: Heavy Hazard Suit Team, Colonial Legionnaire Squad, Mortar Team or Anti-Aircraft Flak Team.

***Special Rule - Hazard Suit:** Hazard Suits were designed for heavy, labour intensive environments. While they can take incredible punishment and still be viable, they are not nimble or fast moving. Hits from falling masonry always damage Hazard Suits on a 6+. Hazard suits may not search of objectives and fire in the same turn (this rule does not affect embarking/diseimbarking).