



Juggernaut

Head Spike: While not a weapon, the Head Spike grants POW 2 for head-butt attacks.

Ice Axe: On a critical hit, target model becomes a stationary target for one round.

SPD	STR	MAT	RAT	DEF	ARM
4	12	5	3	10	20

Ice Axe

Special	POW	P+S
Critical	7	19

Open Fist

Special	POW	P+S
-	-	12

Damage

	1	2	3	4	5	6
	L			R		
L	L	M	C	R	R	
	M	M	C	C		

System Status

Left Arm	<input type="checkbox"/>
Right Arm	<input type="checkbox"/>
Arm Cortex	<input type="checkbox"/>
Move	<input type="checkbox"/>
Hull	<input type="checkbox"/>

Points	Allow	VP
105	U	4