

STOMPERS

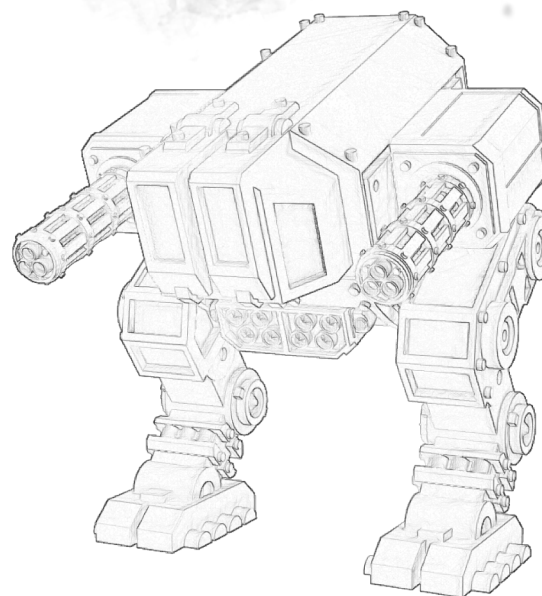
Stomper Rig Chassis uses 2 or more legs to move. Stomper Rigs have the following default stats and Specialities.

SPEED	HANDLING	ARMOUR	R.F.
20	0	0	0

RIG SPECIALITIES

DUCK AND WEAVE - Stomper Rigs only require a 3+ to succeed when rolling Evasion Attempts and can roll 1 Evasion Attempt if they have 0 Momentum; using a Decoy Flare will increase this as normal.

SIDESTEP - During its own Action, a Stomper type Rig may move up to 5cm sideways. This does not count towards their total Movement, but they do not gain Momentum for this type of Movement.



Swamp Stomper Rig armed with twin Rattler turrets and Micropod Missiles

Unique Weapons & Modifications

WEAPON	RANGE	IMPACT POWER	TYPE	COST	Effect/SPECIALITIES
Stomping Pistons	-	3	Combat	-	Stomper Rigs only. Light. HIGH VELOCITY - Add your Rig's Momentum to this Weapon's Impact Power value.

MODIFICATIONS	EFFECT	COST
Catapult Thrusters	<i>Jump</i> - This Modification allows a Stomper Rig to Jump forwards 5cm for each 1 Momentum it has, moving over Rigs and Creatures as if they were not in the Arena. Upon landing it loses 1 Momentum and must make a Handling test; if it fails, it must lose 1 additional Momentum. The Rig cannot end a Jump on top of another Rig/Creature. The distance moved during the Jump does not increase the Rig's Momentum.	-1 Handling +2 Speed

HISTORY

Swamp Stompers were originally designed to be scout vehicles tasked with searching water-logged marshlands of Niiva'at for Essence and other mineral deposits. Tall, powerful leg pistons could wade through the deep quagmires and swamps which would quickly bog down and trap a wheeled Rig. A squadron of Swamp Stompers were used to scour the remains of ruined Essence Farms during the days which followed the Rupture. Utilising their agility and vertical jump thrusters they were able to traverse the dense rubble and seek out survivors, sending up flares to alert low-altitude evacuation craft to their location.

While slower than their wheeled opponents, Stompers which have been converted to do battle in the Charred Axle arenas pose a significant challenge; dexterous leg and pelvis joints allow them to duck and weave around incoming projectiles. As a result, landing a hit on even a stationary Stomper is no mean feat. These Rigs quickly became the ideal choice for Rig pilots who favoured showboating and running their mouths in the Arena Pits.