

Unit Name: **Bolo - Cantos** ( Walker (8 Legs) ) Call Sign:

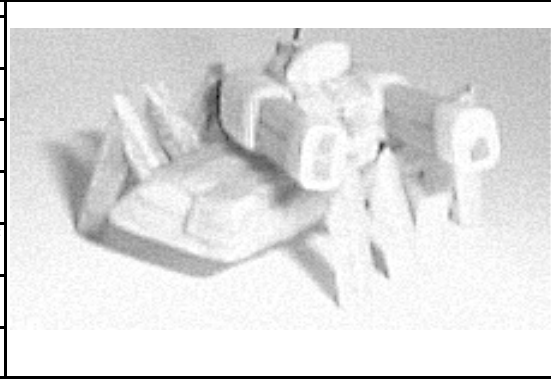
Duty/History/Innovations: The Cantos version of the Sleipner, as the others, acts as an air defense unit, but the Cantos was made for task force flank defense and to have a secondary role as a tank interceptor with it's heavy maser, unfortunately this is at the cost of the gunner, acceleration and some armor. The 8 legged walker's configuration allows it to easily slip in and out of cover while defending it's formation.

Internal Damage Chart

|    |   |   |    |
|----|---|---|----|
| 00 | A | C | 00 |
| 99 | D | C | 99 |
| 98 | D | C | 98 |
| 97 | D | C | 97 |
| 96 | D | C | 96 |
| 95 | D | C | 95 |
| 94 | D | C | 94 |
| 93 | D | C | 93 |
| 92 | D | E | 92 |
| 91 | D | E | 91 |
| 90 | D | E | 90 |
| 89 | D | E | 89 |
| 88 | D | E | 88 |
| 87 | D | E | 87 |
| 86 | D | E | 86 |
| 85 | D | E | 85 |
| 84 | D | E | 84 |
| 83 | D | E | 83 |
| 82 | D | B | 82 |
| 81 | D | B | 81 |
| 80 | D | B | 80 |
| 79 | G | B | 79 |
| 78 | G | B | 78 |
| 77 | G | B | 77 |
| 76 | G | B | 76 |
| 75 | G | B | 75 |
| 74 | G | B | 74 |
| 73 | G | B | 73 |
| 72 | G | B | 72 |
| 71 | G | B | 71 |
| 70 | G | K | 70 |
| 69 | G | N | 69 |
| 68 | G | N | 68 |
| 67 | G | N | 67 |
| 66 | L | N | 66 |
| 65 | L | N | 65 |
| 64 | L | N | 64 |
| 63 | L | N | 63 |
| 62 | L | N | 62 |
| 61 | L | O | 61 |
| 60 | L | O | 60 |
| 59 | L | O | 59 |
| 58 | L | O | 58 |
| 57 | L | O | 57 |
| 56 | L | O | 56 |
| 55 | L | O | 55 |
| 54 | L | O | 54 |
| 53 | L | P | 53 |
| 52 | L | P | 52 |
| 51 | L | P | 51 |
| 50 | L | P | 50 |
| 49 | L | P | 49 |
| 48 | L | P | 48 |
| 47 | L | I | 47 |
| 46 | L | J | 46 |
| 45 | L | J | 45 |
| 44 | L | J | 44 |
| 43 | H | J | 43 |
| 42 | H | J | 42 |
| 41 | H | J | 41 |
| 40 | H | J | 40 |
| 39 | H | J | 39 |
| 38 | H | J | 38 |
| 37 | H | J | 37 |
| 36 | H |   | 36 |
| 35 | K |   | 35 |
| 34 | K |   | 34 |
| 33 | K |   | 33 |
| 32 | K |   | 32 |
| 31 | F |   | 31 |
| 30 | F |   | 30 |
| 29 | F |   | 29 |
| 28 | F |   | 28 |
| 27 | F |   | 27 |
| 26 | F |   | 26 |
| 25 | F |   | 25 |
| 24 | F |   | 24 |
| 23 | F |   | 23 |
| 22 | F |   | 22 |
| 21 | F |   | 21 |
| 20 | F |   | 20 |
| 19 | F |   | 19 |
| 18 | M |   | 18 |
| 17 | M |   | 17 |
| 16 | M |   | 16 |
| 15 | M |   | 15 |
| 14 | M |   | 14 |
| 13 | M |   | 13 |
| 12 | M |   | 12 |
| 11 | M |   | 11 |
| 10 | M |   | 10 |
| 9  | M |   | 9  |
| 8  | M |   | 8  |
| 7  | M |   | 7  |
| 6  | M |   | 6  |
| 5  | M |   | 5  |
| 4  | M |   | 4  |
| 3  | M |   | 3  |
| 2  | M |   | 2  |
| 1  | M |   | 1  |

| Defense Values           | F/R | F/R | Sds | Sds   |     |
|--------------------------|-----|-----|-----|-------|-----|
| Ballistic                | 10  |     |     | 8     |     |
| Energy                   | 6   |     |     | 5     |     |
| Missile                  | 7   |     |     | 6     |     |
| Indirect                 | 12  |     |     | 10    |     |
| Small Arms               | 23  |     |     | 21    |     |
| Physical                 |     |     |     | 8     |     |
| Radar Signature (F/S/T): | 108 | /   | 221 | /     | 281 |
| Heat Signature (Main):   | 0   |     |     |       |     |
| Sound Signature:         | 0   |     |     |       |     |
| Nuclear Emission:        | 1   |     |     |       |     |
| Silhouette (F/S/T):      | 108 | /   | 221 | /     | 281 |
| Laser/UV Reflection:     | 2   |     |     |       |     |
| Electro Emission:        | 8   |     |     | 1d 10 |     |
| Gale (F/S):              | 1   | /   | 3   | 1d 10 |     |

|  |
|--|
| Armor Chart  |
| 104  |
| 72 <input type="checkbox"/> 72                             |
| 54   |
| Shock Threshold  |
| 23 / 24  |
| Penetration Chart  |
| 16 <input type="checkbox"/> 23 <input type="checkbox"/> 16 |
| 12 <input type="checkbox"/> 12 <input type="checkbox"/> 12 |



|          |           |            |            |            |            |            |            |            |      |
|----------|-----------|------------|------------|------------|------------|------------|------------|------------|------|
| 5% 1 hit | 10% 1 hit | 15% 2 hits | 20% 2 hits | 25% 3 hits | 30% 3 hits | 35% 3 hits | 40% 4 hits | 45% 4 hits | 52 + |
| 5 - 9    | 10 - 15   | 16 - 20    | 21 - 25    | 26 - 30    | 31 - 35    | 36 - 41    | 42 - 46    | 47 - 51    | 52 + |

|                   |   |   |   |   |   |   |   |
|-------------------|---|---|---|---|---|---|---|
| Acceleration      | 4   |   |   |   |   |   |   |
| Deceleration      | 6   |   |   |   |   |   |   |
| Movement Costs:   | <table border="1"> <tr><td>1</td><td>1</td><td>1</td></tr> <tr><td>1</td><td>2</td><td>1</td></tr> </table> | 1 | 1 | 1 | 1 | 2 | 1 |
| 1                 | 1   | 1 |   |   |   |   |   |
| 1                 | 2   | 1 |   |   |   |   |   |
| Open Ground       | 1   |   |   |   |   |   |   |
| Rough Ground      | 1   |   |   |   |   |   |   |
| Thick Growth      | 1   |   |   |   |   |   |   |
| Sand or Snow      | 1   |   |   |   |   |   |   |
| Swamp or Mud      | 2   |   |   |   |   |   |   |
| 1 Level           | 1   |   |   |   |   |   |   |
| 2 Levels          | 2   |   |   |   |   |   |   |
| 3 Levels          | 3   |   |   |   |   |   |   |
| 4+ Levels         | 4   |   |   |   |   |   |   |
| Vertical Grade    | 5   |   |   |   |   |   |   |
| Floating on Water | 0   |   |   |   |   |   |   |
| Shallow Water     | 1   |   |   |   |   |   |   |
| Under Water       | 0   |   |   |   |   |   |   |
| Muck Factor       | 21  |   |   |   |   |   |   |
| ECVs              | 1,606   |   |   |   |   |   |   |
| Base:             | 1,606   |   |   |   |   |   |   |
| Stand LO:         | 0   |   |   |   |   |   |   |
| Crew:             | 0   |   |   |   |   |   |   |
| Cargo:            | 0   |   |   |   |   |   |   |
| Total:            | 1,606   |   |   |   |   |   |   |

**Unit Manifest**

CREW & Crew Accessories:  
Pilot/G - P:+ G:+  
N/B/C Protection

EQUIPMENT:  
Fuel Cell Engine: [4] Hits  
16 Krieg Low Altitude Tur. APU: [2] Hits  
4 Hour Fuel Tank for APU  
40 Krieg Battery  
40 Krieg Battery  
Sensor Array  
Smith Tube  
Shock Enhancer  
Targeting Computer

WEAPONS:  
Body:  
3 Hit Full Turret #1 (+45, -0):  
Heavy Maser  
Left Legs:  
Right Legs:

DEFENSE MECHANISMS:  
PAMS Pod

|   | 1    | 2   | 3   | 4   | 5 = A | 6 = D |
|---|------|-----|-----|-----|-------|-------|
| 1 | X    | N/A | N/A | N/A | 1     | SLIP  |
| 2 | N/A  | X   | N/A | 1   | 1     | 2     |
| 3 | N/A  | N/A | X   | 2   | 2     | 2     |
| 4 | N/A  | 1   | 2   | X   | 2     | 2     |
| 5 | 1    | 1   | 2   | 2   | X     | 2     |
| 6 | 1    | 2   | 2   | 2   | 2     | X     |
| 7 | 1    | 2   | 2   | 2   | 3     | 3     |
| 8 | 1    | 2   | 2   | 2   | 3     | 4     |
| 9 | 0    | 0   | 1   | 1   | 2     | 2     |
| 0 | TURN | 1   | 1   | 2   | 2     | MSRP  |

| dVT  | Dam  | Sh   | Pen  | Krg | Spr? | Ind? | Rng | Operators |
|------|------|------|------|-----|------|------|-----|-----------|
| Phys | 0.97 | 0.97 | 0.52 |     |      |      |     |           |
| E    | 7    | 15   | 0    | 30  | n    | n    | ∞   |           |
| Phys | 10   | 10   | 8    |     |      |      |     |           |
| Phys | 10   | 10   | 8    |     |      |      |     |           |