



BF2-21 BATTLE FRAME

HEAVY GEAR

BLITZ



| | | | |
|-----|--|----------|---|
| ATT | | DETECT | 2 |
| DEF | | SENSORS | 1 |
| EW | | COMM | 0 |
| LD | | AUTOCOMM | 3 |

| | | | | |
|--------|--------|------|-----|-----|
| | SPD | STOP | CBT | TOP |
| W | 4 / 8 | -1 | 0 | 1 |
| H | 9 / 18 | -2 | 0 | 1 |
| ATTACK | | 1 | 0 | -1 |

| | | | |
|-------|----|----------|----|
| ARMOR | 14 | OVERKILL | 42 |
|-------|----|----------|----|

| | | | |
|---------|---|------|---|
| ACTIONS | 1 | SIZE | 6 |
|---------|---|------|---|

| | | | |
|--------|---|---|---|
| DAMAGE | L | H | C |
|--------|---|---|---|

PERKS Back Up Sensors, ANN, Airdroppable, Arms

FLAWS Sensor Dependent

AUX

| NAME | ARC | ACC | RANGE | DAM | ROF | TRAITS | ROUNDS |
|----------|-----|-----|--------------|-----|-----|--------|--------|
| SLC | F | 1 | 30 / 120 / ∞ | x12 | | MB1 | |
| PHYSICAL | | | | S | | M | |

Miniature pictured may include optional weapons loadout.