

F6-16 BATTLE FRAME

HEAVY GEAR

BLITZ!



ATT		DETECT	2
DEF		SENSORS	0
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	0

ARMOR	14	OVERKILL	42
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ACTIONS	1	SIZE	6
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DAMAGE		L	H	C
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PERKS Backup Sensors, 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.