

# MARSHALL GOLEM

## HEAVY GEAR

*BLITZ!*



ATT		DETECT	2
DEF		SENSORS	0
EW		COMM	0
LD		AUTOCOMM	4

	SPD	STOP	CBT	TOP
W	3 / 5	-1	0	0
ATTACK		1	0	-1

ARMOR	9	OVERKILL	27
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ACTIONS	1	SIZE	4
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DAMAGE	L	H	C
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**PERKS** Airdroppable, Arms

**FLAWS** Exposed Auxiliary

**AUX** Jump Jets (6), ECM (1), ECCM (1)

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
VLAC	F	0	12 / 48 / ∞	x6		R	
VLRP/32	F	-1	6 / 24 / ∞	x8	4	IF	
APGL	F	-1	6 / 24 / --	x4		IF, AI, AE3 M	OOOOO
VB	F			S+2			
PHYSICAL				S		M	

Miniature pictured may include optional weapons loadout.