



# HEAVY GEAR

## BLITZ!

ATT		DETECT	2
DEF		SENSORS	0
EW		COMM	0
LD		AUTOCOMM	3

	SPD	STOP	CBT	TOP
W	3/6	-2	-1	0
G	5/10	-3	-1	0
ATTACK		1	0	-1

ARMOR	17	OVERKILL	51
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ACTIONS	1	SIZE	7
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DAMAGE		L	H	C
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**PERKS** Arms

**FLAWS** LSP (1)

**AUX**

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
HAC	F	0	18/72 / ∞	x12	1	R	
MRP/36	FF	-1	12/48 / ∞	x18	4	IF	
MRP/36	FF	-1	12/48 / ∞	x18	4	IF	
LMG	F	0	6/24 / --	x3	4	AI, M	
LGM	F	-1	18/72 / ∞	x15		IF, G, AE1, MR	
VB	F	0		S+2		M	
PHYSICAL				S		M	

**VARIANTS** **Mauler Bear:** Remove HAC, LGM. Add LGL (F, Reloads), 2x HMG (FF, Linked, No Reloads) APGL (F, Limited Ammo 6), AP Charges

Miniature pictured may include optional weapons loadout.