

KLEMM

HEAVY GEAR

BLITZ!



| | | | |
|-----|--|----------|---|
| ATT | | DETECT | 1 |
| DEF | | SENSORS | 0 |
| EW | | COMM | 0 |
| LD | | AUTOCOMM | 4 |

| | | | | |
|---|--------|------|-----|-----|
| | SPD | STOP | CBT | TOP |
| G | 6/11 | -3 | -1 | 0 |
| | ATTACK | 1 | 0 | -1 |

ARMOR 25 OVERKILL 100

ACTIONS 3 SIZE 10

DAMAGE S L H C

PERKS Reinforced Armor (Front 5), Backup Sensors

FLAWS

AUX Autopilot

| NAME | ARC | ACC | RANGE | DAM | ROF | TRAITS | ROUNDS |
|------|-----|-----|-------------|-----|-----|----------------|--------|
| ATM | T | 1 | 18 / 72 / ∞ | x25 | | IF, G | OOOOOO |
| LAC | T | 0 | 12 / 48 / ∞ | x8 | 2 | | |
| APGL | T | -1 | 6 / 24 / -- | x4 | | IF, AI, AE3, M | |
| RAM | | | | S | | M | |

VARIANTS Master Klemm: Add ECCM (2), Exposed Aux, Upgrade Comm to +1, Auto Comm 5.

Miniature pictured may include optional weapons loadout.