

HEAVY GEAR

BLITZ!



ATT		DETECT	2
DEF		SENSORS	1
EW		COMM	1
LD		AUTOCOMM	4

	SPD	STOP	CBT	TOP
W	3/6	-2	-1	0
G	6/11	-3	-1	0
ATTACK		1	0	-1

ARMOR	20	OVERKILL	80
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ACTIONS	1	SIZE	7
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DAMAGE	S	L	H	C
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PERKS Reinforced Armor (Front 3), Imp. Rear Def., Arms

FLAWS LSP (1)

AUX

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
LPA	F	1	12 / 48 / ∞	x10		MB1, H	
MRP/36	F	-1	12 / 48 / ∞	x18	4	IF	
AGM	F	1	18 / 72 / ∞	x15		IF, G	
HMG	FF	0	6 / 24 / --	x4	3	AI, M	
HMG	FF	0	6 / 24 / --	x4	3	AI, M	
APGL	FF	-1	6 / 24 / --	x4		IF, AI, AE3, M	OOOOOO
HG	F	-1	THROWN	x15		T, AI, AE2	OOOOOO
HHG	F	-1	THROWN	x25		T, AE2	OOOOOO
VB	F	0		S+2		M	
PHYSICAL				S		M	

Miniature pictured may include optional weapons loadout.