



# CF6-16 COMMAND FRAME



|   |  |
|---|--|
| # |  |
|---|--|

|     |  |
|-----|--|
| ATT |  |
| DEF |  |
| EW  |  |
| LD  |  |

|         |  |
|---------|--|
| ACTIONS |  |
| 1       |  |

|         | M | SPEED | STOP | CBT | TOP |
|---------|---|-------|------|-----|-----|
| DEFENSE | W | 4/8   | -3   | -1  | +1  |
| DEFENSE | H | 9/18  | -4   | 0   | +1  |
| ATTACK  |   |       | +2   | 0   | -3  |

|           |   |                          |                          |      |   |   |
|-----------|---|--------------------------|--------------------------|------|---|---|
| DETECT    | 2 | ARMOR                    | 14                       | SIZE | 6 |   |
| SENSORS   | 1 | DAMAGE                   |                          |      |   |   |
| COMM      | 1 | <input type="checkbox"/> | <input type="checkbox"/> | L    | H | C |
| AUTO COMM | 4 |                          |                          |      |   |   |

ARMOR PERKS: BACKUP SENSORS

PERKS/FLAWS: AIRDROPPABLE, ARMS,  
SENSOR DEPENDENT

AUX SYSTEMS:

HEAVY GEAR BLITZ

| NAME                             | ARC | ACC | RANGE                  | DAM | SPECIAL | ROUNDS |
|----------------------------------|-----|-----|------------------------|-----|---------|--------|
| SLC                              | F   | +1  | 8 / 15 / 30 / 60 / 120 | X12 | MB1     |        |
| PHYSICAL ATTACK (PUNCH/KICK/RAM) |     |     |                        | S   | M       |        |
|                                  |     |     |                        |     |         |        |
|                                  |     |     |                        |     |         |        |
|                                  |     |     |                        |     |         |        |
|                                  |     |     |                        |     |         |        |
|                                  |     |     |                        |     |         |        |