



SF6-16 BATTLEFRAME



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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	0	DAMAGE				
COMM	0	<input type="checkbox"/>	<input type="checkbox"/>	L	H	C
AUTO COMM	3					

ARMOR PERKS: BACKUP SENSORS

PERKS/FLAWS: AIRDROPPABLE, ARMS,
SENSOR DEPENDENT

AUX SYSTEMS: STEALTH (2)

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	