TIGER

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	4/8	-3	-1	+1
DEFENSE	G	6/12	-3	+0	+2
ATTACK			+3	+1	-2

#	

ATT	
DEF	
EW	
LD	

ACTIONS
1

DETECT	3
SENSORS	0
COMM	0
AUTO COMM	4

ARMOR 17 SIZE 6

DAMAGE

		L	H	C

ARMOR PERKS:

PERKS/FLAWS: ARMS

AUX SYSTEMS:

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
MAC	F	0	5 / **9** / 18 / 36 / 72	X10	ROF 1, R	
MRP/9	F	-1	3 / **6** / 12 / 24 / 48	X18	ROF 1, IF	
APGL	FF	-1	2 / **3** / 6 / 12 / 24	X4	IF, AI, AE3	O OOOOO
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

SABERTOOTH: ADD DPG (F, NO RELOADS), VB, ECCM (2), STURDY BOX, UPGRADE COMM TO +1

HEAVY GEAR BLITZ