



WARRIOR MK IV



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ATT	
DEF	
EW	
LD	

ACTIONS	
1	

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	5/9	-3	0	+1
DEFENSE	G	7/14	-3	+1	+2
ATTACK			+3	+1	-2

DETECT	3	ARMOR	17	SIZE	6	
SENSORS	0	DAMAGE				
COMM	0	<input type="checkbox"/>	<input type="checkbox"/>	L	H	C
AUTO COMM	4					

ARMOR PERKS:

PERKS/FLAWS: RAM PLATE (F), AIRDROPPABLE, ARMS

AUX SYSTEMS: ECM (2)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LAC	F	0	3 / 6 / 12 / 24 / 48	X8	ROF 2, R	
MRP/18	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 3, IF	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	○ ○○○○○
HG	F	-1	THROWN	X15	T, AI, AE2	○○○
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

CHIEFTAIN IV: ADD ECCM (1), UPGRADE COMM TO +1