



ASP



#	
ATT	
DEF	
EW	
LD	
ACTIONS	
1	

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	4/7	-3	-1	+1
DEFENSE	G	6/12	-3	0	+2
ATTACK			+2	0	-3

DETECT	2	ARMOR	13	SIZE	6	
SENSORS	0	DAMAGE				
COMM	0	<input type="checkbox"/>	<input type="checkbox"/>	L	H	C
AUTO COMM	3					

ARMOR PERKS: REINFORCED ARMOR (FRONT 3), EXPOSED AUX, WEAK REAR

PERKS/FLAWS: ARMS

AUX SYSTEMS: SL (F, 25")

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
<input type="checkbox"/> HMG	F	0	2 / 3 / 6 / 12 / 24	X4	ROF 3, AI	
<input type="checkbox"/> LAC	F	0	3 / 6 / 12 / 24 / 48	X8	ROF 2	
<input type="checkbox"/> VLAC	F	-1	3 / 6 / 12 / 24 / 48	X6	ROF 2	
<input type="checkbox"/> LFL	F	+1	1 / 2 / 3 / 6 / 12	X5	SB, IF	
<input type="checkbox"/> FGC	F	+1	2 / 3 / 6 / 12 / 24	X7	ROF 2, AI	
<input type="checkbox"/> APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	OOOOO
<input type="checkbox"/> MPZF	FF	-1	2 / 3 / 6 / 12 / 24	X15		
<input type="checkbox"/> HG	F	-1		X15	T, AI, AE2	OOO
<input type="checkbox"/> HHG	F	-1		X25	T, AE2	OO
<b>PHYSICAL ATTACK (PUNCH/KICK/RAM)</b>				S	M	