



KING COBRA



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ATT	
DEF	
EW	
LD	

ACTIONS	
1	

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	3/6	-4	-2	-1
DEFENSE	G	6/11	-4	-1	+1
ATTACK			+2	0	-3

DETECT	2	ARMOR 21	SIZE 7			
SENSORS	0					
COMM	+1	DAMAGE				
AUTO COMM	4	S	S	L	H	C

ARMOR PERKS:	IMPROVED REAR DEFENSE, REINFORCED ARMOR (FRONT 2)
PERKS/FLAWS:	LARGE SENSOR PROFILE (1), ARMS
AUX SYSTEMS:	

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LPA	F	+1	3 / 6 / 12 / 24 / 48	X10	MB1, H	
MRP/36	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 4, IF	
HRP/24	F	-1	5 / 9 / 18 / 36 / 72	X20	ROF 3, IF	
LGM	F	-1	5 / 9 / 18 / 36 / 72	X15	IF, G, AE1, MR	
LAC	FF	0	3 / 6 / 12 / 24 / 48	X8	ROF 2	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	O OOOOO
HG	F	-1	THROWN	X15	T, AI, AE2	O OOOOO
VB	F	0		S+2	M	
CR	F	0		S+1	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	