



# ARMIGER CO-101



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ATT	
DEF	
EW	
LD	

ACTIONS	
1	

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	4/8	-2	0	+2
DEFENSE	H	9/18	-3	+1	+2
ATTACK			+2	0	-3

DETECT	3	ARMOR 14    SIZE 6 DAMAGE <input type="checkbox"/> <input type="checkbox"/> S <input type="checkbox"/> L <input type="checkbox"/> H <input type="checkbox"/> C
SENSORS	+1	
COMM	+2	
AUTO COMM	5	

### ARMOR PERKS:

PERKS/FLAWS: BACKUP SENSORS, EXPOSED AUX,  
SENSOR DEPENDENT, AIRDROPPABLE, ARMS  
 AUX SYSTEMS: JUMP JETS (6), NAI MATRIX (OO)

HEAVY GEAR BLITZ

	NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
<input type="checkbox"/>	<b>HGLC</b>	F	+1	3 / <b>6</b> / 12 / 24 / 48	X16	ROF 1, AA, MB3, R	
<input type="checkbox"/>	<b>MRP/9</b>	F	-1	3 / <b>6</b> / 12 / 24 / 48	X18	ROF 1, IF	
<input type="checkbox"/>	AGM	F	+1	5 / <b>9</b> / 18 / 36 / 75	X15	IF, G	OOOO
<input type="checkbox"/>	LGL	F	-1	2 / <b>3</b> / 6 / 12 / 24	X15	ROF 2, IF, R	
	<b>APGL</b>	F	-1	2 / <b>3</b> / 6 / 12 / 24	X4	IF, AI, AE3	OOOOOO
	<b>HHG</b>	F	-1	THROWN	X25	AE2	OO
	<b>VB</b>	F	0		X8	M	
	<b>PHYSICAL ATTACK (PUNCH/KICK/RAM)</b>				X6	M	
STANDARD LOADOUT WEAPONS ARE IN <b>BOLD</b>							