



ARMIGER FS-101



#

ATT	
DEF	
EW	
LD	

ACTIONS
1

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

DETECT	3	ARMOR 16 SIZE 6 DAMAGE <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, ARMS

AUX SYSTEMS: NAI MATRIX (OOO)

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
<input type="checkbox"/> VHAC	F	0	5 / 9 / 18 / 36 / 72	X15	ROF 1, AA, R	
<input type="checkbox"/> HGM	F	-1	8 / 15 / 30 / 60 / 120	X20	IF, G, AE2, MR	
<input type="checkbox"/> LLC	F	+1	8 / 15 / 30 / 60 / 120	X16	MB2, R	
<input type="checkbox"/> MRP/9	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 1, IF	
<input type="checkbox"/> ATM	F	+1	5 / 9 / 18 / 36 / 72	X25	IF, G	OOOOOO
APGL	F	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	OOOOOO
VB	F	0		X9	M	
PHYSICAL ATTACK (PUNCH/RAM)				X7	M	
STANDARD LOADOUT WEAPONS ARE IN BOLD						