



CONSTABLE GOLEM



#	
---	--

ATT	
DEF	
EW	
LD	

ACTIONS	
1	

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

DETECT	2	ARMOR	7	SIZE	4	
SENSORS	0	DAMAGE				
COMM	-1	<input type="checkbox"/>	<input type="checkbox"/>	L	H	C
AUTO COMM	3					

ARMOR PERKS:	EXPOSED AUX
PERKS/FLAWS:	AIRDROPPABLE, ARMS
AUX SYSTEMS:	JUMP JETS (6)

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
<input type="checkbox"/> VLAC	F	0	3 / 6 / 12 / 24 / 48	X6	ROF 2, R	
<input type="checkbox"/> MFL	F	+1	1 / 2 / 4 / 8 / 16	X7	ROF 1, AE1, SB, IF	
<input type="checkbox"/> LGL	F	-1	2 / 3 / 6 / 12 / 24	X15	ROF 2, IF	
APGL	F	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	OOOOO
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	
STANDARD LOADOUT WEAPONS ARE IN BOLD						