



# COMMAND KEEL



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ATT	
DEF	
EW	
LD	

ACTIONS	
1	

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

DETECT	2	ARMOR	16	SIZE	7
SENSORS	0				
COMM	+1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
AUTO COMM	4				

ARMOR PERKS: REINFORCED ARMOR (FRONT 1)

PERKS/FLAWS: LSP (1), IMPROVED OFF-ROAD, AIRDROPPABLE, SAT. UPLINK, ARMS

AUX SYSTEMS: ECCM (3)

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
HAC	F	0	5 / 9 / 18 / 36 / 72	X12	ROF 1, SNIPER	
MRP/18	FF	-1	3 / 6 / 12 / 24 / 48	X18	ROF 3, IF	
MRP/18	FF	-1	3 / 6 / 12 / 24 / 48	X18	ROF 3, IF	
LMG	F	0	2 / 3 / 6 / 12 / 24	X3	ROF 4, AI	
HSKG	F	-1		X14	M, AP	OOOOOO
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	