



# DINGO



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ATT	
DEF	
EW	
LD	

ACTIONS	
1	

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	3/5	-3	-1	0
DEFENSE	G	6/12	-3	0	+2
ATTACK			+2	0	-3

DETECT	2	ARMOR	15	SIZE	7	
SENSORS	0	DAMAGE				
COMM	0	<input type="checkbox"/>	<input type="checkbox"/>	L	H	C
AUTO COMM	3					

ARMOR PERKS: REINFORCED FRONT ARMOR (1)

PERKS/FLAWS: LARGE SENSOR PROFILE (1),  
LINK (LMG), AIRDROPPABLE, ARMS

AUX SYSTEMS:

# HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
<input type="checkbox"/> <b>HAC</b>	F	0	5 / <b>9</b> / 18 / 36 / 72	X12	ROF 1	
<input type="checkbox"/> <b>LGL</b>	F	-1	2 / <b>3</b> / 6 / 12 / 24	X15	ROF 2, IF	
<input type="checkbox"/> HBZK	F	0	3 / <b>6</b> / 12 / 24 / 48	X25		
<input type="checkbox"/> VHAC	F	0	5 / <b>9</b> / 18 / 36 / 72	X15	ROF 1	
<input type="checkbox"/> VLFG	F	-1	8 / <b>15</b> / 30 / 60 / 120	X20	IF	
<b>2xMRP/9</b>	FF	-1	3 / <b>6</b> / 12 / 24 / 48	X18	ROF 1, IF	
<b>2xLMG</b>	FF	0	2 / <b>3</b> / 6 / 12 / 24	X3	ROF 4, AI, LINK	
<b>HSKG</b>	F	-1		X14	M, AP	OOOOOO
<b>PHYSICAL ATTACK (PUNCH/KICK/RAM)</b>				S	M	

STANDARD LOADOUT WEAPONS ARE IN **BOLD**