

MAN AT ARMS GOLEM

HEAVY GEAR

BLITZ!



ATT		DETECT	2
DEF		SENSORS	0
EW		COMM	-1
LD		AUTOCOMM	4

	SPD	STOP	CBT	TOP
W	3 / 5	-1	0	0
ATTACK		1	0	-1

ARMOR 11 **OVERKILL** 33

ACTIONS 1 **SIZE** 5

DAMAGE **L H C**

PERKS Airdroppable, Arms

FLAWS Exposed Auxiliary

AUX Jump Jets (6)

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
MRF	F	0	24 / 96 / ∞	x10			
VLRP/128	F	-1	6 / 24 / ∞	x8	6	IF	
APGL	F	-1	6 / 24 / --	x4		IF, AI, AE3 M	OOOOO
VB	F			S+2			
PHYSICAL				S		M	

Miniature pictured may include optional weapons loadout.