

# SHIRMISHER

## HEAVY GEAR

*BLITZ!*



ATT		DETECT	5
DEF		SENSORS	1
EW		COMM	1
LD		AUTOCOMM	4

	SPD	STOP	CBT	TOP
W	5 / 10	0	1	2
G	8 / 15	-1	1	2
ATTACK		1	0	-1

ARMOR	13	OVERKILL	39
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ACTIONS	1	SIZE	6
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DAMAGE	L	H	C
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**PERKS** Airdroppable, Arms

**FLAWS**

**AUX** ECM (3)

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
LRF	F	0	18 / 72 / ∞	x8		R	
LRP/24	F	-1	6 / 24 / ∞	x12	3	IF	
HG	F	-1	THROWN	x15		T, AI, AE2	OOO
VB	F	0		S+2		M	
PHYSICAL				S		M	

Miniature pictured may include optional weapons loadout.