



HEAVY GEAR

BLITZ

| | | | |
|-----|--|----------|---|
| ATT | | DETECT | 2 |
| DEF | | SENSORS | 0 |
| EW | | COMM | 0 |
| LD | | AUTOCOMM | 3 |

| | | | | |
|---|--------|------|-----|-----|
| | SPD | STOP | CBT | TOP |
| W | 4 / 7 | -1 | 0 | 1 |
| G | 6 / 12 | -2 | 0 | 1 |
| | ATTACK | 1 | 0 | -1 |

| | | | |
|-------|----|----------|----|
| ARMOR | 13 | OVERKILL | 39 |
|-------|----|----------|----|

| | | | |
|---------|---|------|---|
| ACTIONS | 1 | SIZE | 6 |
|---------|---|------|---|

| | | | |
|--------|---|---|---|
| DAMAGE | L | H | C |
|--------|---|---|---|

PERKS Reinforced Armor (Front 3), Arms

FLAWS Weak Rear, Exposed Auxiliary

AUX SL (F, 25")

| NAME | ARC | ACC | RANGE | DAM | ROF | TRAITS | ROUNDS |
|----------|-----|-----|-------------|-----|-----|----------------|--------|
| HMG | F | 0 | 6 / 24 / -- | x4 | 3 | AI, M | |
| APGL | FF | -1 | 6 / 24 / -- | x4 | | IF, AI, AE3, M | OOOOOO |
| HG | F | -1 | THROWN | x15 | | T, AI, A | OOOO |
| PHYSICAL | | | | S | | M | |