

# KING COBRA

## HEAVY GEAR

### BLITZ!



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

	SPD	STOP	CBT	TOP
W	3/6	-2	-1	0
G	6/11	-3	-1	0
ATTACK		1	0	-1

ARMOR	21	OVERKILL	105
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ACTIONS	1	SIZE	7
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DAMAGE	S	S	L	H	C
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**PERKS** Improved Rear Defense, Reinforced Armor (Front 2), Arms

**FLAWS** LSP (1)

**AUX**

NAME	ARC	ACC	RANGE	DAM	ROF	TRAITS	ROUNDS
LPA	F	1	12 / 48 / ∞	x10		MB1, H	
MRP/36	F	-1	12 / 48 / ∞	x18	4	IF	
HRP/24	F	-1	18 / 72 / ∞	x20	3	IF	
LGM	F	-1	18 / 72 / ∞	x15		IF, G, AE1, MR	
LAC	FF	0	12 / 48 / ∞	x8	2		
APGL	FF	-1	6 / 24 / --	x4		IF, AI, AE3, M	OOOOOO
HG	F	-1	THROWN	x15		T, AI, AE2	OOOOOO
VB	F	0		S+2		M	
CR	F	0		S+1		M	
PHYSICAL				S		M	

Miniature pictured may include optional weapons loadout.