

FIELD GUN

HEAVY GEAR

BLITZ!

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

| | | | | |
|---|--------|------|-----|-----|
| | SPD | STOP | CBT | TOP |
| G | 0 / 1 | -3 | -1 | 0 |
| | ATTACK | 1 | 0 | -1 |

| | | | |
|-------|---|----------|----|
| ARMOR | 8 | OVERKILL | 16 |
|-------|---|----------|----|

| | | | |
|---------|---|------|---|
| ACTIONS | 1 | SIZE | 5 |
|---------|---|------|---|

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

PERKS Reinforced Armor (Front 1), Shielded Weapons

FLAWS Exposed Movement

AUX

| NAME | ARC | ACC | RANGE | DAM | ROF | TRAITS | ROUNDS |
|------|-----|-----|----------|-----|-----|---------|--------|
| LFG | F | 0 | 30/120/∞ | x22 | | IF, AE1 | |
| RAM | | | | S | | M | |

Miniature pictured may include optional weapons loadout.