

ATT

EW

ACTIONS

<u>, F6–16 Battleframe</u>



	M	SPEED	STOP	CBT	TOP
DEFENSE	W	4/8	-3	-1	+1
DEFENSE	Н	9/18	-4	0	+1
ATTACK			+2	0	-3

DETECT	2	ARMOR	14	SIZ	E 6
SENSORS	0	DAMAGE			
COMM	0			н	_
AUTO COMM	3		لئا		ت

ARMOR PERKS: BACKUP SENSORS

PERKS/FLAWS: AIRDROPPABLE, ARMS, SENSOR DEPENDENT

AUX SYSTEMS:

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NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
SLC	F	+1	8 / 15 / 30 / 60 / 120	X12	MB1	
PHYSICA	L ATTA	CK (PUN	CH/KICK/RAM)	S	M	

CF6-16: UPGRADE SENSORS TO +1, COMM TO +1, AUTO COMM TO 4