



CONSTABLE GOLEM



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ATT	
DEF	
EW	
LD	

ACTIONS	
1	

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	3/5	-3	-1	0
ATTACK			+2	0	-3

DETECT	2	ARMOR	7	SIZE	4	
SENSORS	0	DAMAGE				
COMM	-1	<input type="checkbox"/>	<input type="checkbox"/>	L	H	C
AUTO COMM	3					

ARMOR PERKS: EXPOSED AUX

PERKS/FLAWS: AIRDROPPABLE, ARMS

AUX SYSTEMS: JUMP JETS (6)

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
VLAC	F	0	3 / 6 / 12 / 24 / 48	X6	ROF 2, R	
APGL	F	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	OOOOO
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	