FIELD GUN

	M	SPEED	STOP	CBT	TOP
DEFENSE	G	0/1	-4	-4	-3
ATTACK			+2	0	-3

DETECT	2
SENSORS	0
COMM	0
AUTO COMM	2

ARMOR 8 SIZE 5

DAMAGE

		L	H	

ARMOR PERKS: REINFORCED ARMOR (FRONT 2), SH. WEAPON, EXP. MOVEMENT

PERKS/FLAWS:

AUX SYSTEMS:

#	

ATT	
DEF	
EW	
LD	

ACTIONS
1

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LFG	F	0	8 / **15** / 30 / 60 / 120	X22	IF, AE1	
PHYSICAL ATTACK (RAM)				S	M	

HEAVY GEAR BLITZ