



WARRIOR



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ATT	
DEF	
EW	
LD	

ACTIONS	
1	

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	4/7	-3	-1	+1
DEFENSE	G	6/12	-3	0	+2
ATTACK			+2	0	-3

DETECT	3	ARMOR 15 SIZE 6 DAMAGE <input type="checkbox"/> S <input type="checkbox"/> L <input type="checkbox"/> H <input type="checkbox"/> C
SENSORS	0	
COMM	0	
AUTO COMM	4	

ARMOR PERKS:

PERKS/FLAWS: ARMS

AUX SYSTEMS: ECM (1)

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
LAC	F	0	3 / 6 / 12 / 24 / 48	X8	ROF 2, R	
LRP/24	F	-1	2 / 3 / 6 / 12 / 24	X12	ROF 3, IF	
APGL	FF	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	○ ○○○○○
HG	F	-1	THROWN	X15	T, AI, AE2	○○○
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	

CHIEFTAIN: ADD ECCM (1) , UPGRADE COMM TO +1