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ATT	
DEF	
EW	
LD	

ACTIONS	
1	

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	3/5	-4	-2	-1
DEFENSE	G	5/10	-4	-1	+1
ATTACK			+2	0	-3

DETECT	2	ARMOR	22	SIZE	7	
SENSORS	0	DAMAGE				
COMM	0	S	S	L	H	C
AUTO COMM	3					

ARMOR PERKS: REINFORCED FRONT ARMOR (1)

PERKS/FLAWS: ARMS, RUGGED MOVEMENT, DEFECTIVE ACTIVE SENSORS (1), LSP (1)

AUX SYSTEMS:

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
HAC	F	0	5 / 9 / 18 / 36 / 72	X12	ROF 1, R	
MRP/36	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 4, IF	
LGM	F	-1	5 / 9 / 18 / 36 / 72	X15	IF, G, AE1, MR	
HMG	FF	0	2 / 3 / 6 / 12 / 24	X4	ROF 3, AI	
<input type="checkbox"/> HGLC	F	+1	3 / 6 / 12 / 24 / 48	X16	ROF 1, MB3	
<input type="checkbox"/> MBZK	F	0	3 / 6 / 12 / 24 / 48	X20		
<input type="checkbox"/> MFM	F	-1	8 / 15 / 30 / 60 / 120	X20	IF, AE3, MR	
HG	F	-1	THROWN	X15	T, AI, AE2	
VA	F	-1		S+4	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	