



CHAMELEON



#

ATT	<input type="text"/>
DEF	<input type="text"/>
EW	<input type="text"/>
LD	<input type="text"/>

ACTIONS
1

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	5/9	-2	+1	+2
DEFENSE	G	7/14	-2	+2	+3
ATTACK			+2	0	-3

DETECT	4	ARMOR	14	SIZE	6	
SENSORS	+1	DAMAGE				
COMM	+2	<input type="checkbox"/>	<input type="checkbox"/>	L	H	C
AUTO COMM	5					

ARMOR PERKS: EXPOSED AUX

PERKS/FLAWS: ARMS

AUX SYSTEMS: STEALTH (5), TD (3)

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
DPG	F	-1	3 / 6 / 12 / 24 / 48	X8	ROF 2	
LRP/24	F	-1	2 / 3 / 6 / 12 / 24	X12	ROF 3, IF	
VB	F	0		S+2	M	
PHYSICAL ATTACK (PUNCH/KICK/RAM)				S	M	