



HITTITE

#	
ATT	
DEF	
EW	
LD	
ACTIONS	2



	M	SPEED	STOP	CBT	TOP
DEFENSE	G	6/11	-4	-1	+1
ATTACK			+2	0	-3

DETECT	2	ARMOR	25	SIZE	10
SENSORS	0	DAMAGE			
COMM	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AUTO COMM	4	S	L	H	C

ARMOR PERKS: REINFORCED ARMOR (FRONT 3)

PERKS/FLAWS: AMPHIBIOUS,
TRANSPORT (1 SQUAD)

AUX SYSTEMS: AUTOPILOT

HEAVY GEAR BLITZ

NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
HFL	T	+1	2 / 3 / 6 / 12 / 24	X9	ROF 2, AE2, SB, IF	
HMG	L	0	2 / 3 / 6 / 12 / 24	X4	ROF 3, AI	
HMG	L	0	2 / 3 / 6 / 12 / 24	X4	ROF 3, AI	
HMG	R	0	2 / 3 / 6 / 12 / 24	X4	ROF 3, AI	
HMG	R	0	2 / 3 / 6 / 12 / 24	X4	ROF 3, AI	
PHYSICAL ATTACK (RAM)				S	M	