



ARMIGER RE-101



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ATT	
DEF	
EW	
LD	

ACTIONS	
1	

	M	SPEED	STOP	CBT	TOP
DEFENSE	W	4/8	-2	0	+2
DEFENSE	H	7/14	-2	+1	+3
ATTACK			+2	0	-3

DETECT	3	ARMOR 14 SIZE 6 DAMAGE <input type="checkbox"/> <input type="checkbox"/> S <input type="checkbox"/> L <input type="checkbox"/> H <input type="checkbox"/> C
SENSORS	+1	
COMM	+2	
AUTO COMM	5	

ARMOR PERKS:
PERKS/FLAWS: BACKUP SENSORS, IMP. OFF-ROAD EXPOSED AUX, SENSOR DEP, ARMS
AUX SYSTEMS: NAI MATRIX (OO), ECM (3), ECCM (3)

HEAVY GEAR BLITZ

	NAME	ARC	ACC	RANGE	DAM	SPECIAL	ROUNDS
<input type="checkbox"/>	SLC	F	+1	8 / 15 / 30 / 60 / 120	X12	MB1, R	
<input type="checkbox"/>	MRP/9	F	-1	3 / 6 / 12 / 24 / 48	X18	ROF 1, IF	
<input type="checkbox"/>	HGLC	F	+1	3 / 6 / 12 / 24 / 48	X16	ROF 1, AA, MB3, R	
<input type="checkbox"/>	AGM	F	+1	5 / 9 / 18 / 36 / 75	X15	IF, G	OOOO
	APGL	F	-1	2 / 3 / 6 / 12 / 24	X4	IF, AI, AE3	OOOOOO
	HHG	F	-1	THROWN	X25	AE2	OO
	VB	F	0		X8	M	
	PHYSICAL ATTACK (PUNCH/KICK/RAM)				X6	M	
STANDARD LOADOUT WEAPONS ARE IN BOLD							