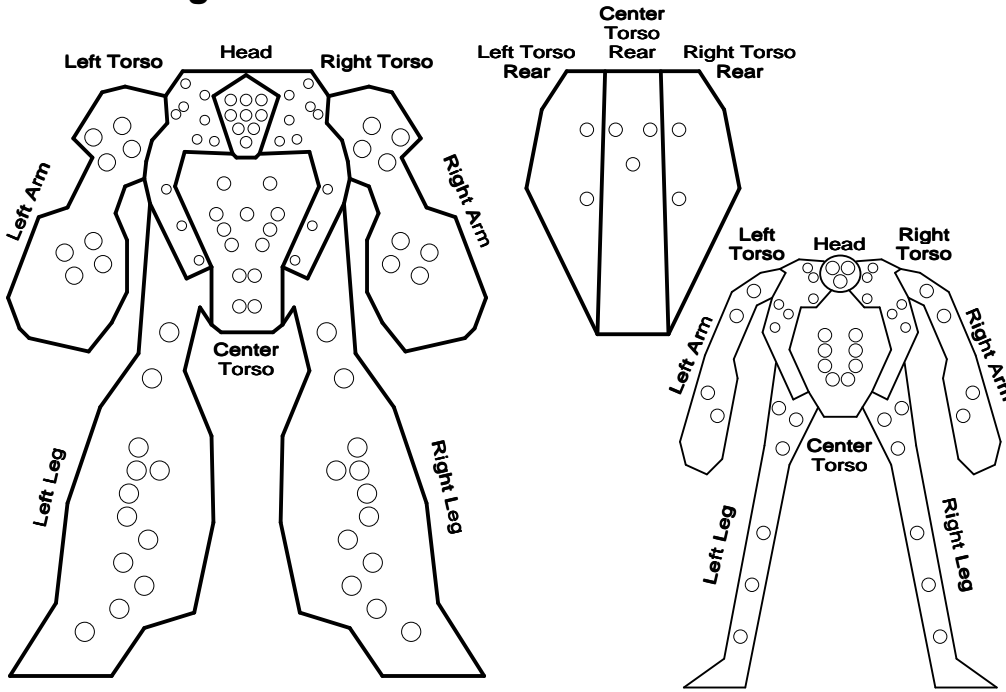


Armor Diagram



| Weapon Stats | Heat | Damage | Minimum | Short | Medium | Long |
|----------------|------|--------|---------|-------|--------|------|
| ER Large Laser | 12 | 8 | --- | 7 | 14 | 19 |
| Medium Laser | 3 | 5 | --- | 3 | 6 | 9 |
| Small Laser | 1 | 3 | --- | 1 | 2 | 3 |

'Mech Data

Type: COM-2Y Commando
 Tonnage: 25
 Movement Points:
 Walking: 6
 Running: 9
 Jumping: 0

Weapons Inventory

| # | Type | Location |
|---|----------------|----------|
| 1 | ER Large Laser | CT |
| 1 | Medium Laser | LT |
| 1 | Medium Laser | RT |
| 1 | Small Laser | LT |
| 1 | Small Laser | RT |

AMMO:
None

Total Heat Sinks

○○○○○○○○○○

double

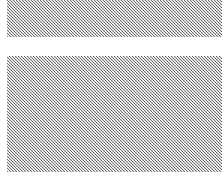
Warrior Data

Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
 Hits Taken (Consciousness Number)
 1st (3) 2nd (5) 3rd (7) 4th (10) 5th (11) 6th (Dead)

Critical Hit Table

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator



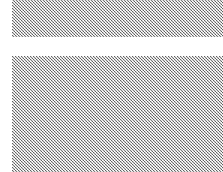
Head

- Life Support
- Sensors
- Cockpit
- Sensors
- Life Support



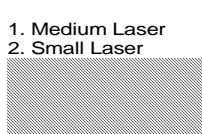
Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator



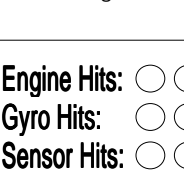
Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink



Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro



Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink



Left Leg

- Hip Actuator
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator



Engine Hits: ○ ○ ○
 Gyro Hits: ○ ○
 Sensor Hits: ○ ○

Right Leg

- Hip Actuator
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator



Combat Value: 1482

Heat Scale

| | |
|----|-----------------------------|
| 30 | Automatic Shutdown |
| 29 | |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 | |
| 26 | Shutdown, avoid on 10+ |
| 25 | -5 Movement Points |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | |
| 20 | -4 Movement Points |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 16 | |
| 15 | -3 Movement Points |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 12 | |
| 11 | |
| 10 | -2 Movement Points |
| 9 | |
| 8 | +1 Modifier to Fire |
| 7 | |
| 6 | |
| 5 | -1 Movement Points |
| 4 | |
| 3 | |
| 2 | |
| 1 | |
| 0 | |