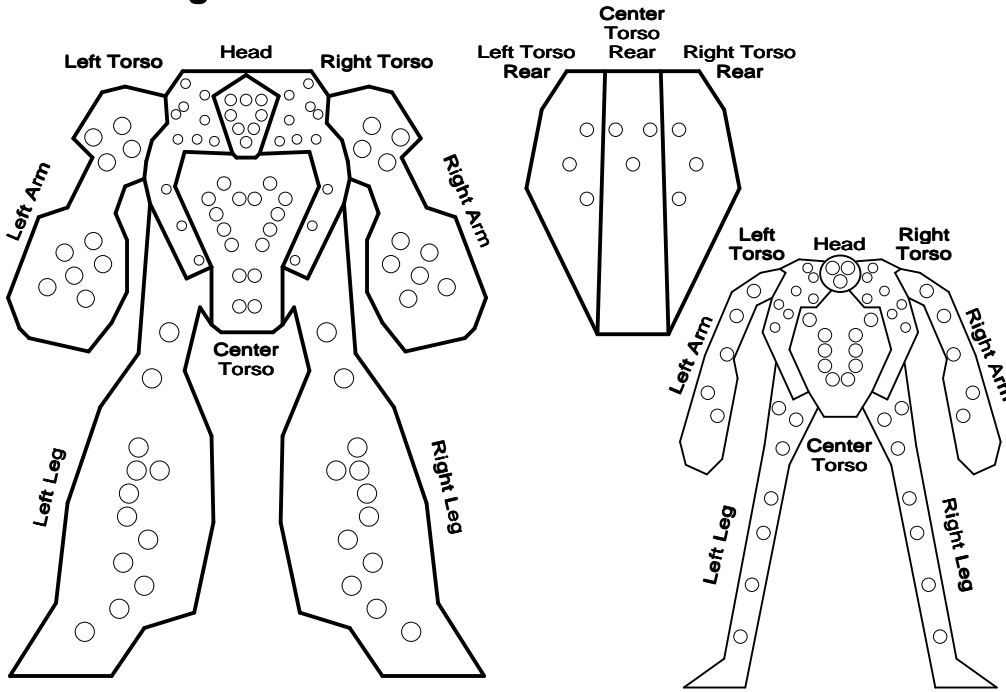


# Armor Diagram



Weapon Stats	Heat	Damage	Minimum	Short	Medium	Long
Medium Laser	3	5	---	3	6	9
Streak SRM-2	2	4	---	3	6	9

## 'Mech Data

Type: JAV-1Y Javelin  
 Tonnage: 30  
 Movement Points:  
 Walking: 6  
 Running: 9  
 Jumping: 6

### Weapons Inventory

#	Type	Location
1	Medium Laser	CT
2	Streak SRM-2	LT
2	Streak SRM-2	RT

AMMO:  
 Streak SRM-2 (50)

### Total Heat Sinks

○○○○○○○○○○

double

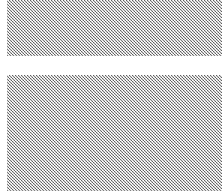
### Warrior Data

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



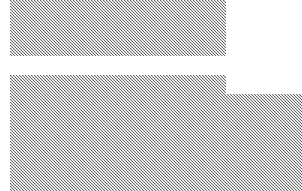
### Head

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



### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator



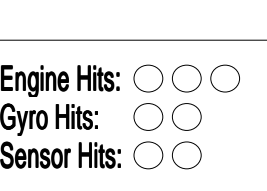
### Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Streak SRM-2
- Streak SRM-2
- Jump Jet



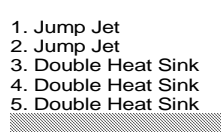
### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Jump Jet
- Gyro
- Engine
- Engine
- Streak SRM-2 Ammo (50)
- Medium Laser



### Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Streak SRM-2
- Streak SRM-2
- Jump Jet



### Left Leg

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



### Right Leg

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



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

Combat Value: 1802

## 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	