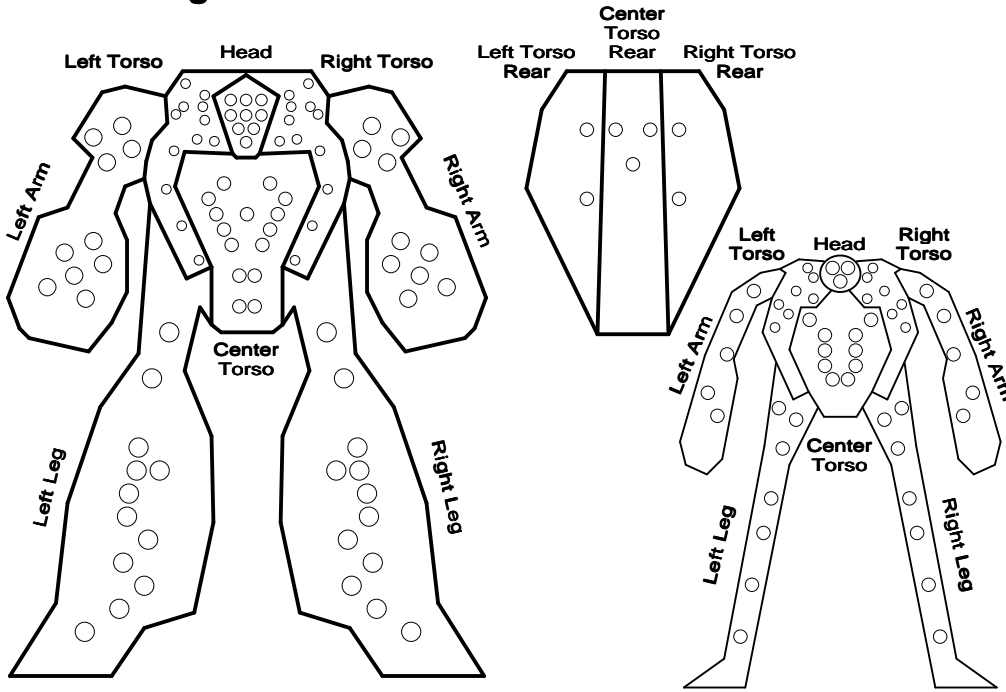


Armor Diagram



'Mech Data

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

Weapons Inventory

#	Type	Location
1	Medium Laser	RA
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)

Weapon Stats

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

Critical Hit Table

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink



Head

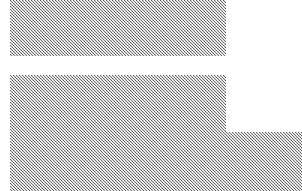
- Life Support
- Sensors
- Cockpit

- Sensors
- Life Support



Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser



Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet

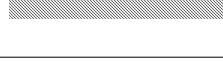
- Streak SRM-2
- Streak SRM-2



Center Torso

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

- Gyro
- Engine
- Engine
- Engine
- Streak SRM-2 Ammo (50)



Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet

- Streak SRM-2
- Streak SRM-2



Left Leg

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



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

Combat Value: 1802

Right Leg

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



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	