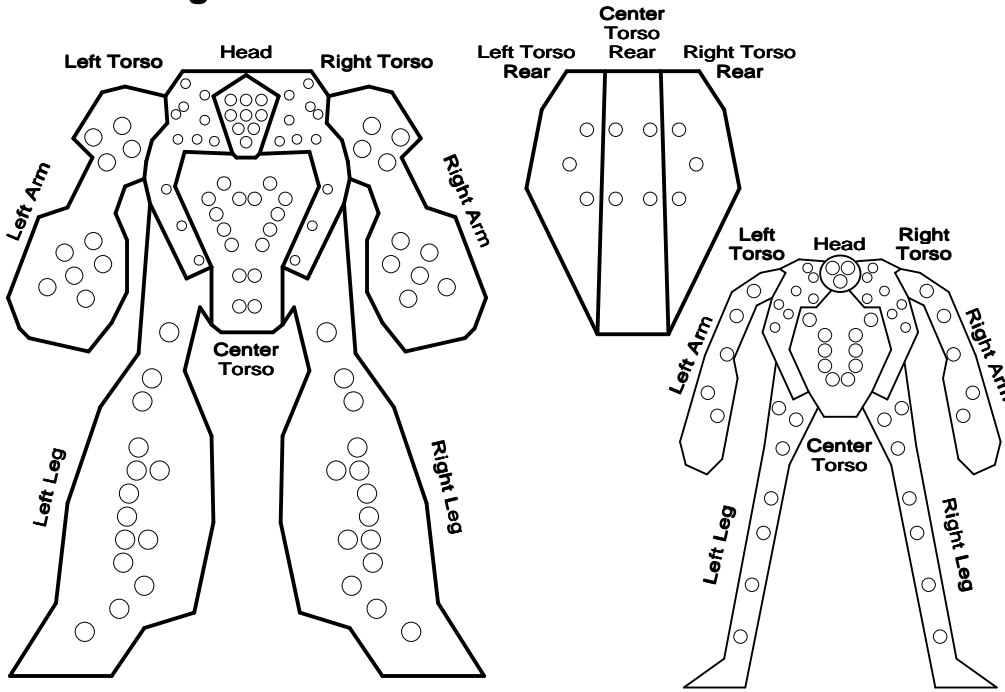


Armor Diagram



Weapon Stats	Heat	Damage	Minimum	Short	Medium	Long
Medium Pulse Laser	4	6	---	2	4	6
LRM-5	2	5	6	7	14	21

'Mech Data

Type: PKE-1Y Pike
 Tonnage: 30
 Movement Points:
 Walking: 5
 Running: 8
 Jumping: 0

Weapons Inventory

#	Type	Location
1	Medium Pulse Laser	H
2	Medium Pulse Laser	CT
1	LRM-5	LT
1	LRM-5	RT

AMMO:
 LRM-5 (48)

Total Heat Sinks

○○○○○○○○○○

double

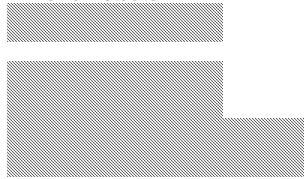
Warrior Data

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



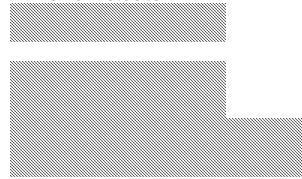
Head

- Life Support
- Sensors
- Cockpit
- Medium Pulse Laser
- 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

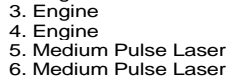
- LRM-5
- LRM-5 Ammo (24)



Center Torso

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

- Gyro
- Engine
- Engine
- Engine
- Medium Pulse Laser
- Medium Pulse Laser



Right Torso

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

- LRM-5
- LRM-5 Ammo (24)



Left Leg

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



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

Combat Value: 1711

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	