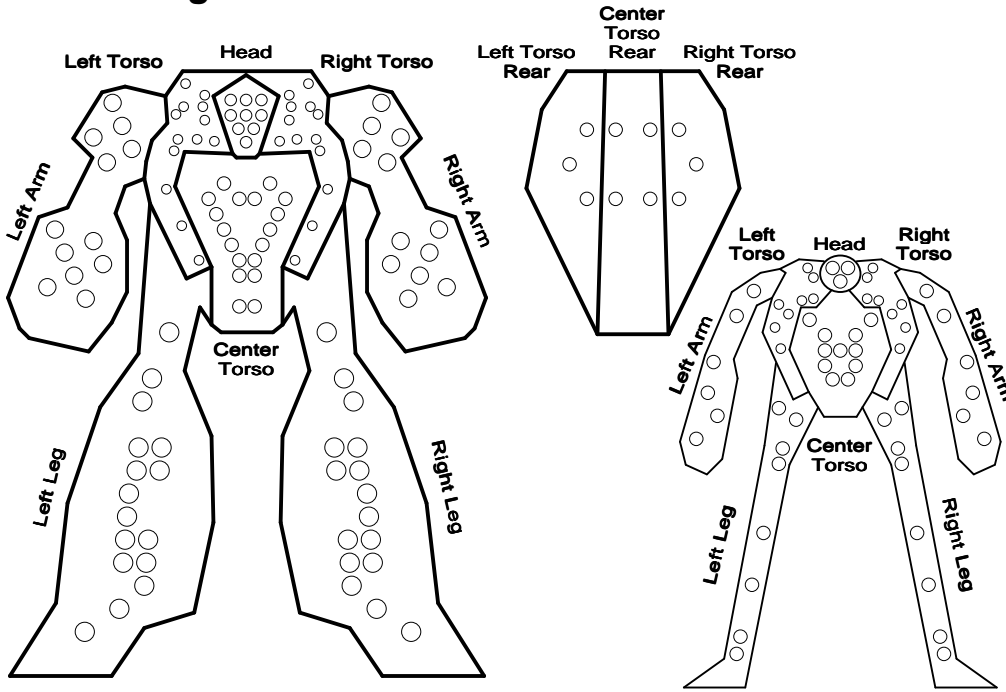


Armor Diagram



Weapon Stats	Heat	Damage	Minimum	Short	Medium	Long
ER PPC	15	10	---	7	14	23
Streak SRM-2	2	4	---	3	6	9

'Mech Data

Type: PNT-1Y Panther
 Tonnage: 35
 Movement Points:
 Walking: 5
 Running: 8
 Jumping: 5

Weapons Inventory

#	Type	Location
1	ER PPC	RA
2	Streak SRM-2	LT

AMMO:
 Streak SRM-2 (50)

Total Heat Sinks

○○○○○○○○○○

double

Warrior Data

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

Critical Hit Table

<h3>Left Arm</h3> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator 	<h3>Head</h3> <ol style="list-style-type: none"> Life Support Sensors Cockpit Sensors Life Support 	<h3>Right Arm</h3> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Double Heat Sink Double Heat Sink Double Heat Sink ER PPC ER PPC
<h3>Left Torso</h3> <ol style="list-style-type: none"> Jump Jet Jump Jet Double Heat Sink Double Heat Sink Double Heat Sink Streak SRM-2 Streak SRM-2 Ammo (50) 	<h3>Center Torso</h3> <ol style="list-style-type: none"> Engine Engine Engine Gyro Gyro Gyro Engine Engine Engine Jump Jet 	<h3>Right Torso</h3> <ol style="list-style-type: none"> Jump Jet Jump Jet Double Heat Sink Double Heat Sink Double Heat Sink
<h3>Left Leg</h3> <ol style="list-style-type: none"> Hip Actuator Upper Leg Actuator Lower Leg Actuator Foot Actuator 	<div style="border: 1px solid black; padding: 5px;"> <p>Engine Hits: ○ ○ ○</p> <p>Gyro Hits: ○ ○</p> <p>Sensor Hits: ○ ○</p> </div> <p>Combat Value: 2121</p>	<h3>Right Leg</h3> <ol style="list-style-type: none"> 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	