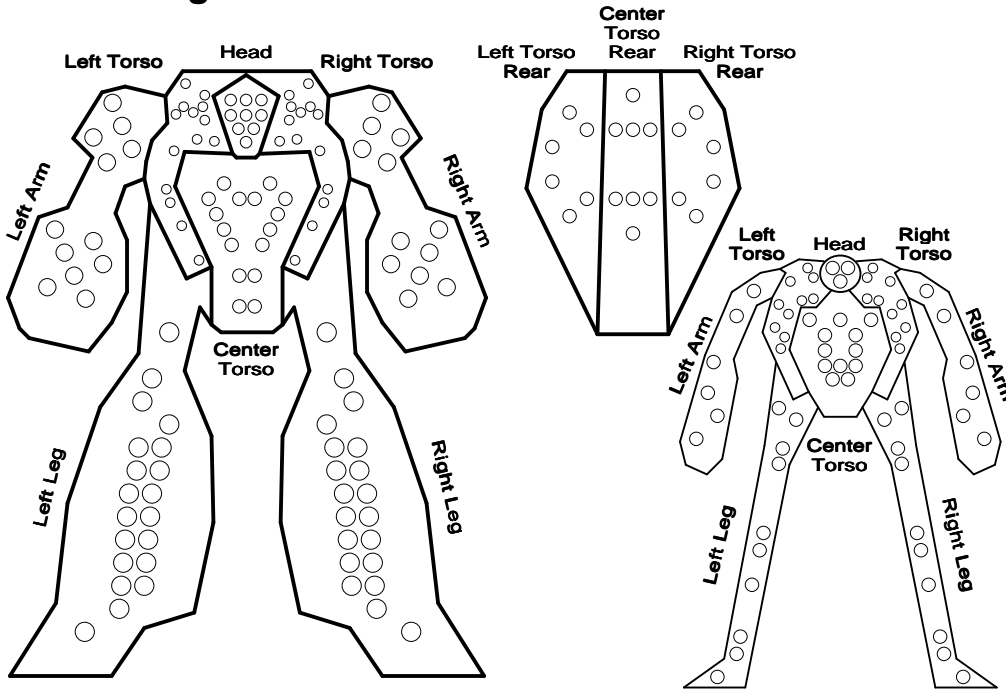


# Armor Diagram



## 'Mech Data

Type: STD-1Y Strider  
 Tonnage: 40  
 Movement Points:  
 Walking: 6  
 Running: 9  
 Jumping: 0

### Weapons Inventory

#	Type	Location
2	Medium Pulse Laser	LA
2	Medium Pulse Laser	RA
1	Narc Missile Beacon	LT

AMMO:  
 Narc (6)

### 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)

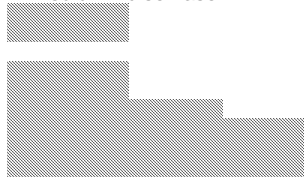
### Weapon Stats

	Heat	Damage	Minimum	Short	Medium	Long
Medium Pulse Laser	4	6	---	2	4	6
Narc Missile Beacon	0	---	---	3	6	9

## Critical Hit Table

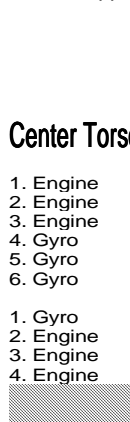
### Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- Medium Pulse Laser



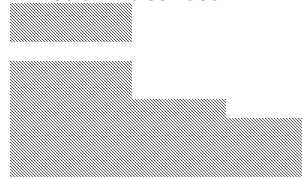
### Head

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



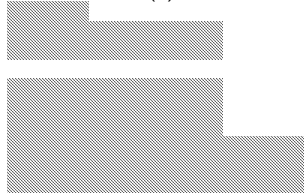
### Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- Medium Pulse Laser



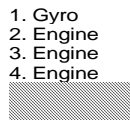
### Left Torso

- Narc Missile Beacon
- Narc Missile Beacon
- Narc Ammo (6)



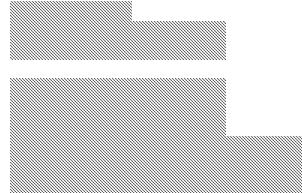
### Center Torso

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



### Right Torso

- 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: ○ ○

Combat Value: 2109

### 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	