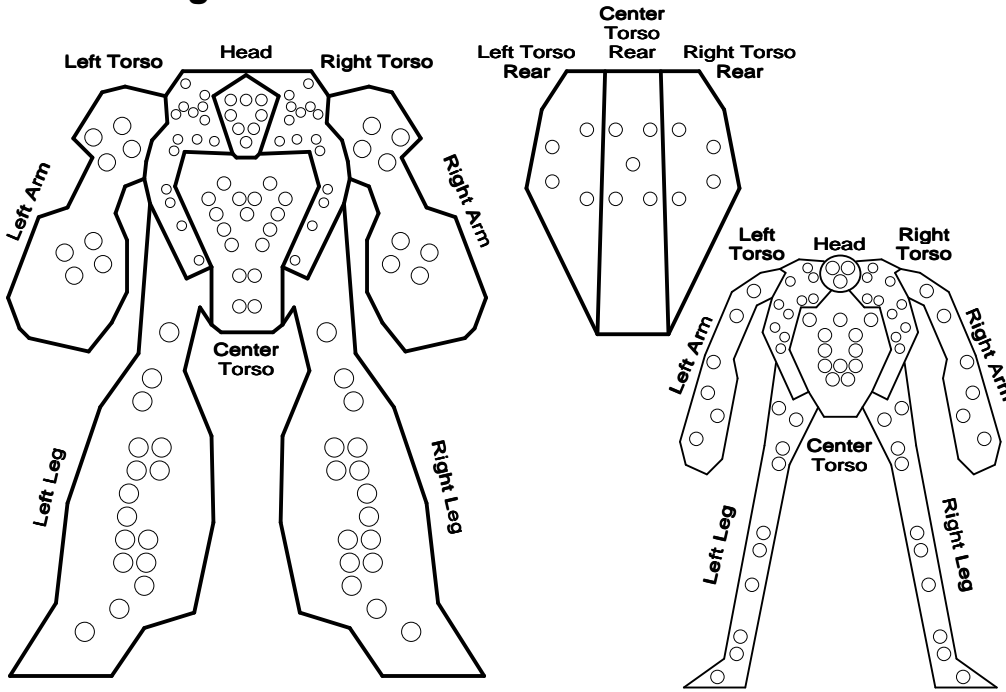


Armor Diagram



'Mech Data

Type: ASS-1Y Assassin
 Tonnage: 40
 Movement Points:
 Walking: 7
 Running: 11
 Jumping: 7

Weapons Inventory

| # | Type | Location |
|---|--------------------|----------|
| 1 | Medium Pulse Laser | LT |
| 1 | Medium Pulse Laser | RT |
| 1 | Medium Pulse Laser | CT |

AMMO:
None

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)

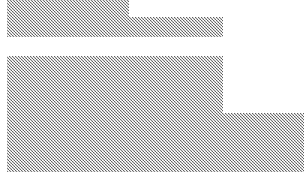
Weapon Stats

| | Heat | Damage | Minimum | Short | Medium | Long |
|--------------------|------|--------|---------|-------|--------|------|
| Medium Pulse Laser | 4 | 6 | --- | 2 | 4 | 6 |

Critical Hit Table

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator



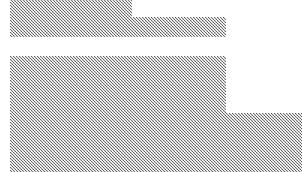
Head

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



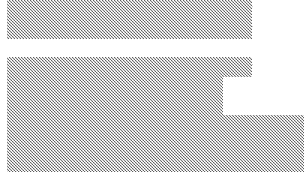
Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator



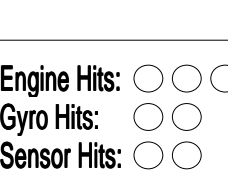
Left Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Medium Pulse Laser



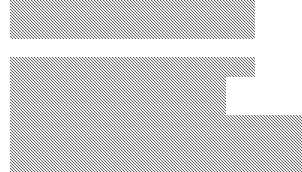
Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Engine
- Jump Jet
- Medium Pulse Laser



Right Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Medium Pulse Laser



Left Leg

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



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

Combat Value: 2426

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 | |