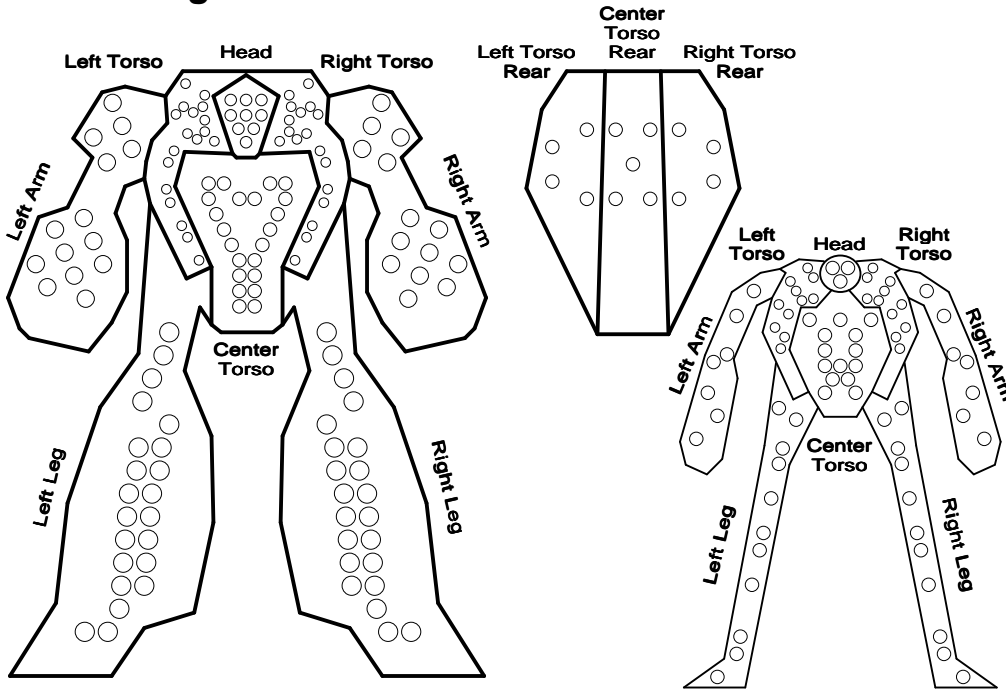


# Armor Diagram



Weapon Stats	Heat	Damage	Minimum	Short	Medium	Long
Hatchet	0	9/18	---	1	---	---
Large Pulse Laser	10	9	---	3	7	10
Medium Pulse Laser	4	6	---	2	4	6

## 'Mech Data

Type: HAT-1Y Hatchetman  
 Tonnage: 45  
 Movement Points:  
 Walking: 4  
 Running: 6  
 Jumping: 4

### Weapons Inventory

#	Type	Location
1	Hatchet	RA
1	Large Pulse Laser	LT
2	Medium Pulse Laser	CT
1	Medium Pulse Laser	H

AMMO:  
None

### Total Heat Sinks

○○○○○○○○○○○○  
○○ double

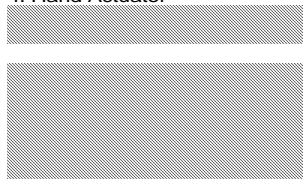
### Warrior Data

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

## Critical Hit Table

### Left Arm

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



### Head

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

### Right Arm

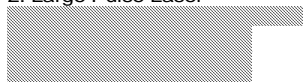
- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Hatchet
- Hatchet



### Left Torso

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

- Large Pulse Laser
- Large Pulse Laser



### Center Torso

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

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

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

Combat Value: 2907

### Right Torso

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

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



### Left Leg

- Hip Actuator
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### Right Leg

- Hip Actuator
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

## 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	