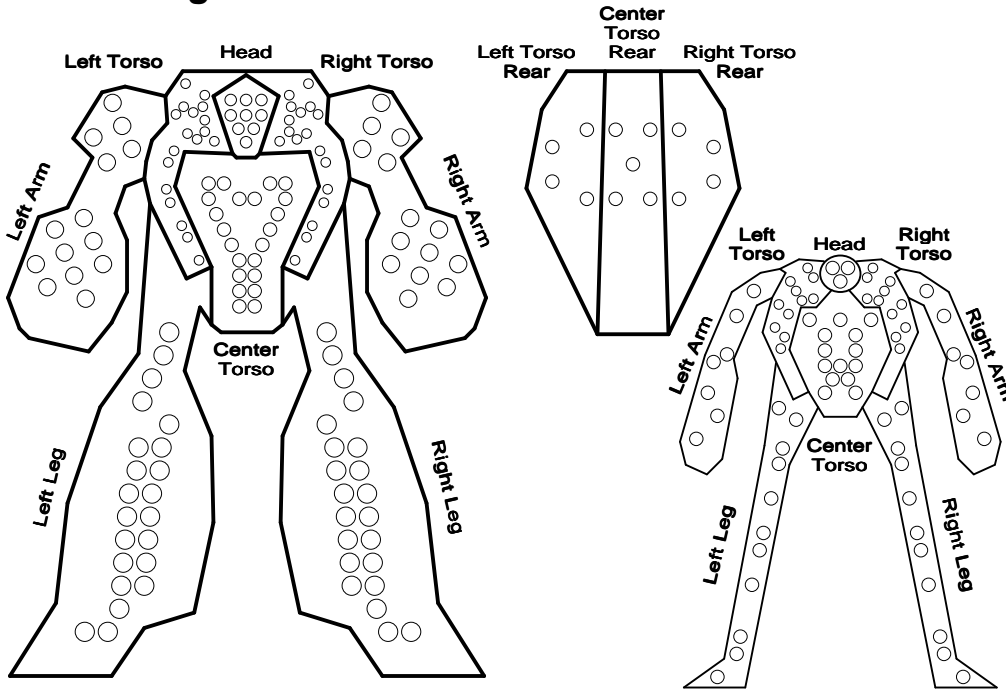


Armor Diagram



| Weapon Stats | Heat | Damage | Minimum | Short | Medium | Long |
|--------------|------|--------|---------|-------|--------|------|
| ER PPC | 15 | 10 | --- | 7 | 14 | 23 |
| LRM-10 | 4 | 10 | 6 | 7 | 14 | 21 |
| Medium Laser | 3 | 5 | --- | 3 | 6 | 9 |

'Mech Data

Type: VND-1Y Vindicator
 Tonnage: 45
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 4

Weapons Inventory

| # | Type | Location |
|---|--------------|----------|
| 1 | ER PPC | RA |
| 1 | LRM-10 | LT |
| 2 | Medium Laser | CT |

AMMO:
 Anti-Missile (12)
 LRM-10 (12)

Total Heat Sinks

○○○○○○○○○○○
 ○ double

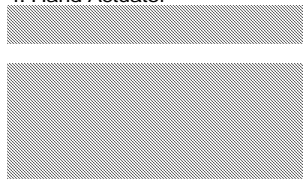
Warrior Data

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

Critical Hit Table

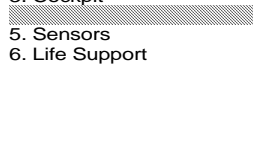
Left Arm

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



Head

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



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- ER PPC



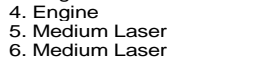
Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM-10
- LRM-10
- Artemis IV
- LRM-10 Ammo (12)
- Anti-Missile System
- Anti-Missile Ammo (12)



Center Torso

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



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

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

Combat Value: 2928

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 | |