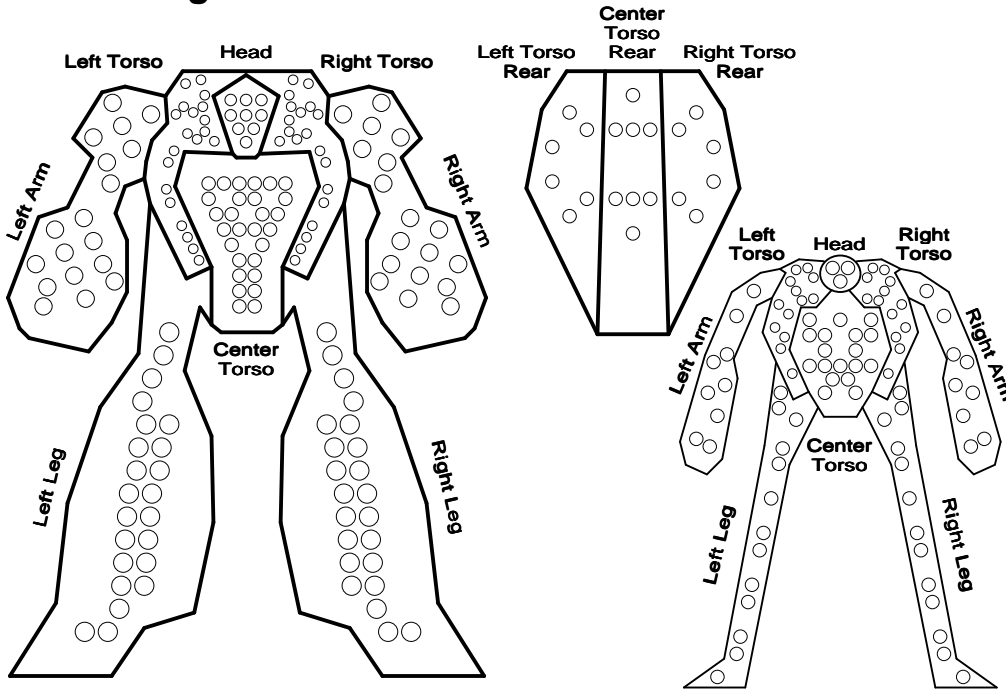


# Armor Diagram



## 'Mech Data

Type: SHD-2Y Shadowhawk  
 Tonnage: 55  
 Movement Points:  
 Walking: 5  
 Running: 8  
 Jumping: 5

### Weapons Inventory

#	Type	Location
1	ER PPC	LT
1	LRM-10	RT
1	Medium Laser	RA
1	Medium Laser	LA

AMMO:  
 LRM-10 (12)  
 LRM-10 (6)

### 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)

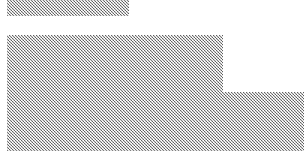
### Weapon Stats

	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

## Critical Hit Table

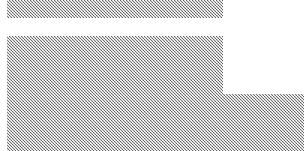
### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser



### Left Torso

- Jump Jet
- Jump Jet
- ER PPC
- ER PPC
- ER PPC



### Left Leg

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



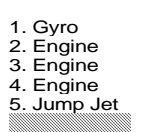
### Head

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



### Center Torso

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

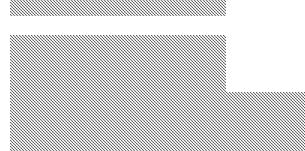


Engine Hits: ○ ○ ○  
 Gyro Hits: ○ ○  
 Sensor Hits: ○ ○

Combat Value: 3557

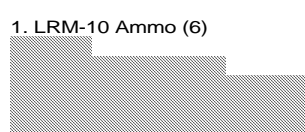
### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser



### Right Torso

- Jump Jet
- Jump Jet
- LRM-10
- LRM-10
- Artemis IV
- LRM-10 Ammo (12)



### 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	