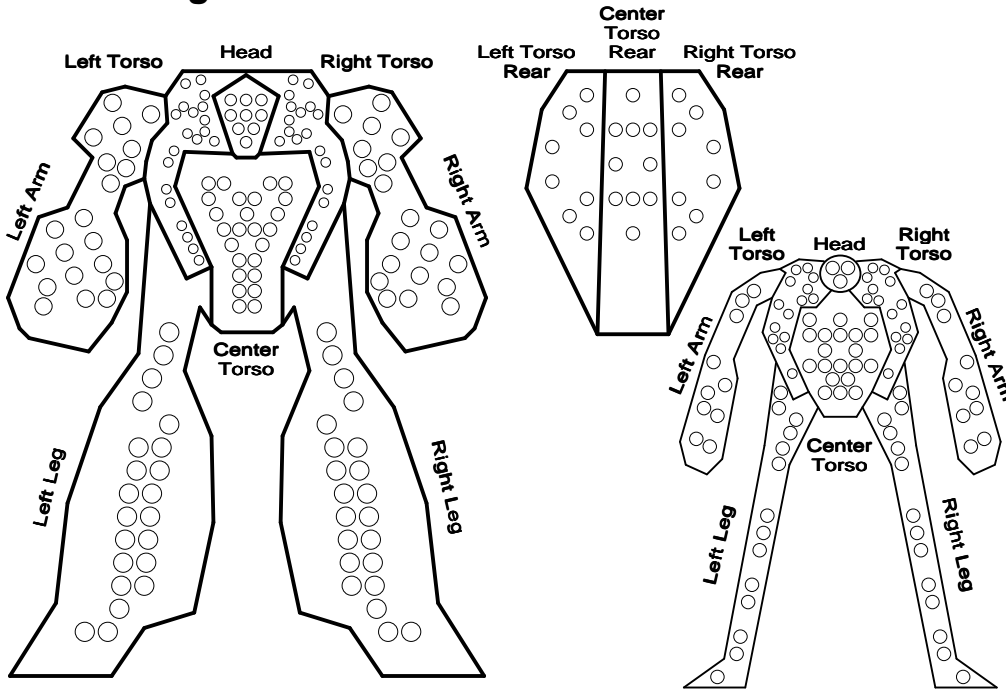


Armor Diagram



Weapon Stats

	Heat	Damage	Minimum	Short	Medium	Long
ER Large Laser	12	8	---	7	14	19
LB 5-X AC	1	5	4	8	15	22
Medium Laser	3	5	---	3	6	9

'Mech Data

Type: RFL-1Y Rifleman
 Tonnage: 60
 Movement Points:
 Walking: 3
 Running: 5
 Jumping: 0

Weapons Inventory

#	Type	Location
1	ER Large Laser	LA
1	ER Large Laser	RA
1	LB 5-X AC	LA
1	LB 5-X AC	RA
2	Medium Laser	CT

AMMO:
 LB 5-X AC (40)

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
- ER Large Laser
- ER Large Laser
- LB 5-X AC
- LB 5-X AC

- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

Head

- Life Support
- Sensors
- Cockpit

- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- ER Large Laser
- LB 5-X AC
- LB 5-X AC

- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

Left 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
- LB 5-X AC Ammo (20)
- LB 5-X AC Ammo (20)

Center Torso

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

- Gyro
- Engine
- 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

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

Combat Value: 3656

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	