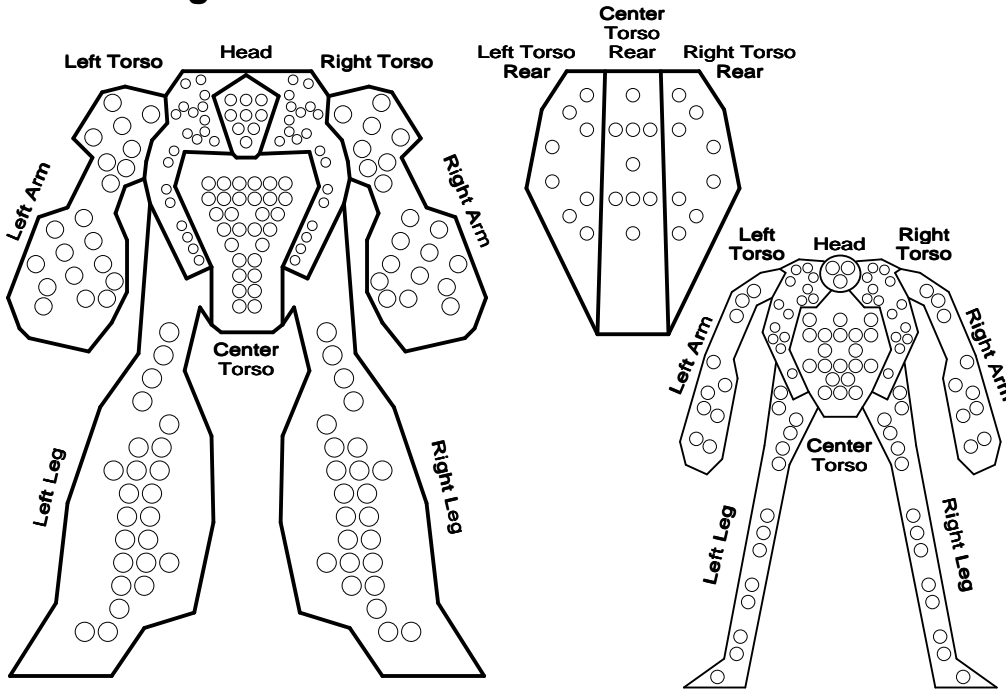


# Armor Diagram



Weapon Stats	Heat	Damage	Minimum	Short	Medium	Long
ER Large Laser	12	8	---	7	14	19
Medium Laser	3	5	---	3	6	9
Ultra AC/5	1	5	2	6	13	20

## 'Mech Data

Type: RFL-1X Rifleman-XL  
 Tonnage: 60  
 Movement Points:  
 Walking: 4  
 Running: 6  
 Jumping: 0

### Weapons Inventory

#	Type	Location
1	ER Large Laser	LA
1	ER Large Laser	RA
1	Medium Laser	LT
1	Medium Laser	RT
1	Ultra AC/5	LA
1	Ultra AC/5	RA

AMMO:  
 Ultra AC/5 (40)

### 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
- ER Large Laser
- ER Large Laser
- Ultra AC/5
- Ultra AC/5

- Ultra AC/5
- Ultra AC/5
- Ultra AC/5

### Head

- Life Support
- Sensors
- Cockpit

- Sensors
- Life Support

### Right Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- ER Large Laser
- Ultra AC/5
- Ultra AC/5

- Ultra AC/5
- Ultra AC/5
- Ultra AC/5

### Left Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Medium Laser

### Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Ultra AC/5 Ammo (20)
- Ultra AC/5 Ammo (20)

### Right Torso

- XL Engine
- XL Engine
- XL Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Medium Laser

### Left Leg

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

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

Combat Value: 3716

### 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	