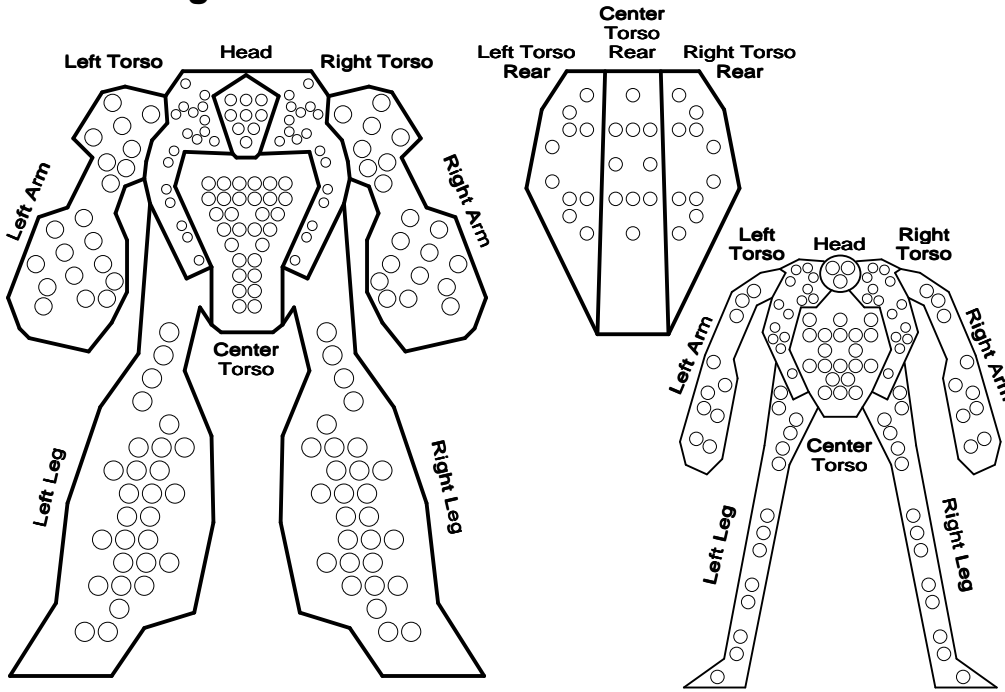


# Armor Diagram



| Weapon Stats       | Heat | Damage | Minimum | Short | Medium | Long |
|--------------------|------|--------|---------|-------|--------|------|
| LRM-10             | 4    | 10     | 6       | 7     | 14     | 21   |
| ER Large Laser     | 12   | 8      | ---     | 7     | 14     | 19   |
| Medium Pulse Laser | 4    | 6      | ---     | 2     | 4      | 6    |

## 'Mech Data

Type: VUL-1Y VULTURE  
 Tonnage: 60  
 Movement Points:  
 Walking: 5  
 Running: 8  
 Jumping: 0

### Weapons Inventory

| # | Type               | Location |
|---|--------------------|----------|
| 1 | LRM-10             | LT       |
| 1 | LRM-10             | RT       |
| 1 | ER Large Laser     | LA       |
| 1 | ER Large Laser     | RA       |
| 1 | Medium Pulse Laser | LA       |
| 1 | Medium Pulse Laser | RA       |

AMMO:  
 LRM-10 (24)

### 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
- ER Large Laser
- ER Large Laser
- Medium Pulse Laser



### Head

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



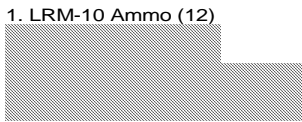
### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Medium Pulse Laser



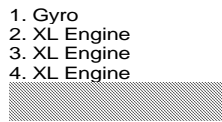
### Left Torso

- XL Engine
- XL Engine
- XL Engine
- LRM-10
- LRM-10
- Artemis IV



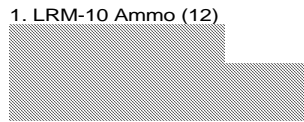
### Center Torso

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



### Right Torso

- XL Engine
- XL Engine
- XL Engine
- LRM-10
- LRM-10
- Artemis IV



### Left Leg

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



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

Combat Value: 3915

### 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  |                             |