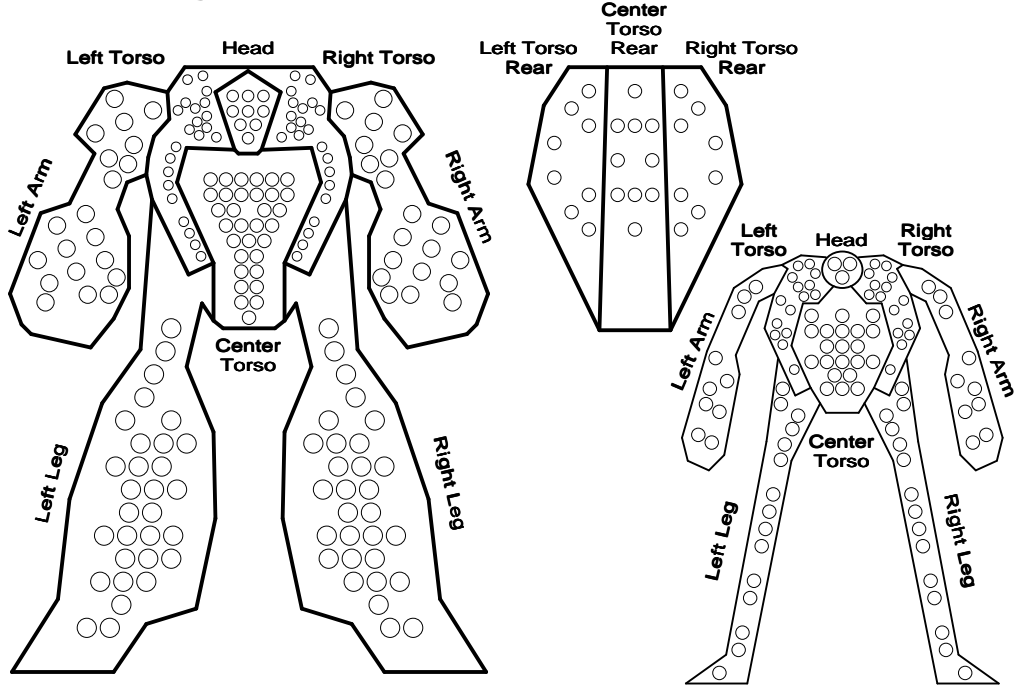


Armor Diagram



Weapon Stats

	Heat	Damage	Minimum	Short	Medium	Long
Gauss Rifle	1	15	2	7	15	22
SRM-6	4	12	---	3	6	9
ER Large Laser	12	8	---	7	14	19
Medium Laser	3	5	---	3	6	9

'Mech Data

Type: TMP-1Y Tempest  
Tonnage: 65  
Movement Points:  
Walking: 4  
Running: 6  
Jumping: 0

Weapons Inventory

#	Type	Location
1	Gauss Rifle	RA
1	SRM-6	LT
1	ER Large Laser	LA
2	Medium Laser	CT
1	Medium Laser	H

AMMO:  
Gauss Rifle (16)  
SRM-6 (15)

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

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. ER Large Laser
- 6. ER Large Laser

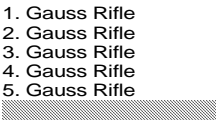


Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Medium Laser
- 5. Sensors
- 6. Life Support

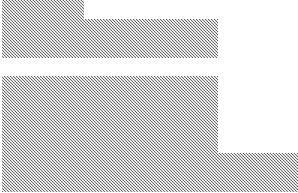
Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Gauss Rifle
- 6. Gauss Rifle



Left Torso

- 1. SRM-6
- 2. SRM-6
- 3. SRM-6 Ammo (15)

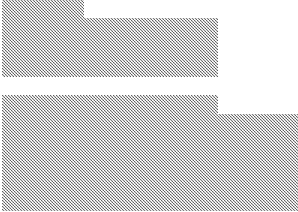


Center Torso

- 1. Engine
  - 2. Engine
  - 3. Engine
  - 4. Gyro
  - 5. Gyro
  - 6. Gyro
- 1. Gyro
  - 2. Engine
  - 3. Engine
  - 4. Engine
  - 5. Medium Laser
  - 6. Medium Laser

Right Torso

- 1. Gauss Rifle Ammo (8)
- 2. Gauss Rifle Ammo (8)



Left Leg

- 1. Hip Actuator
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator



Right Leg

- 1. Hip Actuator
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator



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

Combat Value: 3864

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	