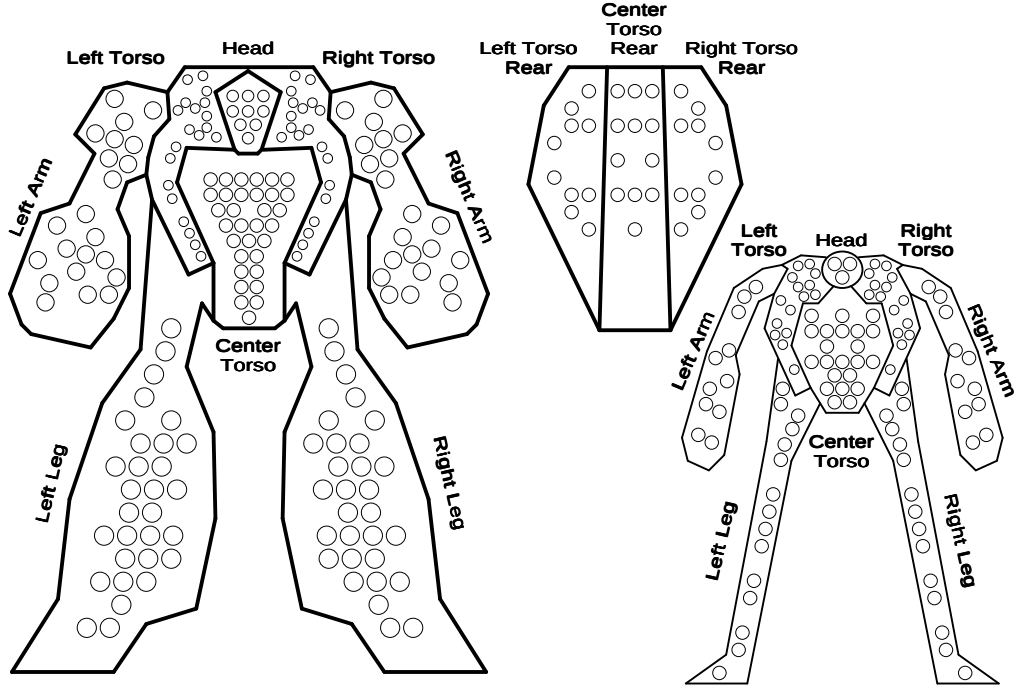


Armor Diagram



Weapon Stats

	Heat	Damage	Minimum	Short	Medium	Long
LRM-15	5	15	6	7	14	21
Medium Pulse Laser	4	6	---	2	4	6
Medium Laser	3	5	---	3	6	9

'Mech Data

Type: ARC-2Y Archer-2K
Tonnage: 70
Movement Points:
Walking: 4
Running: 6
Jumping: 0

Weapons Inventory

#	Type	Location
1	LRM-15	LT
1	LRM-15	RT
2	Medium Pulse Laser	RA
2	Medium Pulse Laser	LA
2	Medium Laser	CT(R)

AMMO:
LRM-15 (32)

Total Heat Sinks

○○○○○○○○○○○
○ double

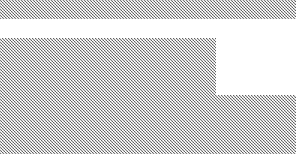
Warrior Data

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. Medium Pulse Laser
- 5. Medium Pulse Laser



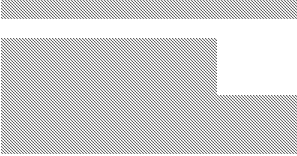
Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 5. Sensors
- 6. Life Support



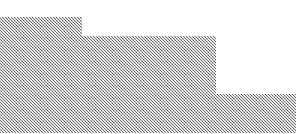
Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Medium Pulse Laser
- 5. Medium Pulse Laser



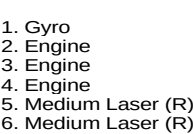
Left Torso

- 1. LRM-15
- 2. LRM-15
- 3. LRM-15
- 4. Artemis IV
- 5. LRM-15 Ammo (8)
- 6. LRM-15 Ammo (8)



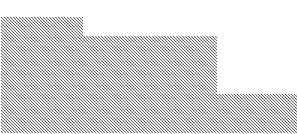
Center Torso

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



Right Torso

- 1. LRM-15
- 2. LRM-15
- 3. LRM-15
- 4. Artemis IV
- 5. LRM-15 Ammo (8)
- 6. LRM-15 Ammo (8)



Left Leg

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



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

Combat Value: 4105

Right Leg

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