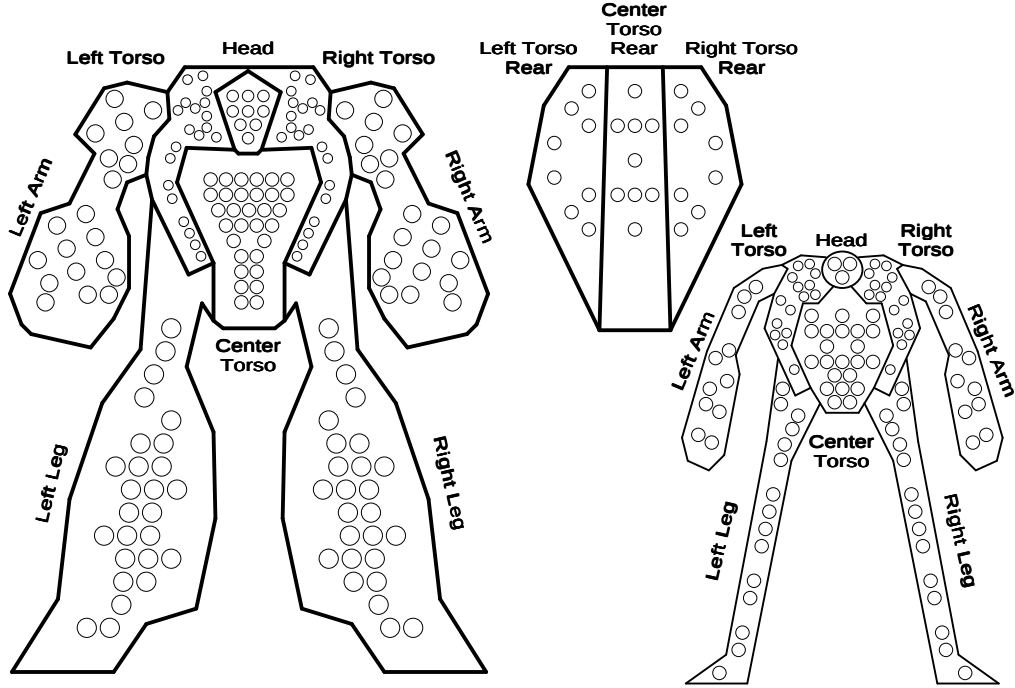


Armor Diagram



Weapon Stats

|                    | Heat | Damage | Minimum | Short | Medium | Long |
|--------------------|------|--------|---------|-------|--------|------|
| LB 10-X AC         | 2    | 10     | ---     | 6     | 12     | 18   |
| LRM-10             | 4    | 10     | 6       | 7     | 14     | 21   |
| Medium Pulse Laser | 4    | 6      | ---     | 2     | 4      | 6    |
| Medium Laser       | 3    | 5      | ---     | 3     | 6      | 9    |
| Small Laser        | 1    | 3      | ---     | 1     | 2      | 3    |

'Mech Data

Type: AVA-1Y Avatar  
Tonnage: 70  
Movement Points:  
Walking: 4  
Running: 6  
Jumping: 0

Weapons Inventory

| # | Type               | Location |
|---|--------------------|----------|
| 1 | LB 10-X AC         | RA       |
| 1 | LRM-10             | LT       |
| 1 | LRM-10             | RT       |
| 2 | Medium Pulse Laser | LA       |
| 1 | Medium Laser       | CT       |
| 1 | Small Laser        | CT       |

AMMO:  
LB 10-X AC (20)  
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

- 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. LB 10-X AC
- 4. LB 10-X AC
- 5. LB 10-X AC
- 6. LB 10-X AC

Left Torso

- 1. LRM-10
- 2. LRM-10
- 3. Artemis IV
- 4. LRM-10 Ammo (12)

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. Small Laser

Right Torso

- 1. LRM-10
- 2. LRM-10
- 3. Artemis IV
- 4. LRM-10 Ammo (12)
- 5. LB 10-X AC Ammo (10)
- 6. LB 10-X AC Ammo (10)

Left Leg

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

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

Right Leg

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

Combat Value: 3851

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  |                             |