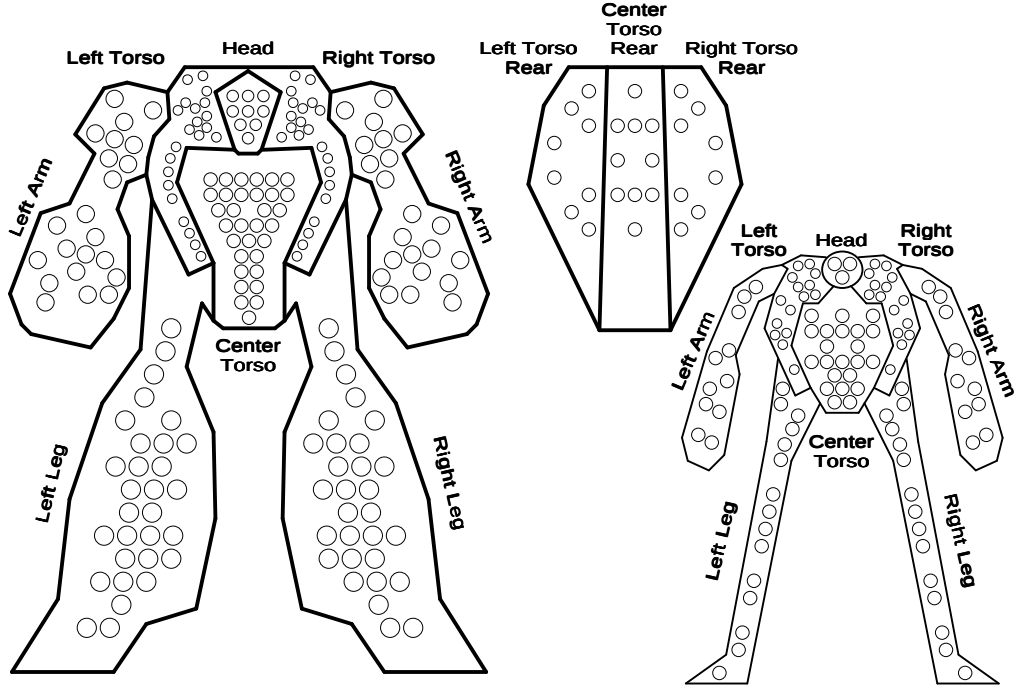


Armor Diagram



Weapon Stats

	Heat	Damage	Minimum	Short	Medium	Long
Streak SRM-6	4	12	---	3	6	9
LB 10-X AC	2	10	---	6	12	18
Medium Pulse Laser	4	6	---	2	4	6

'Mech Data

Type: GUI-1Y Guillotine
Tonnage: 70
Movement Points:
Walking: 4
Running: 6
Jumping: 4

Weapons Inventory

#	Type	Location
1	Streak SRM-6	LT
1	LB 10-X AC	RA
2	Medium Pulse Laser	LT
2	Medium Pulse Laser	RT

AMMO:
LB 10-X AC (20)
Streak SRM-6 (15)

Total Heat Sinks

○○○○○○○○○○○
○ double

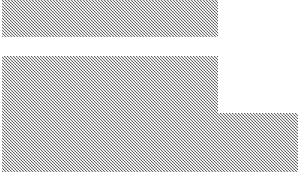
Warrior Data

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator



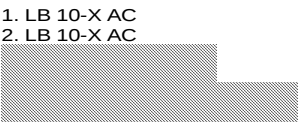
Head

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



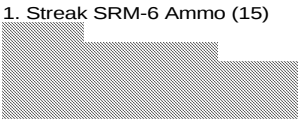
Right Arm

- Shoulder
- Upper Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC



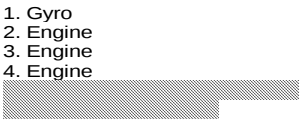
Left Torso

- Jump Jet
- Jump Jet
- Medium Pulse Laser
- Medium Pulse Laser
- Streak SRM-6
- Streak SRM-6



Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro



Right Torso

- Jump Jet
- Jump Jet
- Medium Pulse Laser
- Medium Pulse Laser
- LB 10-X AC Ammo (10)
- LB 10-X AC Ammo (10)



Left Leg

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



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

Combat Value: 4224

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	