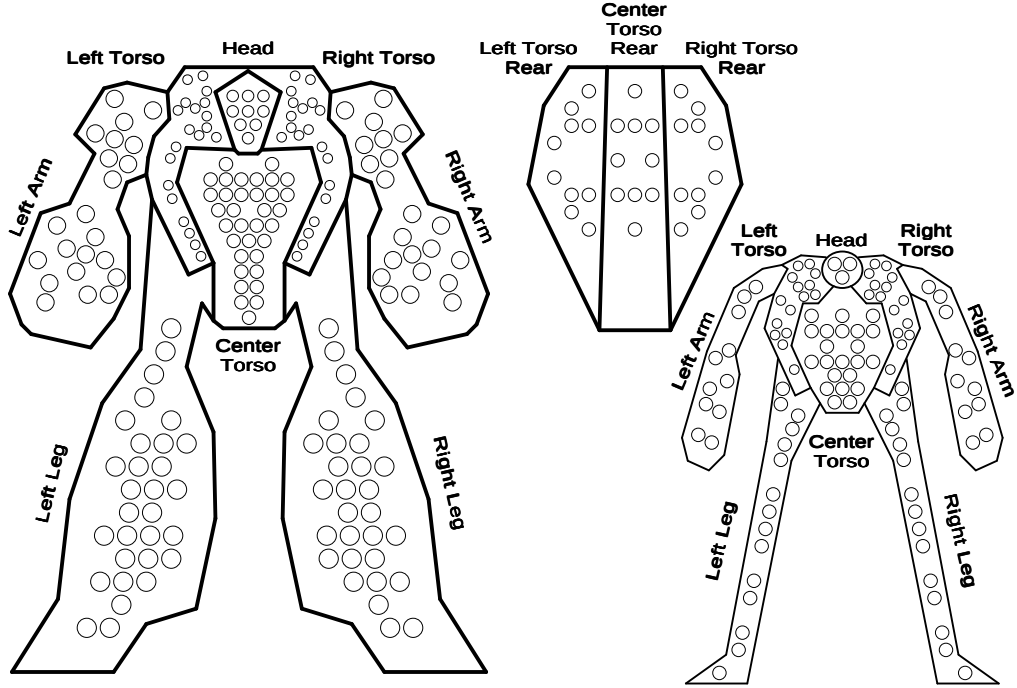


Armor Diagram



Weapon Stats

	Heat	Damage	Minimum	Short	Medium	Long
Ultra AC/20	10	20	---	4	8	12
ER Large Laser	12	8	---	7	14	19
Medium Pulse Laser	4	6	---	2	4	6

'Mech Data

Type: SHT-1Y Shootist
Tonnage: 70
Movement Points:
Walking: 4
Running: 6 (8)
Jumping: 0

Weapons Inventory

#	Type	Location
1	Ultra AC/20	RT
1	ER Large Laser	LA
2	Medium Pulse Laser	RA

AMMO:
Ultra AC/20 (15)

Total Heat Sinks

○○○○○○○○○○ double

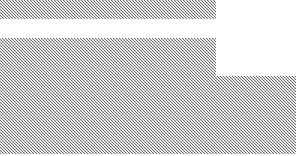
Warrior Data

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. ER Large Laser
- 5. ER Large Laser



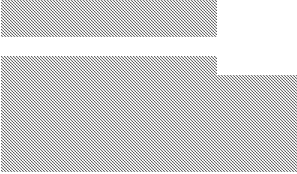
Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Ultra AC/20 Ammo (5)
- 5. Sensors
- 6. Life Support

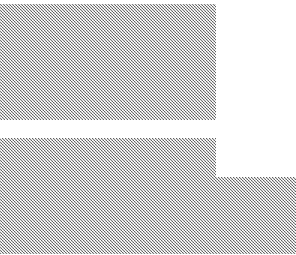


Right Arm

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



Left Torso



Center Torso

- 1. Engine
 - 2. Engine
 - 3. Engine
 - 4. Gyro
 - 5. Gyro
 - 6. Gyro
- 1. Gyro
 - 2. Engine
 - 3. Engine
 - 4. Engine
 - 5. Ultra AC/20 Ammo (5)
 - 6. Ultra AC/20 Ammo (5)



Right Torso

- 1. Ultra AC/20
 - 2. Ultra AC/20
 - 3. Ultra AC/20
 - 4. Ultra AC/20
 - 5. Ultra AC/20
 - 6. Ultra AC/20
- 1. Ultra AC/20
 - 2. Ultra AC/20
 - 3. Ultra AC/20
 - 4. Ultra AC/20
 - 5. Ultra AC/20



Left Leg

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



Engine Hits: ○ ○ ○ ○

Gyro Hits: ○ ○

Sensor Hits: ○ ○

Combat Value: 3942

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	