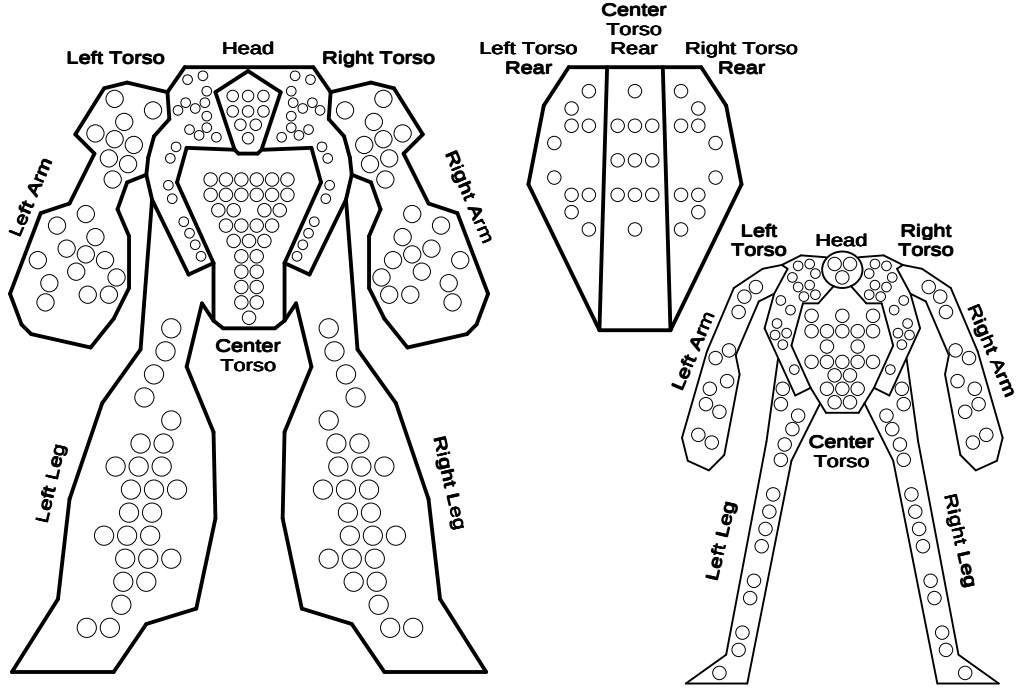


Armor Diagram



Weapon Stats

	Heat	Damage	Minimum	Short	Medium	Long
Ultra AC/20	10	20	---	4	8	12
Hatchet	0	14/28	---	1	---	---
Medium Pulse Laser	4	6	---	2	4	6

'Mech Data

Type: THU-1Y Thunder
Tonnage: 70
Movement Points:
Walking: 4
Running: 6
Jumping: 0

Weapons Inventory

#	Type	Location
1	Ultra AC/20	RA
1	Hatchet	LA
1	Medium Pulse Laser	RT
1	Medium Pulse Laser	CT
1	Medium Pulse Laser	LT

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

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

- Hatchet
- Hatchet
- Hatchet

Head

- Life Support
- Sensors
- Cockpit

- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ultra AC/20
- Ultra AC/20

- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

Left Torso

- Medium Pulse Laser

Center Torso

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

- Gyro
- Engine
- Engine
- Engine
- Medium Pulse Laser

Right Torso

- Medium Pulse Laser
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ultra AC/20
- Ultra AC/20

- Ultra AC/20
- Ultra AC/20 Ammo (5)
- Ultra AC/20 Ammo (5)
- Ultra AC/20 Ammo (5)

Left Leg

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

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

Combat Value: 4367

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	