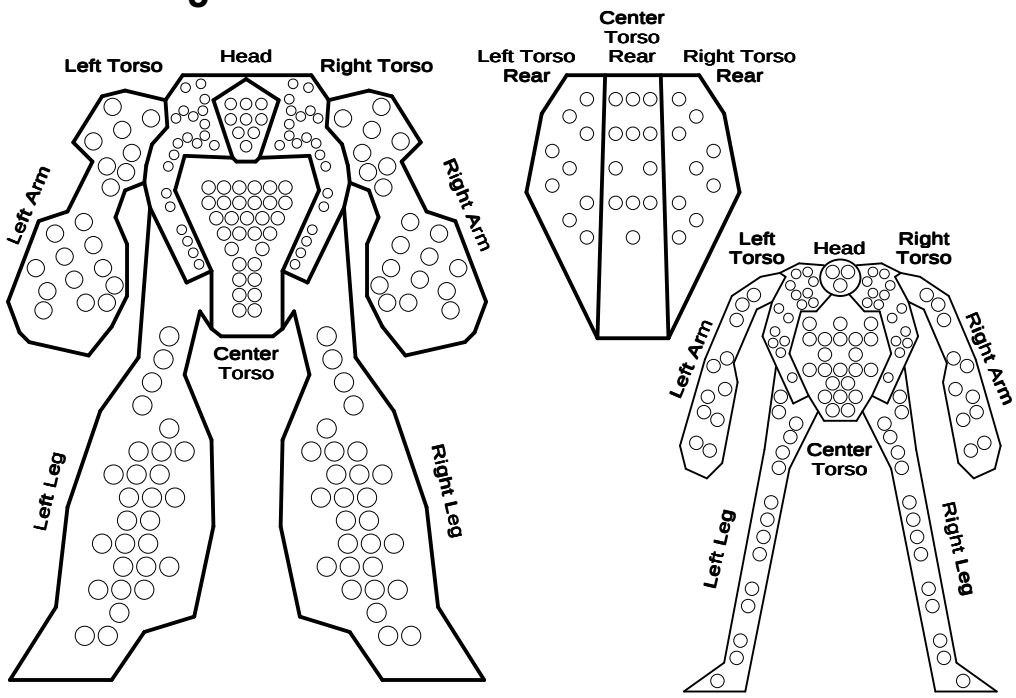
# Armor Diagram




## 'Mech Data

Type: BRW-2Y Brawler2
Tonnage: 70
Movement Points:
Walking: 4
Running: 6
Jumping: 4

### Weapons Inventory

| # | Type | Location |
|---|---|---|
| 1 | ER Large Laser | LA |
| 1 | ER Large Laser | RA |
| 2 | Medium Pulse Laser | LT |
| 2 | Medium Pulse Laser | RT |
| 1 | Narc Missile Beacon | LT |

AMMO:
Narc (6)

### 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) |

### Weapon Stats

| | Heat | Damage | Minimum | Short | Medium | Long |
|---|---|---|---|---|---|---|
| ER Large Laser | 12 | 8 | --- | 7 | 14 | 19 |
| Medium Pulse Laser | 4 | 6 | --- | 2 | 4 | 6 |
| Narc Missile Beacon | 0 | --- | --- | 3 | 6 | 9 |

## Critical Hit Table

### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. ER Large 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. Hand Actuator
5. ER Large Laser
6. ER Large Laser

### Left Torso

1. Medium Pulse Laser
2. Medium Pulse Laser
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Narc Missile Beacon
4. Narc Missile Beacon
5. Narc Ammo (6)

### Center Torso

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Engine
3. Engine
4. Engine

### Right Torso

1. Medium Pulse Laser
2. Medium Pulse Laser
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink

### Left Leg

1. Hip Actuator
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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

Combat Value: 4966

### Right Leg

1. Hip Actuator
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

## 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 | |

Created with MechWorks 1.1 - A product of Keyser Software