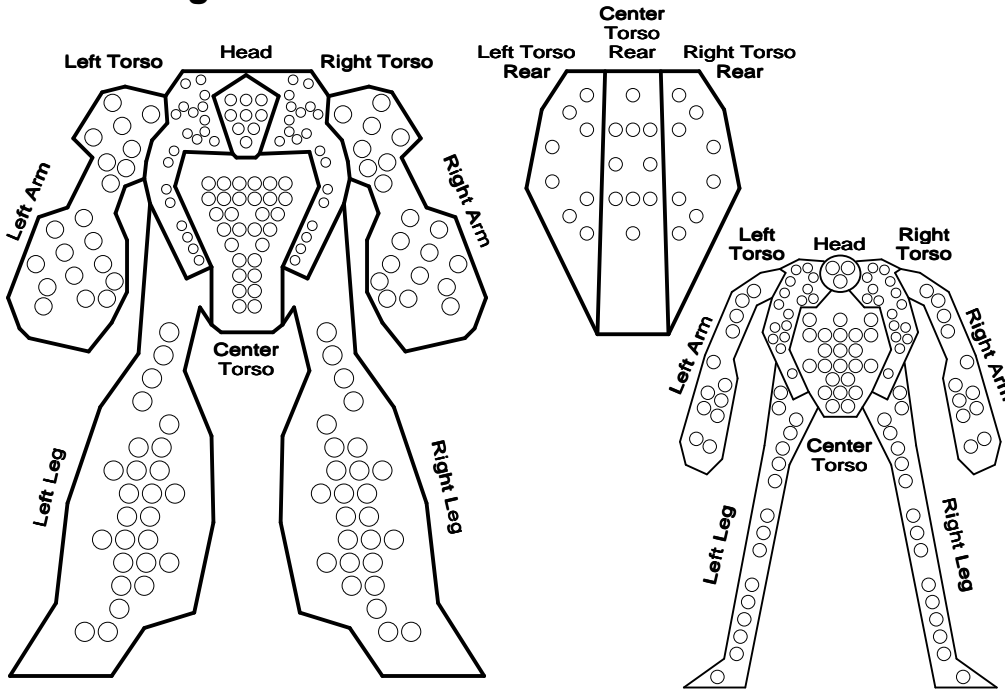


Armor Diagram



Weapon Stats	Heat	Damage	Minimum	Short	Medium	Long
Gauss Rifle	1	15	2	7	15	22
PPC	10	10	3	6	12	18
Large Laser	8	8	---	5	10	15
Medium Laser	3	5	---	3	6	9

'Mech Data

Type: DRN-1Y Dragonfire
 Tonnage: 75
 Movement Points:
 Walking: 4
 Running: 6
 Jumping: 0

Weapons Inventory

#	Type	Location
1	Gauss Rifle	LA
1	PPC	RA
1	Large Laser	CT
2	Medium Laser	LT

AMMO:
 Gauss Rifle (16)

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
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle Ammo (8)
- Gauss Rifle Ammo (8)

Head

- Life Support
- Sensors
- Cockpit

- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- PPC
- PPC
- PPC
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink

Left Torso

- Medium Laser
- Medium Laser

Center Torso

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

- Gyro
- Engine
- Engine
- Engine
- Large Laser
- Large Laser

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Left Leg

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

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

Right Leg

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

Combat Value: 4576

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	