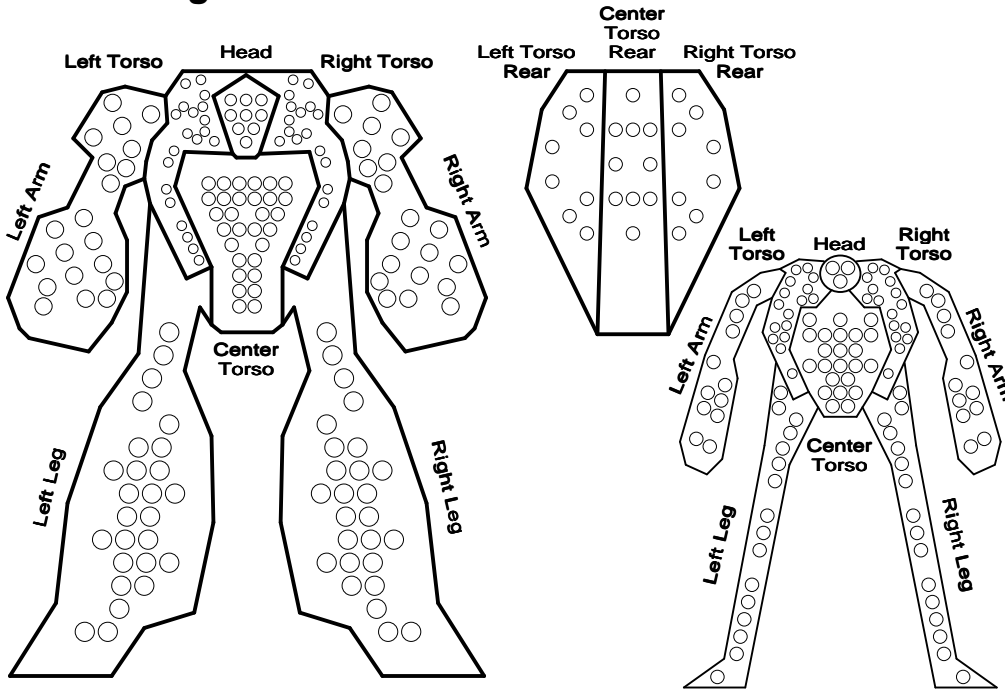


# Armor Diagram



## 'Mech Data

Type: FAL-1Y Falconer  
 Tonnage: 75  
 Movement Points:  
 Walking: 4  
 Running: 6 (8)  
 Jumping: 4

### Weapons Inventory

#	Type	Location
1	Gauss Rifle	RA
1	ER PPC	LA
1	Medium Laser	LT
1	Medium Laser	RT
1	Medium Laser	CT

AMMO:  
 Gauss Rifle (16)

### Total Heat Sinks

○○○○○○○○○○

double

### Warrior Data

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_  
 Piloting Skill: \_\_\_\_\_  
 Hits Taken (Consciousness Number)  
 1st (3) 2nd (5) 3rd (7) 4th (10) 5th (11) 6th (Dead)

### Weapon Stats

	Heat	Damage	Minimum	Short	Medium	Long
Gauss Rifle	1	15	2	7	15	22
ER PPC	15	10	---	7	14	23
Medium Laser	3	5	---	3	6	9

## Critical Hit Table

### Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- ER PPC



### Head

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



### Right Arm

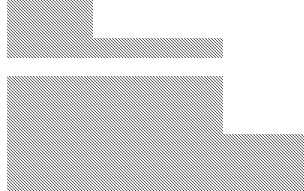
- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

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



### Left Torso

- Jump Jet
- Jump Jet
- Medium Laser



### Center Torso

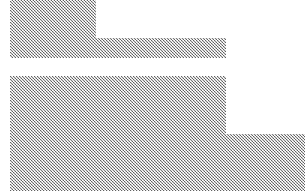
- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Engine
- Engine
- Engine
- Medium Laser



### Right Torso

- Jump Jet
- Jump Jet
- Medium Laser



### Left Leg

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



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

Combat Value: 4332

### 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	