Armor Diagram

Left Torso · Head · Right Torso

Left Arm · Left Leg · Center Torso · Right Leg · Right Arm

Left Torso Rear · Center Torso Rear · Right Torso Rear

Left Torso · Head · Right Torso

Left Arm · Center Torso · Right Arm

Left Leg · Right Leg

Weapon Stats

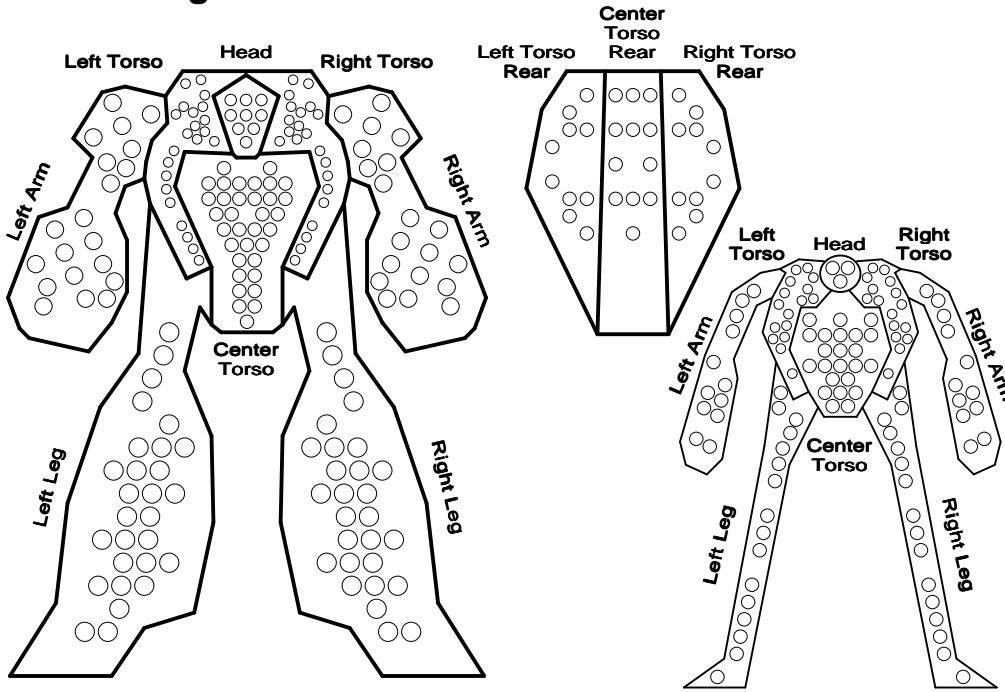| Weapon	Heat	Damage	Minimum	Short	Medium	Long
ER Large Laser	12	8	---	7	14	19
Medium Pulse Laser	4	6	---	2	4	6
Narc Missile Beacon	0	---	---	3	6	9

'Mech Data

Type: PEN-1A Penetrator
Tonnage: 75
Movement Points:
  Walking: 4
  Running: 6
  Jumping: 4

Weapons Inventory

#	Type	Location
1	ER Large Laser	LA
1	ER Large Laser	RA
3	Medium Pulse Laser	LT
3	Medium Pulse Laser	RT
1	Narc Missile Beacon	CT

AMMO:
  Narc (6)

Total Heat Sinks

○○○○○○○○○○
○○○○   double

Warrior Data

Name: _____
Gunnery Skill: _____
Piloting Skill: _____
Hits Taken (Consciousness Number)

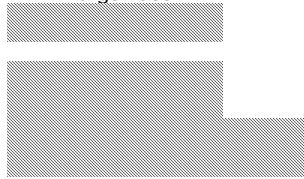| 1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

Critical Hit Table

Left Arm

1. Shoulder
2. Upper Arm Actuator
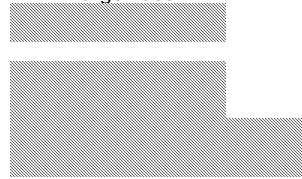3. ER Large Laser
4. ER Large Laser

Head

1. Life Support
2. Sensors
3. Cockpit
4. Narc Ammo (6)
5. Sensors
6. Life Support

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser
4. ER Large Laser

Left Torso

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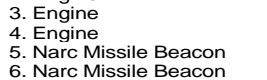4. Jump Jet
5. Jump Jet
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink

Center Torso

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

1. Gyro
2. Engine
3. Engine
4. Engine
5. Narc Missile Beacon
6. Narc Missile Beacon

Right Torso

1. Medium Pulse Laser
2. Medium Pulse Laser
3. Medium Pulse Laser
4. Jump Jet
5. Jump Jet
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

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

Right Leg

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

Combat Value: 4876

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	