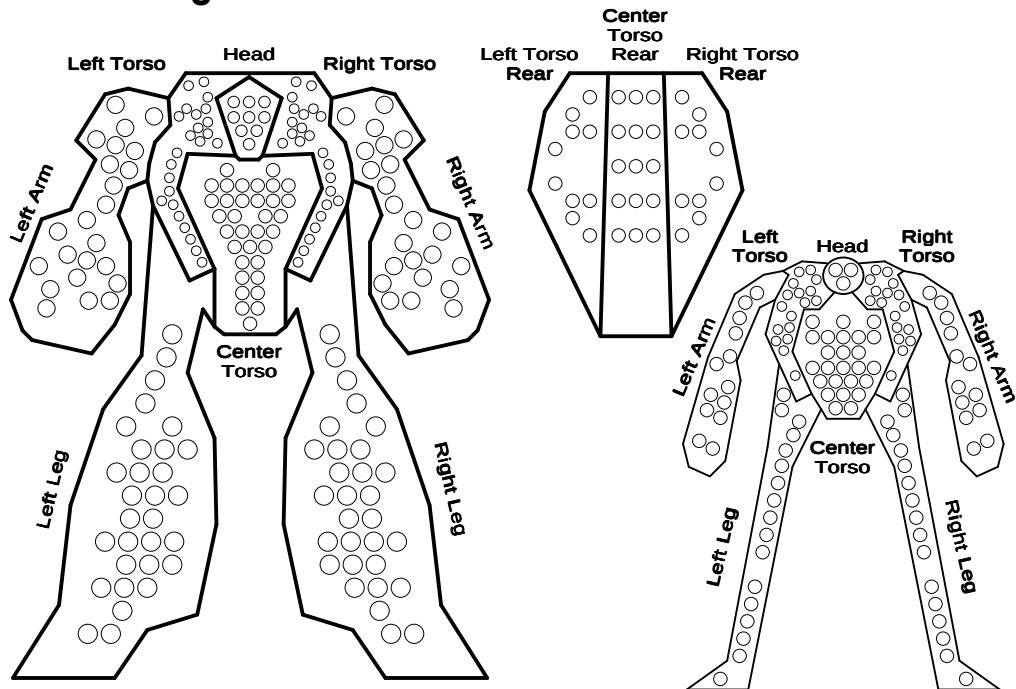


Armor Diagram



Weapon Stats

Weapon Stats	Heat	Damage	Minimum	Short	Medium	Long
ER PPC	15	10	---	7	14	23

'Mech Data

Type: AWE-1Y Awesome
Tonnage: 80
Movement Points:
Walking: 4
Running: 6
Jumping: 0

Weapons Inventory

#	Type	Location
1	ER PPC	LT
1	ER PPC	RT
1	ER PPC	RA

AMMO:
None

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. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit

- 5. Sensors
- 6. Life Support

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. ER PPC
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink

Left Torso

1. ER PPC
2. ER PPC
3. ER PPC
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. 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

Right Torso

1. ER PPC
2. ER PPC
3. ER PPC
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. 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: ○ ○

Combat Value: 6004

Right Leg

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