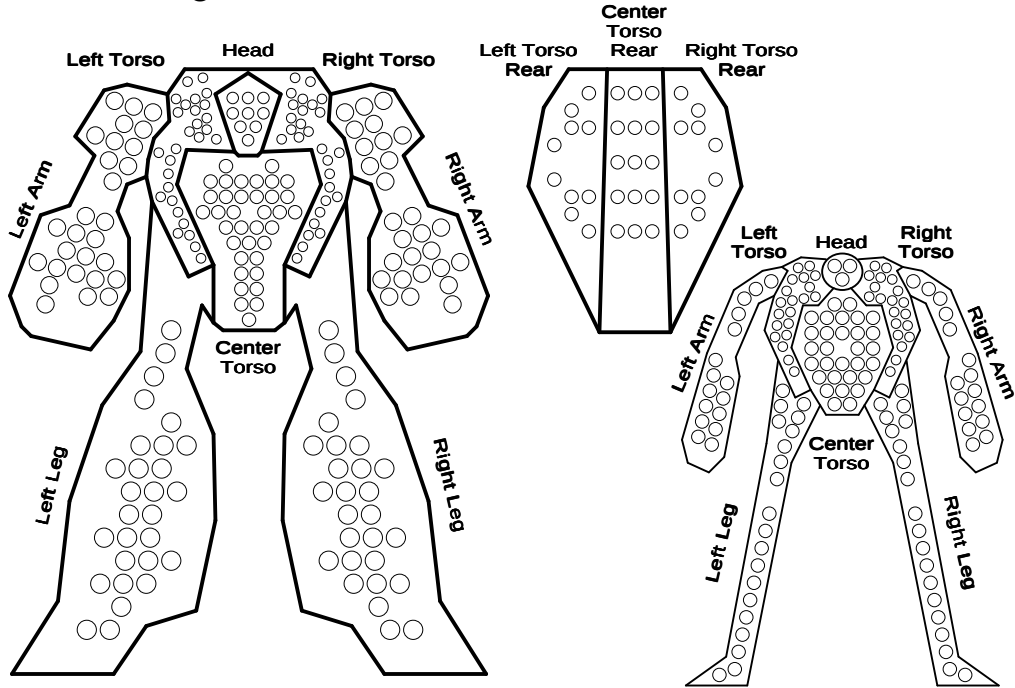


Armor Diagram



Weapon Stats

	Heat	Damage	Minimum	Short	Medium	Long
Gauss Rifle	1	15	2	7	15	22
Medium Pulse Laser	4	6	---	2	4	6

'Mech Data

Type: CER-1Y Cerberus
Tonnage: 95
Movement Points:
Walking: 3
Running: 5
Jumping: 3

Weapons Inventory

#	Type	Location
1	Gauss Rifle	LA
1	Gauss Rifle	RA
2	Medium Pulse Laser	LT
2	Medium Pulse Laser	RT

AMMO:
Anti-Missile (24)
Gauss Rifle (32)

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. Hand Actuator
- 5. Gauss Rifle
- 6. Gauss Rifle

- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4. Gauss Rifle
- 5. Gauss Rifle

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. Gauss Rifle
- 6. Gauss Rifle

- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4. Gauss Rifle
- 5. Gauss Rifle

Left Torso

- 1. Gauss Rifle Ammo (8)
- 2. Gauss Rifle Ammo (8)
- 3. Medium Pulse Laser
- 4. Medium Pulse Laser
- 5. Anti-Missile System
- 6. Anti-Missile Ammo (12)

Center Torso

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

Right Torso

- 1. Gauss Rifle Ammo (8)
- 2. Gauss Rifle Ammo (8)
- 3. Medium Pulse Laser
- 4. Medium Pulse Laser
- 5. Anti-Missile System
- 6. Anti-Missile Ammo (12)

Left Leg

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

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

Right Leg

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

Combat Value: 5802

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	