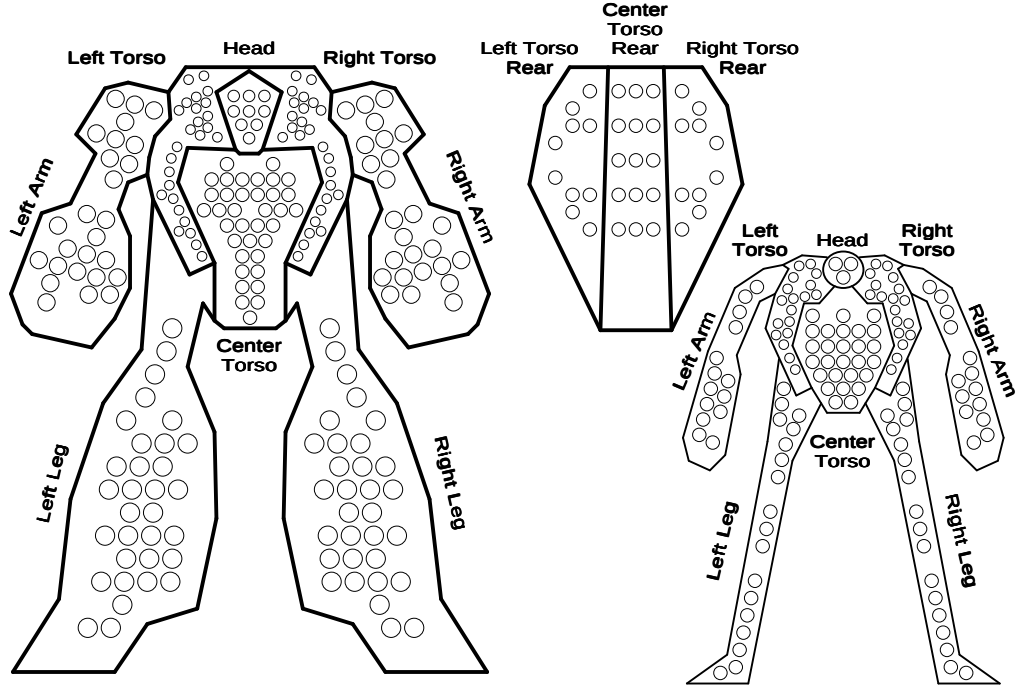


Armor Diagram



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: GUN-1Y Gunslinger
Tonnage: 85
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:
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. Jump Jet

2. Medium Pulse Laser

3. Medium Pulse Laser

4. Gauss Rifle Ammo (8)

5. Gauss Rifle Ammo (8)

Center Torso

1. Engine

2. Engine

3. Engine

4. Gyro

5. Gyro

6. Gyro

Right Torso

1. Jump Jet

2. Medium Pulse Laser

3. Medium Pulse Laser

4. Gauss Rifle Ammo (8)

5. Gauss Rifle Ammo (8)

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: 5212

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	