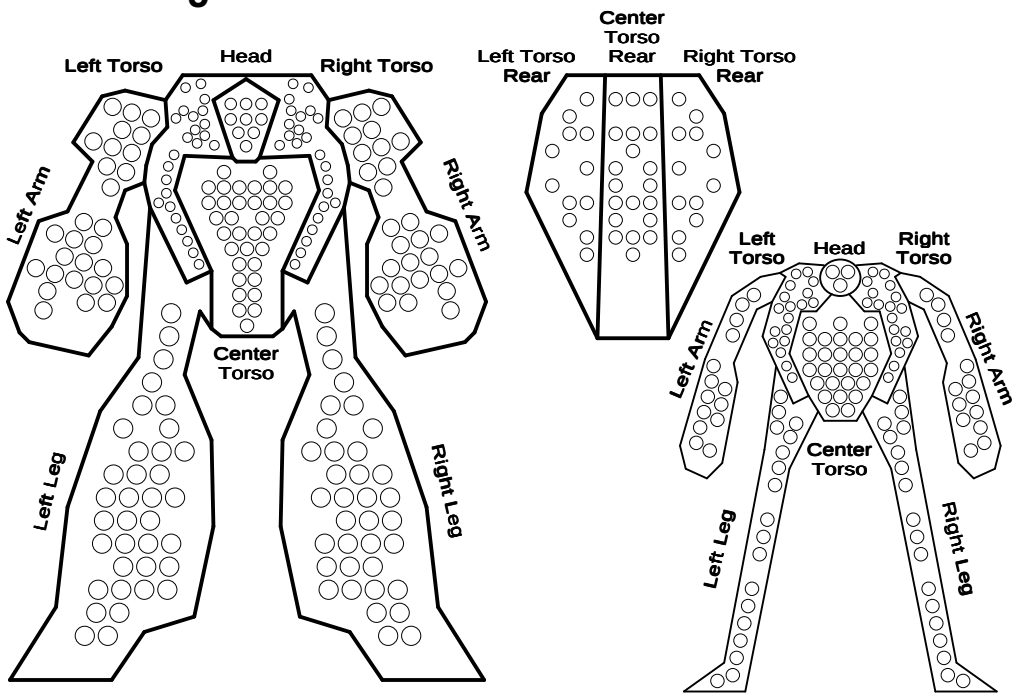
Armor Diagram



'Mech Data

Type: KAT-1Y Katana
Tonnage: 85
Movement Points:
Walking: 3
Running: 5
Jumping: 3

Weapons Inventory

#	Type	Location
2	Streak SRM-6	LT
1	LB 10-X AC	RT
1	ER Large Laser	LT
1	ER Large Laser	RT
1	Medium Pulse Laser	LA
1	Medium Pulse Laser	RA

AMMO:
LB 10-X AC (20)
Streak SRM-6 (15)

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)

Weapon Stats

	Heat	Damage	Minimum	Short	Medium	Long
Streak SRM-6	4	12	---	3	6	9
LB 10-X AC	2	10	---	6	12	18
ER Large Laser	12	8	---	7	14	19
Medium Pulse Laser	4	6	---	2	4	6

Critical Hit Table

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Medium Pulse Laser
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. Medium Pulse Laser
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

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

Left Torso

1. Jump Jet
2. ER Large Laser
3. ER Large Laser
4. Streak SRM-6
5. Streak SRM-6
6. Streak SRM-6

1. Streak SRM-6
2. Streak SRM-6 Ammo (15)

Center Torso

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

1. Gyro
2. Engine
3. Engine
4. Engine
5. Jump Jet

Right Torso

1. Jump Jet
2. ER Large Laser
3. ER Large Laser
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. LB 10-X AC Ammo (10)
5. LB 10-X AC Ammo (10)

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: 5534

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	

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