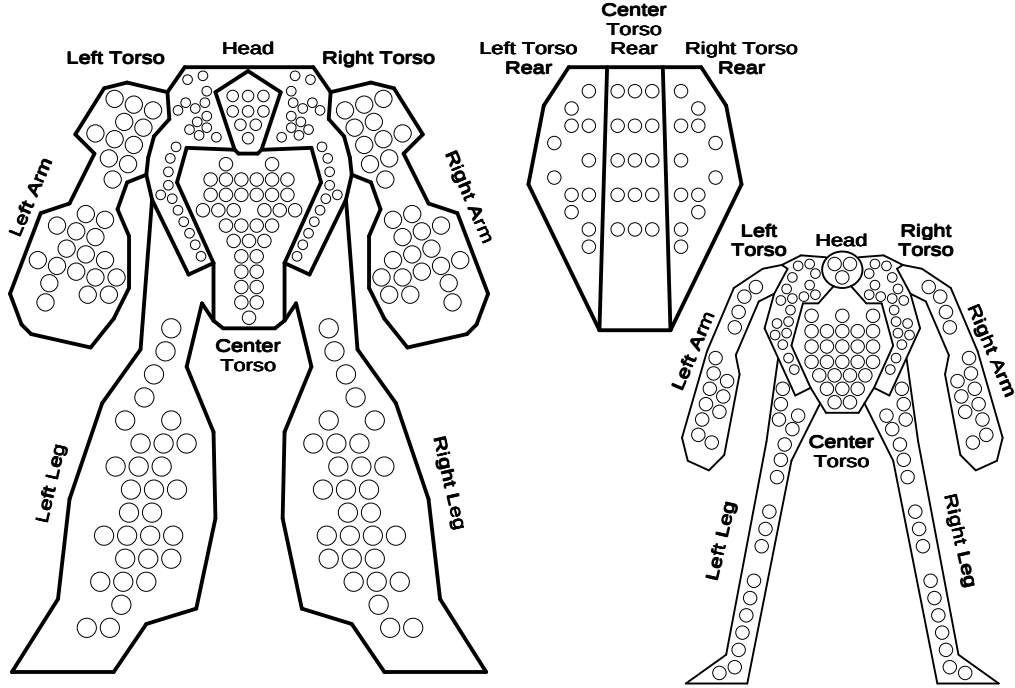


Armor Diagram



Weapon Stats

	Heat	Damage	Minimum	Short	Medium	Long
Gauss Rifle	1	15	2	7	15	22
Medium Pulse Laser	4	6	---	2	4	6
Streak SRM-2	2	4	---	3	6	9

'Mech Data

Type: MAS-1Y MASAKRI
Tonnage: 85
Movement Points:
Walking: 4
Running: 6
Jumping: 0

Weapons Inventory

#	Type	Location
1	Gauss Rifle	LA
1	Gauss Rifle	RA
2	Medium Pulse Laser	LT
2	Medium Pulse Laser	RT
1	Streak SRM-2	CT

AMMO:
Gauss Rifle (32)
Streak SRM-2 (50)

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. XL Engine

2. XL Engine

3. XL Engine

4. Gauss Rifle Ammo (8)

5. Gauss Rifle Ammo (8)

6. Medium Pulse Laser

Center Torso

1. XL Engine

2. XL Engine

3. XL Engine

4. Gyro

5. Gyro

6. Gyro

Right Torso

1. XL Engine

2. XL Engine

3. XL Engine

4. Gauss Rifle Ammo (8)

5. Gauss Rifle Ammo (8)

6. Medium Pulse Laser

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: 5197

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	