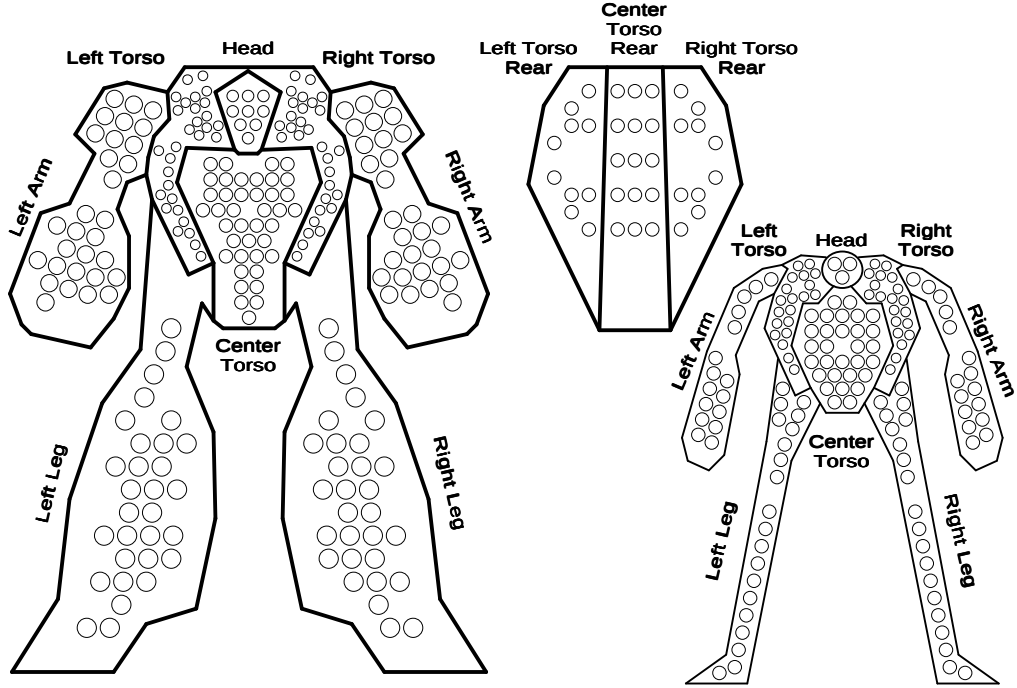


Armor Diagram



Weapon Stats

	Heat	Damage	Minimum	Short	Medium	Long
LRM-15	5	15	6	7	14	21
LB 10-X AC	2	10	---	6	12	18
Large Pulse Laser	10	9	---	3	7	10
ER Large Laser	12	8	---	7	14	19
SRM-4	3	8	---	3	6	9
Medium Pulse Laser	4	6	---	2	4	6

'Mech Data

Type: ALB-1Y Albatross
Tonnage: 95
Movement Points:
Walking: 3
Running: 5
Jumping: 3

Weapons Inventory

#	Type	Location
1	LRM-15	LT
1	LB 10-X AC	RA
1	Large Pulse Laser	LA
1	ER Large Laser	RT
1	SRM-4	RT
1	Medium Pulse Laser	LA

AMMO:
LB 10-X AC (20)
LRM-15 (16)
SRM-4 (25)

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. Large Pulse Laser

4. Large Pulse Laser

5. Medium Pulse Laser

6. Double Heat Sink
1. Double Heat Sink

2. Double Heat Sink

3. Double Heat Sink

4. Double Heat Sink

5. 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. LB 10-X AC

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

Left Torso

1. Jump Jet

2. Double Heat Sink

3. Double Heat Sink

4. Double Heat Sink

5. LRM-15

6. LRM-15
1. LRM-15

2. LRM-15 Ammo (8)

3. LRM-15 Ammo (8)

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. Double Heat Sink

3. Double Heat Sink

4. Double Heat Sink

5. ER Large Laser

6. ER Large Laser
1. LB 10-X AC Ammo (10)

2. LB 10-X AC Ammo (10)

3. SRM-4

4. SRM-4 Ammo (25)

Left Leg

1. Hip Actuator

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

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

Combat Value: 6187

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	