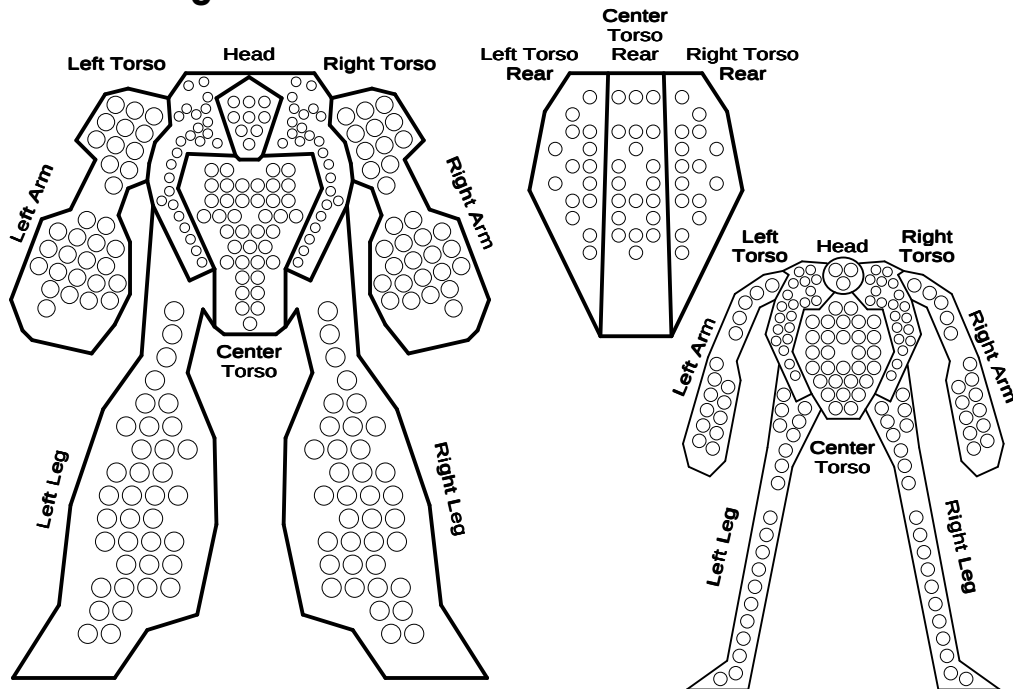


Armor Diagram



Weapon Stats

Weapon Stats	Heat	Damage	Minimum	Short	Medium	Long
Gauss Rifle	1	15	2	7	15	22
ER Large Laser	12	8	---	7	14	19
Streak SRM-4	3	8	---	3	6	9
Medium Pulse Laser	4	6	---	2	4	6
TAG	0	---	---	5	9	15

'Mech Data

Type: BAN-1Y Banshee
Tonnage: 95
Movement Points:
 Walking: 3
 Running: 5
 Jumping: 3

Weapons Inventory

#	Type	Location
1	Gauss Rifle	LT
2	ER Large Laser	RT
1	Streak SRM-4	LT
1	Medium Pulse Laser	LA
1	Medium Pulse Laser	RA
1	Medium Pulse Laser	CT
1	TAG	H

AMMO:
Gauss Rifle (16)
Streak 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. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

- ### 1. Medium Pulse Laser

Head

1. Life Support
2. Sensors
3. Cockpit
4. TAG
5. Sensors
6. Life Support

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

- ### 1. Medium Pulse Laser

Left Torso

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

1. Gauss Rifle
2. Gauss Rifle Ammo (8)
3. Gauss Rifle Ammo (8)
4. Streak SRM-4
5. Streak SRM-4 Ammo (25)

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
6. Medium Pulse Laser

Right Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER Large Laser
2. ER Large Laser
3. ER Large Laser
4. ER Large Laser

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: ○ ○

Combat Value: 6556

Right Leg

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

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	