

Movement Points:	Tonnage:	80
Walking: 4	Tech Base:	Mixed
Running: 6		3070
Jumping: 4		X/X-X-X

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Gty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (IS)	HD	5	5 [DE]	—	4	8	12
1	Medium Pulse Laser (ISCT)	4	6	1 [P]	—	2	4	6
1	Anti-Missile System	CT	1	[PD]	—	—	—	—
1	ER Medium Laser (IS)	RT	5	5 [DE]	—	4	8	12
1	Large Pulse Laser (C)	LT	10	10 [P]	—	6	14	20
1	ER PPC (C)	RA	15	15 [DE]	—	7	14	23
1	ER PPC (C)	LA	15	15 [DE]	—	7	14	23

Ammunition Type	Rounds
Anti-Missile System	12

BV: 2,694
Weapon Heat (55)
Dissipation (40)

1-3

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

1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser (IS)
5. Sensors
6. Life Support

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

1-3

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

1-3

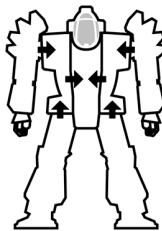
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

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

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

Engine Hits ○○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

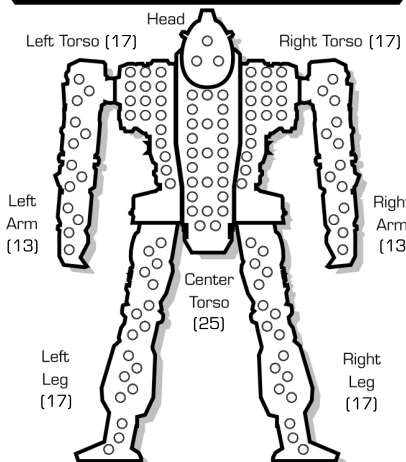


Damage Transfer Diagram

Head

Left Torso (17)

Right Torso (17)



Heat Level*	Effects	Heat Sinks: 20 (40) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat
Scale

Overflow	30*
	29
	28*
	27
	26*
	25*
	24*
	23*
	22*
	21
	20*
	19*
	18*
	17*
	16
	15*
	14*
	13*
	12
	11
	10*
	9
	8*
	7
	6
	5*
	4
	3
	2
	1
	0