

'MECH DATA

Movement Points:	Tonnage: 100
Walking: 3	Tech Base: Mixed
Running: 5	3070
Jumping: 3	F/X-X-D-A

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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	Anti-Missile System	CT	1	[PD]	—	—	—	—
1	Gauss Rifle (C)	RT	1	15 [DB, X]	2	7	15	22
1	Gauss Rifle (C)	LT	1	15 [DB, X]	2	7	15	22
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					
Gauss Rifle			32					
Anti-Missile System			24					

BV: 3,380
Weapon Heat (33)
Dissipation (36)

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER PPC (C)
6. ER PPC (C)

1-3

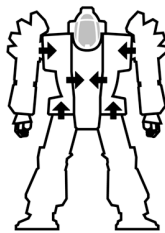
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. XL Fusion Engine
2. XL Fusion Engine
3. Gauss Rifle (C)
4. Gauss Rifle (C)
5. Gauss Rifle (C)
6. Gauss Rifle (C)

1. XL Fusion Engine
2. XL Fusion Engine
1-3 { 3. Gauss Rifle (C)
4. Gauss Rifle (C)
5. Gauss Rifle (C)
6. Gauss Rifle (C)
1. Gauss Rifle (C)
2. Gauss Rifle (C)
4-6 { 3. @Gauss Rifle (8)
4. @Gauss Rifle (8)
5. Jump Jet
6. @Anti Missile System (24)

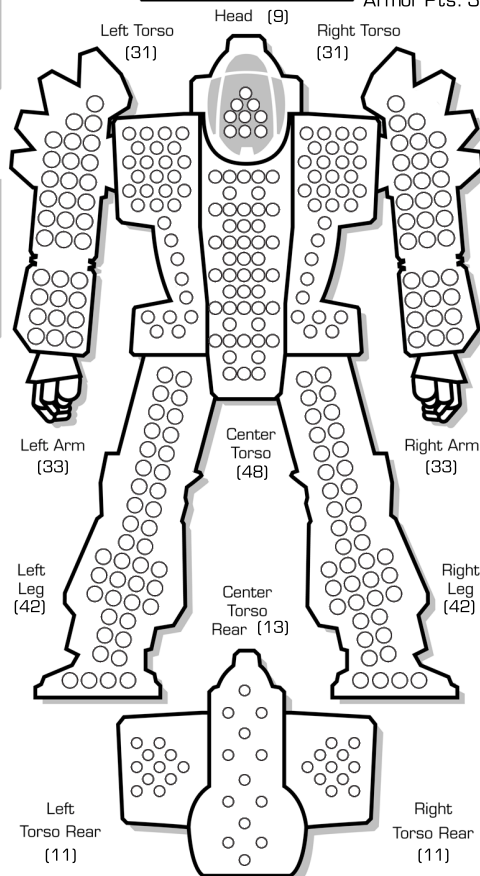
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

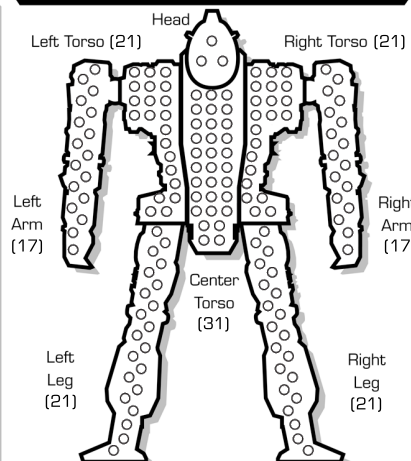


Damage Transfer Diagram

Armor Pts: 304



Heat Scale



Heat Level*	Effects	Heat Sinks: 18 (36) 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	

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