

'MECH DATA

Movement Points:	Tonnage:	75
Walking:	Tech Base:	Clan
Running:		2750
Jumping:		F/X-D-D

Name: _____

Gunnery Skill: 4 Piloting Skill: 5

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

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6
1	Streak SRM-6	RT	4	2/m [M, C/C2/6]	—	4	8	12
1	Streak SRM-6	LT	4	2/m [M, C/C2/6]	—	4	8	12
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	ER PPC	LA	15	15 [DE]	—	7	14	23
Ammunition Type			Rounds					
Streak SRM-6			45					

BV: 2,878
Weapon Heat (40)
Dissipation (34)

Head

1-3

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. [ER PPC
- 5. Ferro-Fibrous
- 6. [Double Heat Sink

4-6

- 1. [Double Heat Sink
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

1-3

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

1-3

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. [ER PPC
- 4. ER PPC
- 5. Ferro-Fibrous
- 6. [Double Heat Sink

4-6

- 1. Double Heat Sink
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

1. XL Fusion Engine
2. XL Fusion Engine
- 1-3 [Streak SRM-6
4. Streak SRM-6
5. Jump Jet
6. Jump Jet

1. @Streak SRM 6 (15)
2. Endo-Steel
- 4-6 3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6 3. XL Fusion Engine
4. XL Fusion Engine
5. ER Small Laser
6. Endo-Steel

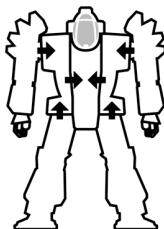
1. XL Fusion Engine
2. XL Fusion Engine
- 1-3 [Streak SRM-6
- Streak SRM-6
5. Jump Jet
6. Jump Jet

1. @Streak SRM 6 (15)
2. @Streak SRM 6 (15)
- 4-6 Endo-Steel
- Ferro-Fibrous
- Ferro-Fibrous
6. Roll Again

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

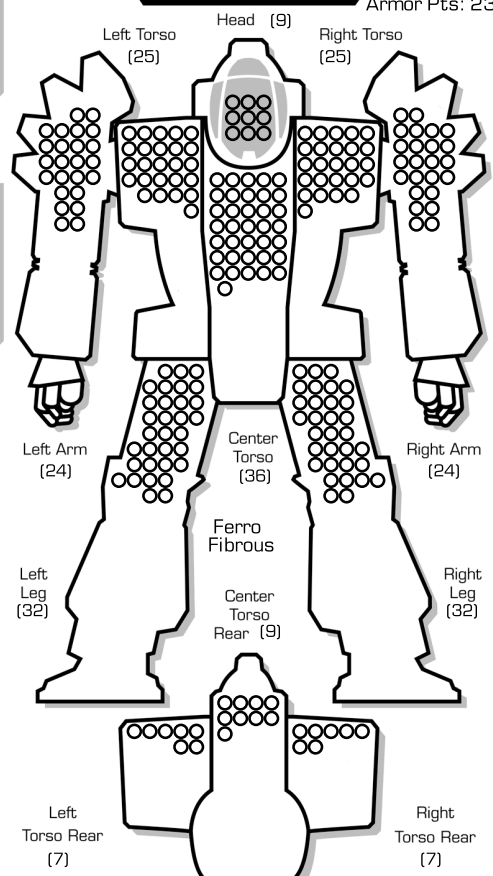
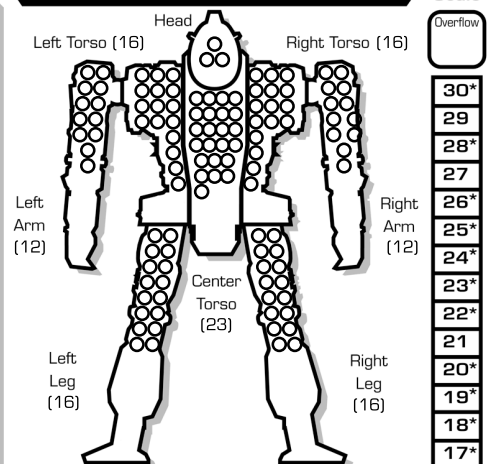
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

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



Damage Transfer Diagram

Armor Pts: 230

Heat
Scale

Heat Level*	Effects	Heat Sinks: 17 [34] 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	