

'MECH DATA

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

Name:

Gunnery Skill: **Piloting Skill:**

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	Machine Gun (C)	HD	0	2 [DB, AI]	-	1	2	3
1	Medium Pulse Laser (C)	CT	4	7 [P]	-	4	8	12
6	Machine Gun (C)	RT	0	2 [DB, AI]	-	1	2	3
6	Machine Gun (C)	LT	0	2 [DB, AI]	-	1	2	3
1	Gauss Rifle (C)	RA	1	15 [DB, X]	2	7	15	22
1	ER PPC (C)	LA	15	15 [DE]	-	7	14	23
1	Large Pulse Laser (C)	LA	10	10 [P]	-	6	14	20
1	Medium Pulse Laser (C)	LA	4	7 [P]	-	4	8	12
3	Machine Gun (C)	LA	0	2 [DB, AI]	-	1	2	3

Ammunition Type	Rounds
Gauss Rifle	16
MG (1/2)	100

BV: 3,080
Weapon Heat (34)
Dissipation (30)

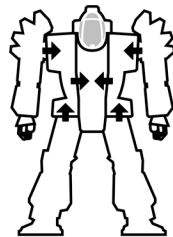
Head

1. Life Support
2. Sensors
3. Cockpit
4. Machine Gun (C)
5. Sensors
6. Life Support

1-3

1. Fusion Engine
 2. Fusion Engine
 3. Fusion Engine
 4. Gyro
 5. Gyro
 6. Gyro
-
1. Gyro
 2. Fusion Engine
 3. Fusion Engine
 4. Fusion Engine
 5. Medium Pulse Laser (C)
 6. Jump Jet

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



Damage Transfer Diagram

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Pulse Laser (C)
5. Large Pulse Laser (C)
6. ER PPC (C)
1. ER PPC (C)
2. Medium Pulse Laser (C)
3. Roll Again
4. Machine Gun (C)
5. Machine Gun (C)
6. Machine Gun (C)

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Machine Gun (C)
5. Machine Gun (C)
6. Machine Gun (C)

4-6

1. Machine Gun (C)
2. Machine Gun (C)
3. Machine Gun (C)
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. Roll Again

1-3

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

4-6

4. Gauss Rifle (C)
5. Gauss Rifle (C)
6. Gauss Rifle (C)

1-3

1. Gauss Rifle (C)
2. Gauss Rifle (C)
3. Gauss Rifle (C)

4-6

4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

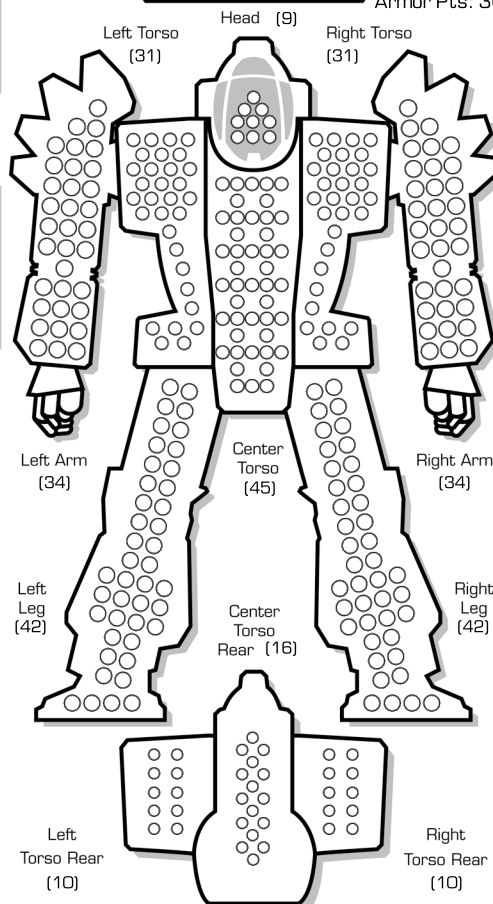
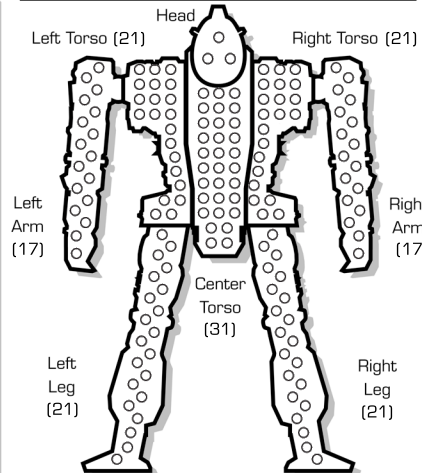
1. Machine Gun (C)
2. Machine Gun (C)
3. Machine Gun (C)
4. Machine Gun (C)
5. CASE
6. @Gauss Rifle (8)

4-6

1. @Gauss Rifle (8)
2. Machine Gun (C)
3. Machine Gun (C)
4. @MG 1/2 (100)
5. Roll Again
6. Roll Again

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

Armor Pts: 304

Heat
Scale

Heat Level*	Effects	Heat Sinks: 15 (30) 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	

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
-----	----	-----	----	-----	-----	-----	-----	-----	----	-----	-----	-----	-----	----	-----	-----	-----	----	----	-----	---	----	---	---	----	---	---	---	---	---