TLETECH ARMOR DIAGRAM Head (**3HEET** 'MECH DA WARRIOR DAT Type: Battle Name: Movement Po Gunnery Skill: Piloting Skill: Walking: 3 Hits Taken 1 2 3 4 5 Running: 5 Consciousness# 3 5 7 10 11 Dead Jumping: 0 Weapons & E Qty Type 0 5 10 ac10 1 T 3 15 3 ас5 LT 1 6 12 18 21 21 lrm5 7 7 7 7 14 14 14 1 4 6 lrm10 LT 21 21 5 6 1 LT 15 lrm15 6 1 6 lrm20 BV: CRITICAL HIT TABLE Heat INTERNAL STRUCTURE DIAGRAM Scale Head Left Arm Right Arm Life Support Right Torso (Shoulder 1. Shoulder Sensors **Upper Arm Actuator** 3. Cockpit **Upper Arm Actuator** 30* Lower Arm Actuator Lower Arm Actuator 1-3 _{4.} 1-3 4. 29 Hand Actuator Sensors Hand Actuator 28 Life Support 5 27 Center Torso 26 Engine Arm Arm 25 Engine 2. 4-6 4-6 24 **Engine** 4 1-3 4. Gyro 23 5. 5. Torso Gyro 6. 22, Gyro 21 Left. Right Gyro 20* Leg Leg Left Torso 2. Engine Right Torso 19 Engine 4-6 18* Engine 17* 3. 1-3 1-3 16 4 DATA 5. 15 Engine Hits OOO 6. Heat Sinks: 14* Heat Gyro Hits OO Effects Level* 13* Shutdown Sensor Hits OO 2. 12 000 28 Ammo Exp. avoid on 8+ 3. Life Support O 3. 4-6 4-6 26 Shutdown, avoid on 10+ 11 4 25 -5 Movement Points 10* 5. 24 23 22 +4 Modifier to Fire 9 6. 6. Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 8* -4 Movement Points 20 7 Ammo Exp. avoid on 4+ Right Leg Left Leg Shutdown, avoid on 6+ 6 +3 Modifier to Fire -3 Movement Points 5* 1. Hip 00 15 Upper Leg Actuator Upper Leg Actuator 4 Shutdown, avoid on 4+ +2 Modifier to Fire 000 14 Lower Leg Actuator Lower Leg Actuator 13 3 Foot Actuator Foot Actuator 4. 10 -2 Movement Points Single 2 5. 5. 8 +1 Modifier to Fire Damage Transfer Double ___ 6. 6. 1 -1 Movement Points Diagram