

## ARMOR DIAGRAM

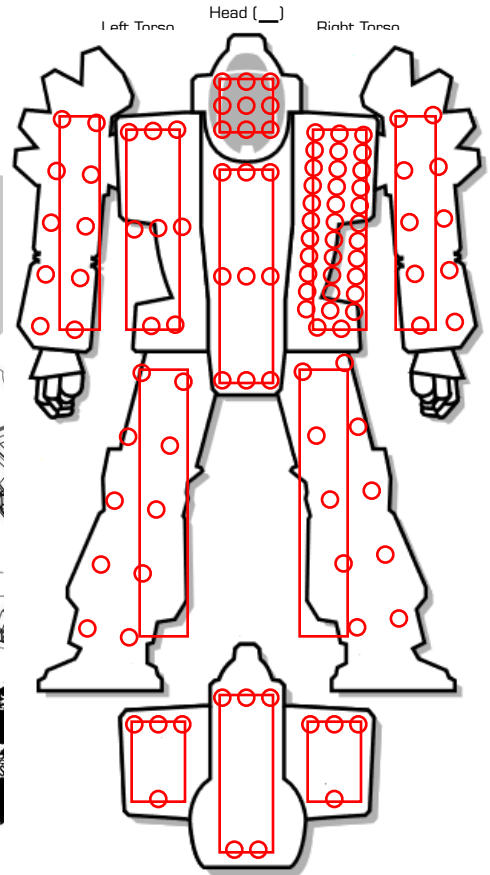
## 'MECH DATA

<b>Movement Points:</b>	<b>Tonnage:</b> <u>85</u>
<b>Walking:</b> <u>3</u>	<b>Tech Base:</b>
<b>Running:</b> <u>5</u>	<b>Clan</b> <input type="checkbox"/>
<b>Jumping:</b> <u>0</u>	<b>Inner Sphere</b> <input type="checkbox"/>

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



## Left Arm

1. Shoulder  
2. Upper Arm Actuator  
3. Lower Arm Actuator  
4. Hand Actuator  
5. \_\_\_\_\_  
6. \_\_\_\_\_
1. \_\_\_\_\_  
2. \_\_\_\_\_  
3. \_\_\_\_\_  
4. \_\_\_\_\_  
5. \_\_\_\_\_  
6. \_\_\_\_\_

1. Life Support
2. Sensors
3. Cockpit
4. \_\_\_\_\_
5. Sensors
6. Life Support

1. Shoulder  
2. Upper Arm Actuator  
3. Lower Arm Actuator  
4. Hand Actuator  
5. \_\_\_\_\_  
6. \_\_\_\_\_

1. \_\_\_\_\_  
2. \_\_\_\_\_  
3. \_\_\_\_\_  
4. \_\_\_\_\_  
5. \_\_\_\_\_  
6. \_\_\_\_\_

**1-3**

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

**1-3**

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_

**4-6**

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_

1-3

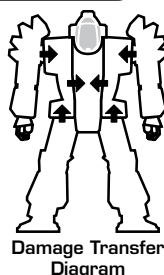
1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_

4-6

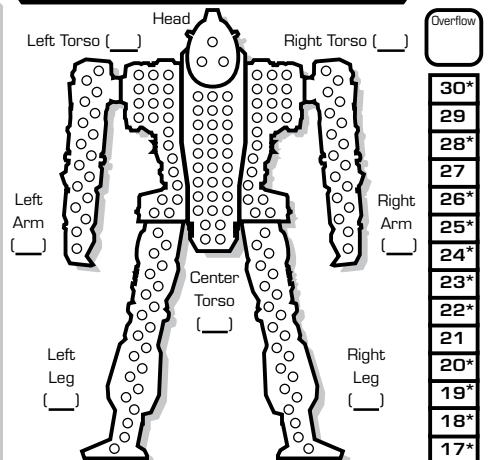
1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. \_\_\_\_\_
6. \_\_\_\_\_

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. \_\_\_\_\_
6. \_\_\_\_\_



## Heat Scale



Heat Level*	Effects	Heat Sinks:
		____ ( )
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	Single <input type="checkbox"/>
8	+1 Modifier to Fire	
5	-1 Movement Points	Double <input type="checkbox"/>