



ARMOR DIAGRAM	Proto Type:			T	ons: _		_ Thru	ıst: _		Guni	nery:		Battle Val	ue:
_		ritical Hits	ical Hits						V	Veapo	ons Inventory			
Main Gun Head Left Arm Torso Right Arm		troyed	2nd Hit 3rd Hit Right Arm Destroyed 1/2 Walk MP No Move 1/2 Jump* Proto Destroyed Left Arm Destroyed +2 to Hit (no long range shots) Torso Weapon B Destroyed					Location Main Gun: Right Arm: Left Arm: Torso A: Torso B: Ammo: Pilot Hits Taken 1 Consciousness # 3+			1		5 6	
Legs Velor	city Record Turn# 1 2 Thrust Velocity tive Velocity lititude Level Fuel	3 4 5 6	7 8	9 10	11	12 13	14	15			19	20	Advanced Vec	Movement
ARMOR DIAGRAM	Proto Type:			1	ons:		_ Thru	ust: _		Guni	nery:		Battle Va	ue:
Main Gun Head Left Arm Torso Right Arm	2D6 Location 2 Main Gun 4 Right Arm 5,9 Legs 6,7,8 Torso 10 Left Arm 12 Head *Roll 1D6: 1-2, Tors	troyed	2nd Hit 3rd Hit 2nd Hit 3rd Hit Right Arm Destroyed 1/2 Walk MP No Move 1/2 Jump* Proto Destroyed Left Arm Destroyed +2 to Hit (no long range shots) Torso Weapon B Destroyed						·					
Legs Velo	city Record Turn# 1 2 Thrust Velocity tive Velocity Ilitude Level Fuel Fuel	3 4 5 6	7 8	9 10	11	12 13	3 14	15		Conscious 17 18				+ 11+ Dead Movement tors B C
													5	
ARMOR DIAGRAM	Proto Type:	Hit Locatio					_ Thr	ust: _		Gun			Battle Va	ue:
Main Gun Head Left Arm Torso Right Arm		troyed	2nd Hit 3rd Hit Right Arm Destroyed 1/2 Walk MP No Move 1/2 Jump* Proto Destroyed Left Arm Destroyed +2 to Hit (no long range shots) orso Weapon B Destroyed						Location Main Gun: Right Arm: Left Arm: Torso A: Torso B: Ammo: Pilot Hits Taken 1 Consciousness # 3+			Туре	5 6	
	Thrust Velocity tive Velocity	3 4 5 6	7 8	9 10	11	12 13	3 14	15				20	Advanced	Movement tors
A	Ititude Level Fuel													