Armor Diagram		_		nage			
Main Gun	Proto Type		Tor	MP Walk/Run/Jump: _/_ / Gunnery			
Hit Locations and Critical Hits Weapons Inventory							
	2D6 LOCA		2nd HIT	3rd HIT		OAM. MIN. S M L	
	2 Main (Ziid iiii	0.0			
Left Right Arm			Dight Aven Dagte		Right Arm		
Arm Torso	4 Right /		Right Arm Destro	·	Left Arm	- 11	
Legs	5,9 Legs	☐ –1 Walk MF	P 1/2 Walk MP	☐ No Move		II	
	6,7,8 Torso	-1 Jump*	■ 1/2 Jump*	Proto		II	
	10 Left Ar	m 🔲 +1 to Hit	Left Arm Destroy	Destroyed yed	Ammo:	———— II	
	12 Head	+1 to Hit	+2 to Hit;		Allillo:		
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	* Roll 1D6:		no Long range s	hots	Pilot Hits Taken 1 2	3 4 5 6	
		Weapon A Destroye	d; 3–4, Torso Weapoi	n B Destroyed	Conscious # 3+ 5+ 7	7+ 10+ 11+ Dead	
o = Internal Structure							
Armor Diagram	Proto Tyne		Tor	nnage	MP Walk/Run/Jump:_/_ /_ /_	/ Gunnery	
Main Gun							
Head W		Hit Locations ar	nd Critical Hits		Weapons Inve	entory	
	2D6 LOCA	TION 1st HIT	2nd HIT	3rd HIT	LOCATION TYPE	DAM. MIN. S M L	
Left Right Arm	2 Main (Gun			Main Gun	II	
Left Right	4 Right	Arm	Right Arm Destro	oved	Right Arm	II	
Arm Torso	5,9 Legs	_	P 1/2 Walk MP	☐ No Move	Left Arm	———— II	
Legs	1		•		Torso A	II	
/ ° ~ ° \	6,7,8 Torso	☐ –1 Jump*	☐ 1/2 Jump*	Proto Destroyed	Torso B	II	
(00/)00)	10 Left Ar	m ∐ +1 to Hit	Left Arm Destroy	yed	Ammo:		
(00 \	12 Head	☐ +1 to Hit	+2 to Hit;				
<i>/</i> ° (<i>)</i> ° (* Roll 1D6:		no Long range s	hots		3 4 5 6	
	1–2, Torso	Weapon A Destroye	d; 3–4, Torso Weapoi	n B Destroyed	Conscious # 3+ 5+ 7	7+ 10+ 11+ Dead	
o = Internal Structure							
Armor Diagram	Proto Type		Tor	nnage	MP Walk/Run/Jump: _/_ /_ ,	/ Gunnery	
Main Gun		Hit Locations ar	nd Critical Hite		Weapons Inve	ontory	
Head	206 1004			01.1117	I		
		TION 1st HIT	2nd HIT	3rd HIT		DAM.MIN.S M L	
Left Right Arm	2 Main (iun —	_		Main Gun		
Left Right Arm	4 Right /	Arm	Right Arm Destr	oyed	Right Arm		
Torso Legs	5,9 Legs	☐ −1 Walk MF	P 1/2 Walk MP	☐ No Move	Left Arm		
/ • • • \	6,7,8 Torso	-1 Jump*	■ 1/2 Jump*	Proto		———— II	
\ °\\ °\	10 Left Ar	m □+1 to Hit	Left Arm Destro	Destroyed ved	Torso B	———— II	
$\begin{pmatrix} \circ \circ \begin{pmatrix} & & & \\ \circ \circ & & & \end{pmatrix} & \circ \circ \end{pmatrix}$	12 Head	+1 to Hit	+2 to Hit:	,	Ammo:		
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \		+I to IIIt	no Long range s	hots	Pilot Hits Taken 1 2	3 4 5 6	
	* Roll 1D6: 1–2. Torse	Weapon A Destroye	d: 3–4. Torso Weapor	n B Destroved		7+ 10+ 11+ Dead	
○ = Internal Structure	,	· ·					
Armor Diagram	Proto Tyne		Tor	ากอฮอ	MP Walk/Run/Jump:_/_ /_ /_	/ Gunnery	
Main Gun	Proto Type Tonnage MP				wank/ Kun/ Jump/ _ / _ /		
Head		Hit Locations ar	nd Critical Hits		Weapons Inve	entory	
	2D6 LOCA	TION 1st HIT	2nd HIT	3rd HIT	LOCATION TYPE	DAM. MIN. S M L	
	2 Main (Gun			Main Gun	———— II	
(Left \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ Right \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	4 Right	Arm	Right Arm Destro	oved	Right Arm	———— II	
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	5,9 Legs	□ –1 Walk MF	P 1/2 Walk MP	☐ No Move	Left Arm	————— II	
Legs	6,7,8 Torso		1/2 Jump*	Proto	Torso A	———— II	
(°) ° \				Destroyed	Torso B	———— II	
(00/)00)	10 Left Ar	_	Left Arm Destroy	yea	Ammo:		
	12 Head	☐ +1 to Hit	+2 to Hit; no Long range s	hote	District Table		
	* Roll 1D6:					3 4 5 6 7+ 10+ 11+ Dead	
	1–2, Torso	Weapon A Destroye	d; 3–4, Torso Weapor	n B Destroyed	Conscious # 3+ 5+ 7	+ 10+ 11+ Dead	
Internal Structure							
Armor Diagram	Proto Type		Tor	nnage	MP Walk/Run/Jump: _/_ /_ /	/ Gunnery	
Main Gun Head		Hit Locations ar	nd Critical Hits		Weapons Inve	entory	
	2D6 LOCA	TION 1st HIT	2nd HIT	3rd HIT	LOCATION TYPE L	DAM. MIN. S M L	
	2 Main (
(Left OS SS SS Pictor)	4 Right	_	Right Arm Destro	avad	Right Arm		
Left Right Arm Torso	1		-	·	Left Arm		
Legs	5,9 Legs	_	P 1/2 Walk MP	□ No Move	Torso A		
/.° & °.\	6,7,8 Torso	-1 Jump*	■ 1/2 Jump*	Proto	II	II	
	10 Left Ar	m 🗆 +1 to Hit	Left Arm Destroy	Destroyed yed	Ammo:	———— II	
	12 Head	☐ +1 to Hit	+2 to Hit;	l			
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	* Roll 1D6:		no Long range s	hots	Pilot Hits Taken 1 2	3 4 5 6	
		Weapon A Destroye	d; 3–4, Torso Weapo	n B Destroyed	Conscious # 3+ 5+ 7	7+ 10+ 11+ Dead	
o = Internal Structure	-						