Armor Diagram	Proto Type Tonnage					MP Walk/Run/Jump:_/_/_ Gunnery		
Main Gun	Hit Locations and Critical Hits					Weapons Inventory		
Head	2D6	LOCATION		2nd HIT	3rd HIT	LOCATION	TYPE	DAM. MIN. S M L
	2	Main Gun	13t IIII	ZIIG IIII	Jiu iii i	Main Gun		
	4	Right Arm	☐ +1 to Hit	Right Arm Des	stroyed	Right Arm		
Left Right Arm Torso	5,9	Legs	_	P 1/2 Walk MP	□ No Move	Left Arm		
Legs	6,7,8	Torso		1/2 Walk Wil	Proto	Torso A		I
				Left Arm Dest	Destroyed	Torso B		I
(00()00)	10	Left Arm	☐ +1 to Hit	_	royea	Ammo:		
	12	Head	☐ +1 to Hit	+2 to Hit; no Long range	shots	Pilot Hits Taken	1 2	3 4 5 6
	* Roll 10		pon A Destroye	d; 3–4, Torso Wea	oon B Destroyed	Conscious #		7+ 10+ 11+ Dead
⊚ = Internal Structure								
Armor Diagram	Proto Ty	ре			onnage	MP Walk/Run	/Jump: _/_ /	/_ / Gunnery
Main Gun		Hit	t Locations ar	nd Critical Hits			Weapons I	
Head	2D6	LOCATION		2nd HIT	3rd HIT	LOCATION	TYPE	DAM. MIN. S M L
	2	Main Gun	130 1111	ZIIG IIII	5/4 ////	Main Gun		
	4	Right Arm	☐ +1 to Hit	Right Arm Des	stroyed	Right Arm		
Left OOOOOO Right Arm		Ü	_	P 1/2 Walk MP	No Move	 		I
Legs	5,9	Legs	_	_ `	Proto	Torso A		I
/ · · / · · \	6,7,8	Torso	☐ -1 Jump*	☐ 1/2 Jump*	Destroyed	Torso B		I
(00()00)	10	Left Arm	☐ +1 to Hit	Left Arm Dest	royea	Ammo:		I
	12	Head	☐ +1 to Hit	+2 to Hit;	shots	Pilot Hits Taken	1 2	3 4 5 6
	* Roll 10		non A Destrove	d; 3–4, Torso Wea		Conscious #		3 4 5 6 7+ 10+ 11+ Dead
○ = Internal Structure	_	2, 10100 11001	pon A Bootrojo	a, 0 4, 10100 110a	Join B Bostiloyou	0011001040 #		
Armor Diagram	Proto Tv	pe			onnage	MP Walk/Run	/Jump: /	/_ / Gunnery
Main Gun	11010 19							
Main Gun Head	200			nd Critical Hits			Weapons	
	2D6	LOCATION	1st HIT	2nd HIT	3rd HIT	LOCATION	TYPE	DAM. MIN. S M L
	2	Main Gun				Main Gun		
Left Arm Torse	4	Right Arm	☐ +1 to Hit	Right Arm Des	·	Left Arm		
Lugs	5,9	Legs	_	P ∐ 1/2 Walk MP	□ No Move	Torso A		
/ ° ° ° \	6,7,8	Torso		■ 1/2 Jump*	Proto Destroyed	Torso B		
(00)	10	Left Arm	☐ +1 to Hit	Left Arm Dest	royed	Ammo:		
(00 \	12	Head	🗌 +1 to Hit	+2 to Hit;	abata			
	* Roll 10		A D4	no Long range		Pilot Hits Taken Conscious #		3 4 5 6 7+ 10+ 11+ Dead
a = Internal Structure	1-	-2, iorso wea	pon A Destroye	d; 3–4, Torso Wea _l	pon B Destroyed	Conscious #	JT JT	7+ 10+ 11+ Deau
• = Internal Structure Armor Diagram	Proto Ty	no.		-	onnage	MD Walls / Dun	/lumn: /	/ / Gunnow
Main Gun	FIOLU TY				omage			
Head C				nd Critical Hits			Weapons I	
	2D6	LOCATION	1st HIT	2nd HIT	3rd HIT	LOCATION	TYPE	DAM. MIN. S M L
Left Right Arm	2	Main Gun						
Left Right Arm	4	Right Arm	☐ +1 to Hit	Right Arm Des	stroyed	"		
Legs	5,9	Legs	_	P 1/2 Walk MP	☐ No Move			
/.° & °.\	6,7,8	Torso	☐ −1 Jump*	☐ 1/2 Jump*	Proto Destroyed			
(00/)00)	10	Left Arm	☐ +1 to Hit	Left Arm Dest	royed	Ammo:		
(00 / 00)	12	Head	☐ +1 to Hit	+2 to Hit;	abata			
	* Roll 10		A D4	no Long range		Pilot Hits Taken Conscious #		3 4 5 6 7+ 10+ 11+ Dead
	1-	-2, Iorso wea	pon A Destroye	d; 3–4, Torso Wea _l	pon B Destroyed	Conscious #	3+ 3+	7+ 10+ 11+ Deau
• = Internal Structure Armor Diagram	Broto Tv	no		-	Tonnado	MD Walls / Dun	/lumn: /	/ / Gunnow
	Proto Ty	pe		/	onnage	MP Walk/Run	/ Jump: _/_ /	/_ / Gunnery
Main Gun Head		Hit	t Locations ar	nd Critical Hits			Weapons I	nventory
	2D6	LOCATION	1st HIT	2nd HIT	3rd HIT	LOCATION	TYPE	DAM. MIN. S M L
	2	Main Gun				Main Gun		
Left Right Arm	4	Right Arm	+1 to Hit	Right Arm Des	stroyed	 		
Torso	5,9	Legs		P 1/2 Walk MP	☐ No Move			
/ 0 0 0 \	6,7,8	Torso	■ -1 Jump*	■ 1/2 Jump*	Proto			
	10	Left Arm	+1 to Hit	Left Arm Dest	Destroyed royed	Ammo:		
	12	Head	+1 to Hit	□ +2 to Hit;	l	Annilo:		
) 。 () 。 (* Roll 10			no Long range	shots	Pilot Hits Taken	1 2	3 4 5 6
			pon A Destroye	d; 3–4, Torso Wea _l	oon B Destroyed	Conscious #	3+ 5+	7+ 10+ 11+ Dead
	$\overline{}$							