

Mecha Name:									
Pilot Name:									
Mecha REF:		Mecha Pilot:		Mecha Tech:		APT:		Ground MA:	
Mecha DEX:		Gunnery:		Elec.War:		Luck:		Flight MA:	

1d10		Servo	Armor	DC	Structure			
1		Head						
2-3		Torso						
4		Pod						
		Pod						
		Pod						
		Pod						
5-6		R.Arm						
		R.Leg						
7-8		L.Arm						
		L.Leg						
9		Other						
10	1-2	Weapon	Location	Structure	To Hit	Range	Damage	Notes
	3	Sensors						
	4	Flight System						
	5	Shield/Force Field	No Armor					
	6	SubAssemblies	Location	Structure	Notes			
	7	Cockpit						
	8-9	1	Hydraulics Hit. Random Limb takes 1/2 damage (armor protects) and ceases to function					
		2	Blunt Hit. Double knockback damage, 1/2 damage to Torso (armor protects)					
		3	Sensor Overload. Suit is blinded for 1d6 turns, Head takes 1/2 damage (armor protects)					
		4	Flight System cuts out for 1d6 turns. 1/2 damage to Torso (armor protects).					
		5	Leg Actuator Jam, walk forward full MA.					
		6	Ammo Explosion! Random ammo does full damage to servo (armor protects)					
		7	Random weapon malfunctions for 1d6 rounds, servo takes 1/2 damage.					
		8	Control Jam. All actions -2 until repaired. 1/2 damage to Torso (armor protects).					
		9	System Shutdown. No action next round . 1/2 damage to Torso (armor protects).					
		10	Powerplant Overload. Mecha shuts down until repaired. 1/2 damage to Torso (armor protects).					
	10	Powerplant	Torso Armor (1/2)					