Mecha Name:														
Pilot Name:														
Mecha REF:		Mecha Pilo	a Pilot:		Mecha Melee:				Mecha Fighting:			Ground MA:		
Man.Pool:		APT:			Gunnery:				Missiles:			Flight MA:		
•			•						:				•	
1d10		Se	rvo		Armo	r	DC		Struc	ture				
1		He	ad											
2-3		To	rso											
4		Pod Pod Pod												
						$oxed{igspace}$		\longrightarrow						
			Pod											
5-6			R.Arm											
			Leg											
7-8			Arm											
^			Leg											
9 10	1.0	1-2 Other			Location		Structure		To Hit		Range	Damage	Notes	
10	1-2	VV	еароп		Locatio	711	Otrac	luie	101111		Range	Damage	140163	
	3	Se	ensors											
	4	Fli	ght System											
	_													
	5		Shield/Force Field		No Armor		Ctrusture				Reset Ti	et lime:		
	6	Su	SubAssemblies		Location		Structure		Notes					
	7	Co	ockpit											
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) Sensor Overload. Suit is blinded for 1d6 turns, Head takes 1/2 damage (armor p										
		3										(armor protects	s)	
	Flight System cuts out for 1d6 turns. 1/2 damage to Torso (armor protects).													
5 Leg Actuator Jan														
		6	6 Ammo								vo (armor pro			
	7 Random weapon malfunctions for 1d6 rounds, servo takes 1/2 damage.													
		8	-			ontrol Jam. All actions -2 until repaired. 1/2 damage to Torso (armor protects).								
		9												
		10				Mecha s	shuts do	own until r	epaired. 1/	2 damage to	Torso (armor p	protects).		
	10 Powernlant Torso Armor (1/2)													