**Armor Diagram**

**Left Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Medium Laser
   - 1 Roll Again
   - 2 Roll Again
   - 3 Roll Again
   - 4 Roll Again
   - 5 Roll Again
   - 6 Roll Again

**Center Torso**
1. Engine
2. Gyro
3. Engine
4. Engineer
5. Medium Laser (R)
6. Medium Laser (L)

**Right Arm**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Medium Laser
   - 1 Roll Again
   - 2 Roll Again
   - 3 Roll Again
   - 4 Roll Again
   - 5 Roll Again
   - 6 Roll Again

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

**Critical Hit Table**

**Head**
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

**Center Torso**
1. Engine
2. Gyro
3. Engine
4. Engineer
5. Medium Laser (R)
6. Medium Laser (L)

**Engine Hits**

**Gyro Hits**

**Sensor Hits**

**Life Support**

**Cost** 9,682,000

**Weapons Inventory**

- # Type
- Location
- Ht
- D
- M
- N
- S
- M
- L

<table>
<thead>
<tr>
<th>Type</th>
<th>Location</th>
<th>Ht</th>
<th>D</th>
<th>M</th>
<th>N</th>
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<td>0</td>
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<td>CT (R)</td>
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<td>SRM 6</td>
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**Total Single Heat Sinks:** 20

**Heat Scale**

- 30 SHUTDOWN
- 29
- 28 Ammo Explosion, avoid on 8+
- 27
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- 21
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- 16
- 15 -3 Movement Points
- 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- 12
- 11
- 10 -2 Movement Points
- 9
- 8 +1 Modifier to Fire
- 7
- 6
- 5 -1 Movement Points
- 4
- 3
- 2
- 1
- 0

**Warrior Data**

- Name:
- Gunnery Skill:
- Piloting Skill:

**Ammo Type**
- Rounds

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<td>LRM 20</td>
<td>12</td>
</tr>
<tr>
<td>SRM 6</td>
<td>15</td>
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**Mech Data**

- Type: AS7-D Atlas
- Tonnage: 100
- Movement Points:
  - Walking: 3
  - Running: 5
  - Jumping: 0
- Technology Base: Inner Sphere

**Auto Eject**

- Operational
- Disabled

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BATTLECHE is a registered Trademark of FASA Corporation. Copyright 1996. Permission to photocopy for personal use.
### Mech Data
- **Type:** BLR-1G Battemaster
- **Tonnage:** 85
- **Movement Points:** 4
- **Running:** 6
- **Jumping:** 0
- **Technology Base:** Inner Sphere
- **Ammo Type:**
  - **Machine Gun:** Rounds 200
  - **SRM 6:** 30

### Weapons Inventory
- **# Type**
  - 1 PPC: RA 10 10 3 6 12 18
  - 2 Medium Laser: LT 3 5 0 3 6 9
  - 1 Medium Laser (R): LT(R) 3 5 0 3 6 9
  - 2 Medium Laser: RT 3 5 0 3 6 9
  - 1 Medium Laser (R): RT(R) 3 5 0 3 6 9
  - 2 Machine Gun: LA 0 2 0 1 2 3
  - 1 SRM 6: LT 4 2 0 3 6 9

### Critical Hit Table
**Left Arm**
- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Machine Gun
- 6. Machine Gun
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

**Right Arm**
- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. PPC
- 6. PPC
- 1. PPC
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

**Center Torso**
- 1. Engine
- 2. Engine
- 3. Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Engine
- 3. Engine
- 4. Engine
- 5. Roll Again
- 6. Roll Again

**Left Leg**
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- 6. Heat Sink

**Right Leg**
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- 6. Heat Sink

**Engine Hits**
- 3

**Gyro Hits**
- 2

**Sensor Hits**
- 5

**Life Support**
- 1

**Cost:** 8,549,344

### Heat Scale
- 1. **SHUTDOWN**
- 2. Ammo Explosion, avoid on 8+
- 3. Shutdown, avoid on 10+
- 4. -5 Movement Points
- 5. +4 Modifier to Fire
- 6. Ammo Explosion, avoid on 6+
- 7. Shutdown, avoid on 8+
- 8. +3 Modifier to Fire
- 9. -3 Movement Points
- 10. Ammo Explosion, avoid on 4+
- 11. Shutdown, avoid on 4+
- 12. +2 Modifier to Fire
- 13. +2 Movement Points
- 14. +1 Modifier to Fire
- 15. 1 Movement Points

BATTLETECH is a registered Trademark of FASA Corporation. Copyright 1996. Permission to photocopy for personal use.
Mech Data

Type: BLR-1S Battlemaster
Technology Base: Inner Sphere
Tonnage: 85
Movement Points: 4
Walking: 4
Running: 6
Jumping: 0

Weapons Inventory

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<th>Loc</th>
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<th>D</th>
<th>M</th>
<th>S</th>
<th>M</th>
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<td>3</td>
<td>6</td>
<td>9</td>
</tr>
<tr>
<td>1 LRM 15</td>
<td>LA</td>
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<td>6</td>
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<td>21</td>
</tr>
<tr>
<td>1 SRM 2</td>
<td>RA</td>
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<td>2</td>
<td>0</td>
<td>3</td>
<td>6</td>
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<tr>
<td>1 SRM 2</td>
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Ammo Type  Rounds

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<td>LRM 15</td>
<td>8</td>
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<td>LRM 5</td>
<td>24</td>
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<tr>
<td>SRM 2</td>
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Total Single Heat Sinks: 20

Auto Eject

☐ Operational  ☐ Disabled

Warrior Data

Name: _________________________
Gunnery Skill: ___  Piloting Skill: ___
Hits Taken
1 2 3 4 5 6
Conscious #: 3 5 7 10 11 Dead

Heat Scale

30  SHUTDOWN
29  
28  Ammo Explosion, avoid on 8+
27  
26  Shutdown, avoid on 10+
25  -5 Movement Points
24  +4 Modifier to Fire
23  Ammo Explosion, avoid on 6+
22  Shutdown, avoid on 6+
21  
20  -4 Movement Points
19  Ammo Explosion, avoid on 4+
18  Shutdown, avoid on 6+
17  +3 Modifier to Fire
16  
15  -3 Movement Points
14  Shutdown, avoid on 4+
13  +2 Modifier to Fire
12  
11  
10  -2 Movement Points
9  +1 Modifier to Fire
8  7
6  5
4  3
2  1
0
**Mech Data**

- **Type:** BNC-3E Banshee
- **Tonnage:** 95
- **Movement Points:** Walking: 4, Running: 6, Jumping: 0
- **Technology Base:** Inner Sphere
- **Location:** 2475

**Weapon Inventory**

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<tr>
<th>#</th>
<th>Type</th>
<th>Loc</th>
<th>Ht</th>
<th>D</th>
<th>M</th>
<th>S</th>
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<tr>
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<td>LT</td>
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<td>5</td>
<td>3</td>
<td>6</td>
<td>12</td>
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<tr>
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<td>H</td>
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<td>3</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>3</td>
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</table>

**Ammo Type:**
- Autocannon 5 - 20 rounds

**Total Single Heat Sinks:** 16

**Auto Eject:**
- Operational: ☐
- Disabled: ☐

**Warrior Data**

- **Name:**
- **Gunery Skill:** _______  
- **Piloting Skill:** _______
- **Hits Taken:** 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
- **Conscious:** 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

**Heat Scale**

- 30: SHUTDOWN
- 29
- 28: Ammo Explosion, avoid on 8+
- 27
- 26: Shutdown, avoid on 10+
- 25 - 5 Movement Points
- 24 +4 Modifier to Fire
- 23: Ammo Explosion, avoid on 8+
- 22: Shutdown, avoid on 8+
- 21
- 20 -4 Movement Points
- 19: Ammo Explosion, avoid on 4+
- 18: Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- 16
- 15 -3 Movement Points
- 14: Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- 12
- 11 -2 Movement Points
- 10 +1 Modifier to Fire
- 9
- 8
- 7
- 6 -1 Movement Points
- 5
- 4
- 3
- 2
- 1
- 0

---

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**Mech Data**
Type: BNC-3Q Banshee  
Tonnage: 95  
Technology Base: Inner Sphere  
Movement Points: 4
Walking: 6
Running: 0
Jumping: 0

**Weapons Inventory**

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<tr>
<th>#</th>
<th>Type</th>
<th>Loc</th>
<th>Ht</th>
<th>D</th>
<th>M</th>
<th>S</th>
<th>M</th>
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<td>0</td>
<td>3</td>
<td>6</td>
<td>9</td>
</tr>
<tr>
<td>1</td>
<td>Small Laser</td>
<td>H</td>
<td>1</td>
<td>3</td>
<td>0</td>
<td>1</td>
<td>2</td>
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**Total Single Heat Sinks:** 12

**Warrior Data**

Name:  
Gunnery Skill:  
Piloting Skill:  

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<th>2</th>
<th>3</th>
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<tr>
<td>Conscious #</td>
<td>3</td>
<td>5</td>
<td>7</td>
<td>10</td>
<td>11</td>
<td>Dead</td>
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</tbody>
</table>

**Heat Scale**

- 30 SHUTDOWN
- 29  
- 28 Ammo Explosion, avoid on 8+  
- 27  
- 26 Shutdown, avoid on 10+  
- 25 -5 Movement Points  
- 24 +4 Modifier to Fire  
- 23 Ammo Explosion, avoid on 6+  
- 22 Shutdown, avoid on 8+  
- 21  
- 20 -4 Movement Points  
- 19 Ammo Explosion, avoid on 4+  
- 18 Shutdown, avoid on 6+  
- 17 +3 Modifier to Fire  
- 16  
- 15 -3 Movement Points  
- 14 Shutdown, avoid on 4+  
- 13 +2 Modifier to Fire  
- 12  
- 11  
- 10 -2 Movement Points  
- 9  
- 8 +1 Modifier to Fire  
- 7  
- 6  
- 5 -1 Movement Points  
- 4  
- 3  
- 2  
- 1  
- 0
Mech Data

Type: CGR-1A1 Charger
Tonnage: 80
Movement Points: Inner Sphere
Walking: 5
Running: 8
Jumping: 0

Total Single Heat Sinks: 10

Auto Eject

Operational

Warrior Data

Gunnery Skill: ____________ Piloting Skill: ____________

Heat Scale

30 SHUTDOWN
29
28 Ammo Explosion, avoid on 8+
27
26 Shutdown, avoid on 10+
25 -5 Movement Points
24 +4 Modifier to Fire
23 Ammo Explosion, avoid on 6+
22 Shutdown, avoid on 8+

21 -4 Movement Points
19 Ammo Explosion, avoid on 4+
18 Shutdown, avoid on 6+
17 +3 Modifier to Fire
16
15 -3 Movement Points
14 Shutdown, avoid on 4+
13 +2 Modifier to Fire
12
11
10 -2 Movement Points
9
8 +1 Modifier to Fire
7
6
5 -1 Movement Points
4
3
2
1
0

Cost: 7,520,372

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**Mech Data**

- **Type:** CRK-5003-0 Crockett
- **Tonnage:** 85
- **Technology Base:** Inner Sphere
- **Movement Points:**
  - Walking: 3
  - Running: 5
  - Jumping: 3

**Weapons Inventory**

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<th># Type</th>
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<th>Ht</th>
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<th>M</th>
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<td>3</td>
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<td>1 Large Laser</td>
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<td>1 Large Laser</td>
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<td>5</td>
<td>10</td>
<td>15</td>
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<td>1 Autocannon 10</td>
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<td>10</td>
<td>0</td>
<td>5</td>
<td>10</td>
<td>15</td>
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**Ammo Type**

- **SRM 6:** Rounds 30
- **Autocannon 10:** Rounds 20

**Total Single Heat Sinks:** 15

**Warrior Data**

- **Name:**
- **Gunnery Skill:**
- **Piloting Skill:**
- **Hits Taken:** 1 2 3 4 5 6
- **Conscious #:** 3 5 7 10 11 12 13

**Heat Scale**

- **30** SHUTDOWN
- **29** Ammo Explosion, avoid on 8+
- **28** Shutdown, avoid on 10+
- **26** -5 Movement Points
- **24** -4 Modifier to Fire
- **20** Ammo Explosion, avoid on 10+
- **22** Shutdown, avoid on 6+
- **21** -4 Movement Points
- **19** Ammo Explosion, avoid on 4+
- **18** Shutdown, avoid on 6+
- **17** +3 Modifier to Fire
- **16**
- **15** 3 Movement Points
- **14** Shutdown, avoid on 4+
- **13** +2 Modifier to Fire
- **12**
- **11**
- **10** 2 Movement Points
- **9**
- **8** +1 Modifier to Fire
- **7**
- **6**
- **5**
- **4**
- **3**
- **2**
- **1**
- **0**

---

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Mech Data
Type: KGC-0000 King Crab
Tonnage: 100
Movement Points:
Walking: 3
Running: 5
Jumping: 0
Technology Base: Inner Sphere

Weapons Inventory

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<td>8</td>
<td>0</td>
<td>5</td>
<td>10</td>
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Ammo Type
- Autocannon 20: 10 rounds
- LRM 15: 8 rounds

Total Single Heat Sinks: 15

Auto Eject: [ ] Operational [x] Disabled

Warrior Data
Name: 
Gunnery Skill: 
Piloting Skill: 
Hits Taken: 1 2 3 4 5 6
Conscious #: 3 5 7 10 11 Dead

Heat Scale
30 SHUTDOWN
29
28 Ammo Explosion, avoid on 8+
27
26 Shutdown, avoid on 10+
25 
-5 Movement Points
24 +4 Modifier to Fire
23 Ammo Explosion, avoid on 6+
22 Shutdown, avoid on 6+
21
20 -4 Movement Points
19 Ammo Explosion, avoid on 4+
18 Shutdown, avoid on 6+
17 +3 Modifier to Fire
16
15 -3 Movement Points
14 Shutdown, avoid on 4+
13 +2 Modifier to Fire
12
11
10 -2 Movement Points
9
8 +1 Modifier to Fire
7
6
5
4
3
2
1
0

Cost: 9,582,000

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CORPORATION

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Mech Data
Type: STK-4N Stalker
Tonnage: 95
Movement Points: 3
Walking: 3
Running: 5
Jumping: 0

Weapons Inventory
# Type Loc Ht D Mn S M L
1 Large Laser RT 8 8 0 5 10 15
1 Large Laser LT 8 8 0 5 10 15
2 Medium Laser LA 3 5 0 3 6 9
2 Medium Laser RA 3 5 0 3 6 9
1 SRM 6 LT 4 2 0 3 6 9
1 SRM 6 RT 4 2 0 3 6 9
1 LRM 10 RA 4 1 6 7 14 21

Ammo Type Rounds
SRM 6 30
LRM 10 12

Total Single Heat Sinks: 26

Auto Eject
☐ Operational
☐ Disabled

Warrior Data
Name:
 Gunnery Skill:  
Piloting Skill:  

Hits Taken

Conscious #: 3 5 7 10 11 Dead

Heat Scale
30 SHUTDOWN
29
28 Ammo Explosion, avoid on 8+
27
26 Shutdown, avoid on 10+
25 -5 Movement Points
24 -4 Modifier to Fire
23 Ammo Explosion, avoid on 6+
22 Shutdown, avoid on 8+
21
20 -4 Movement Points
19 Ammo Explosion, avoid on 4+
18 Shutdown, avoid on 6+
17 -3 Modifier to Fire
16
15 -3 Movement Points
14 Shutdown, avoid on 4+
13 -2 Modifier to Fire
12
11
10 -2 Movement Points
9
8 -1 Modifier to Fire
7
6
5 -1 Movement Points
4
3
2
1
0

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Mech Data
Type: VTR-SS Victor
Tonnage: 80
Movement Points
Walking: 4
Running: 6
Jumping: 4
Technology Base: Inner Sphere
2510

Weapons Inventory

<table>
<thead>
<tr>
<th>#</th>
<th>Type</th>
<th>Loc</th>
<th>Hit</th>
<th>D</th>
<th>M</th>
<th>S</th>
<th>M</th>
<th>L</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Autocannon 20</td>
<td>RA</td>
<td>7</td>
<td>20</td>
<td>0</td>
<td>3</td>
<td>6</td>
<td>9</td>
</tr>
<tr>
<td>2</td>
<td>Medium Laser</td>
<td>LA</td>
<td>3</td>
<td>5</td>
<td>0</td>
<td>3</td>
<td>6</td>
<td>9</td>
</tr>
<tr>
<td>1</td>
<td>SRM 6</td>
<td>LT</td>
<td>4</td>
<td>2</td>
<td>0</td>
<td>3</td>
<td>6</td>
<td>9</td>
</tr>
</tbody>
</table>

Ammo Type
Rounds
Autocannon 20: 15
SRM 6: 15

Total Single Heat Sinks: 15

Auto Eject
- Operational
- Disabled

Warrior Data
Name:
Gunnery Skill:
Piloting Skill:
Hits Taken
Conscious:
1 2 3 4 5 6
Dead

Heat Scale
30 SHUTDOWN
29
28 Ammo Explosion, avoid on 8+
27
26 Shutdown, avoid on 10+
25 -5 Movement Points
24 -4 Modifier to Fire
23 Ammo Explosion, avoid on 6+
22 Shutdown, avoid on 6+
21
20 -4 Movement Points
19 Ammo Explosion, avoid on 4+
18 Shutdown, avoid on 6+
17 -3 Modifier to Fire
16
15 -3 Movement Points
14 Shutdown, avoid on 4+
13 -2 Modifier to Fire
12
11
10 -2 Movement Points
9
8 -1 Modifier to Fire
7
6
5 -1 Movement Points
4
3
2
1
0

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