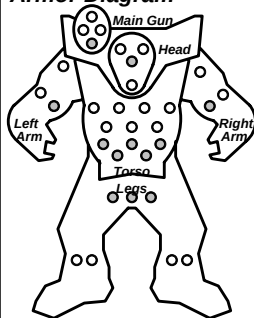


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PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: Centaur 2

Tons: 5 MP Walk/Run/Jump: 6/9/-

Gunnery: BV: 100

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	

* Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

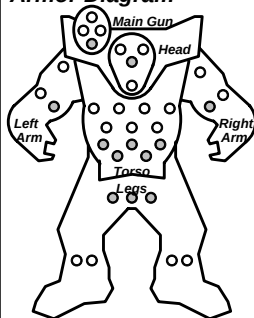
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Small Laser	6	-	1	2	3
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	SRM 2	2/hit	-	3	6	9
Torso B:	---	-	-	-	-	-

Ammo: SRM 2(10)

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Centaur 2

Tons: 5 MP Walk/Run/Jump: 6/9/-

Gunnery: BV: 100

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
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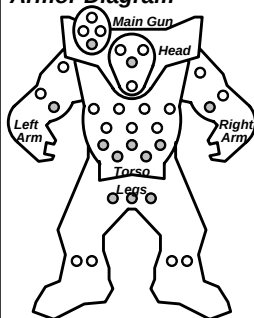
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Small Laser	6	-	1	2	3
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	SRM 2	2/hit	-	3	6	9
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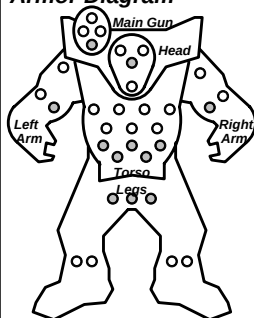
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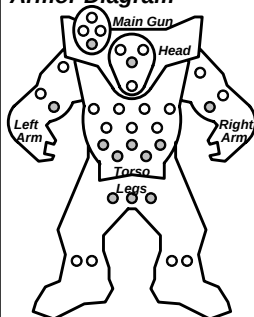
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Right Arm:	---	-	-	-	-	-
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Ammo: SRM 2(10)

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Armor Diagram



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Main Gun:	Heavy Small Laser	6	-	1	2	3
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
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Torso B:	---	-	-	-	-	-

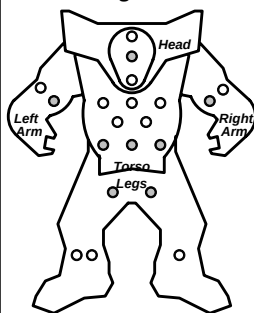
Ammo: SRM 2(10)

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: Siren

Tons: 3 MP Walk/Run/Jump:10/15/- Gunnery: BV: 52

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
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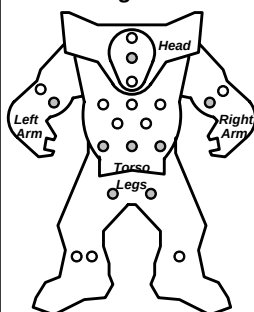
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	Light Machine Gun	1	—	2	4	6
Left Arm:	Light Machine Gun	1	—	2	4	6
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—

Ammo: LMG(20)

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Siren

Tons: 3 MP Walk/Run/Jump:10/15/- Gunnery: BV: 52

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
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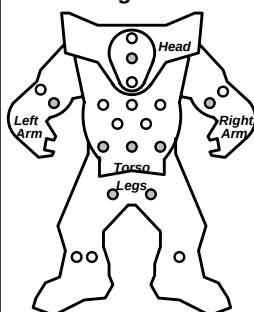
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	Light Machine Gun	1	—	2	4	6
Left Arm:	Light Machine Gun	1	—	2	4	6
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—

Ammo: LMG(20)

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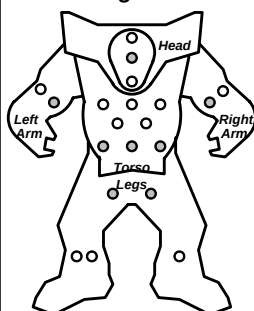
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Main Gun:	—	—	—	—	—	—
Right Arm:	Light Machine Gun	1	—	2	4	6
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Torso A:	—	—	—	—	—	—
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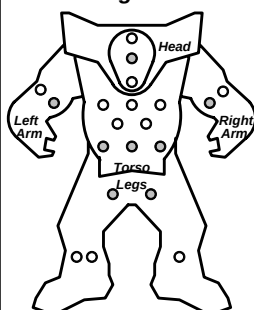
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	Light Machine Gun	1	—	2	4	6
Left Arm:	Light Machine Gun	1	—	2	4	6
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—

Ammo: LMG(20)

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Torso A:	—	—	—	—	—	—
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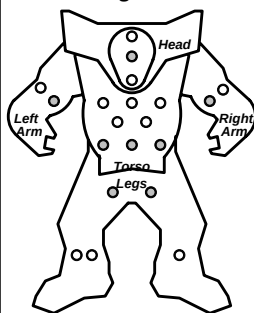
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PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: **Siren 3**

Tons: **3** MP Walk/Run/Jump: **8/12/-** Gunnery: **BV: 86**

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
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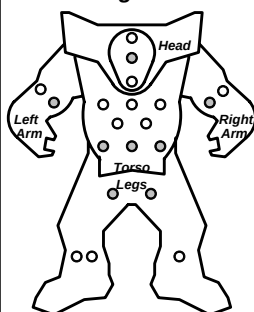
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
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Torso B:	—	—	—	—	—	—

Ammo: SRM 1(20)

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Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



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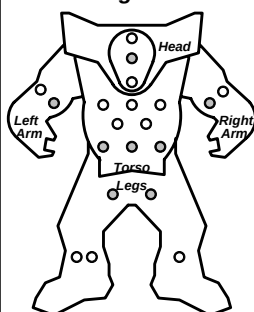
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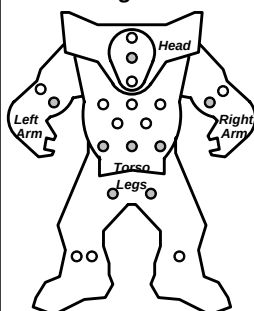
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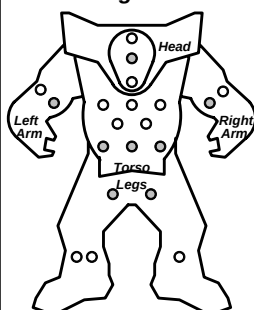
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Torso B:	—	—	—	—	—	—

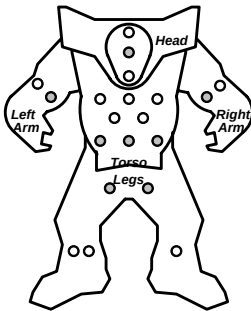
Ammo: SRM 1(20)

Pilot Hits Taken	1	2	3	4	5	6
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PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: **Siren 2**

Tons: **3** MP Walk/Run/Jump: **10/15/-** Gunnery: **BV: 52**

Hit Locations and Critical Hits

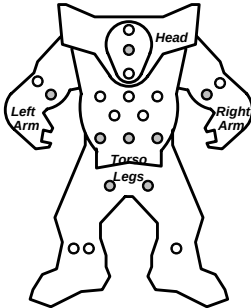
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* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	Machine Gun	2	—	1	2	3
Left Arm:	Machine Gun	2	—	1	2	3
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—
Ammo: MG(20)						

Pilot Hits Taken	1	2	3	4	5	6
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Armor Diagram



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Tons: **3** MP Walk/Run/Jump: **10/15/-** Gunnery: **BV: 52**

Hit Locations and Critical Hits

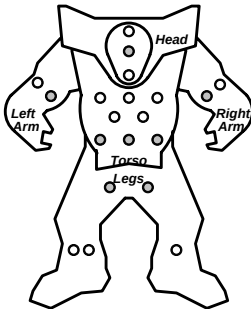
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	Machine Gun	2	—	1	2	3
Left Arm:	Machine Gun	2	—	1	2	3
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—
Ammo: MG(20)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Siren 2**

Tons: **3** MP Walk/Run/Jump: **10/15/-** Gunnery: **BV: 52**

Hit Locations and Critical Hits

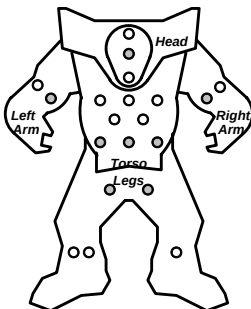
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* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	Machine Gun	2	—	1	2	3
Left Arm:	Machine Gun	2	—	1	2	3
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—
Ammo: MG(20)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Siren 2**

Tons: **3** MP Walk/Run/Jump: **10/15/-** Gunnery: **BV: 52**

Hit Locations and Critical Hits

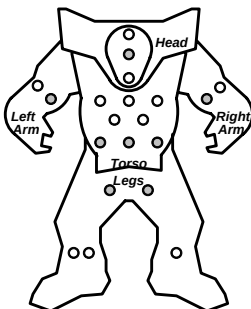
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4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
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* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	Machine Gun	2	—	1	2	3
Left Arm:	Machine Gun	2	—	1	2	3
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—
Ammo: MG(20)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Siren 2**

Tons: **3** MP Walk/Run/Jump: **10/15/-** Gunnery: **BV: 52**

Hit Locations and Critical Hits

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Weapons Inventory

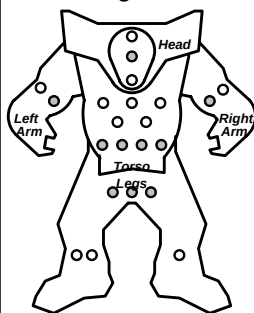
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	Machine Gun	2	—	1	2	3
Left Arm:	Machine Gun	2	—	1	2	3
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—
Ammo: MG(20)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: **Satyr**

Tons: **4** MP Walk/Run/Jump: **7/11/-** Gunnery: **BV: 98**

Hit Locations and Critical Hits

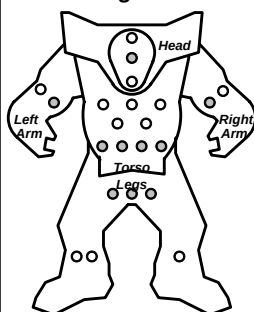
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Small Laser	5	—	2	4	6
Torso B:	Light Active Probe	—	—	—	—	3
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Satyr**

Tons: **4** MP Walk/Run/Jump: **7/11/-** Gunnery: **BV: 98**

Hit Locations and Critical Hits

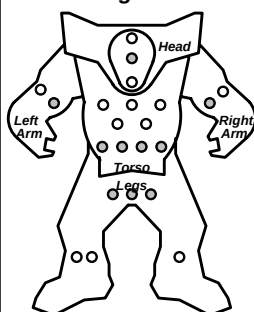
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
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no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Small Laser	5	—	2	4	6
Torso B:	Light Active Probe	—	—	—	—	3
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Satyr**

Tons: **4** MP Walk/Run/Jump: **7/11/-** Gunnery: **BV: 98**

Hit Locations and Critical Hits

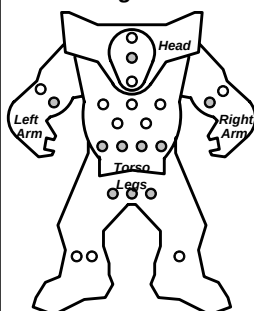
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no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
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Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Small Laser	5	—	2	4	6
Torso B:	Light Active Probe	—	—	—	—	3
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Satyr**

Tons: **4** MP Walk/Run/Jump: **7/11/-** Gunnery: **BV: 98**

Hit Locations and Critical Hits

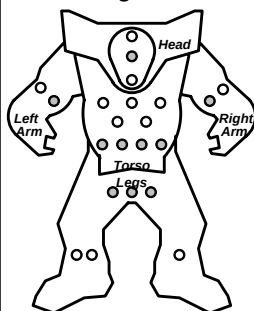
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Small Laser	5	—	2	4	6
Torso B:	Light Active Probe	—	—	—	—	3
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Satyr**

Tons: **4** MP Walk/Run/Jump: **7/11/-** Gunnery: **BV: 98**

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
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no Long range shots			
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Weapons Inventory

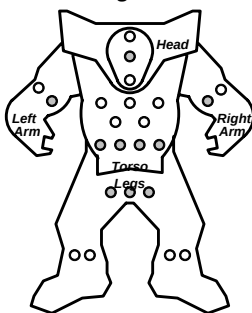
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Small Laser	5	—	2	4	6
Torso B:	Light Active Probe	—	—	—	—	3
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: **Satyr 3**

Tons: **4** MP Walk/Run/Jump: **7/11/5** Gunnery: **BV: 133**

Hit Locations and Critical Hits

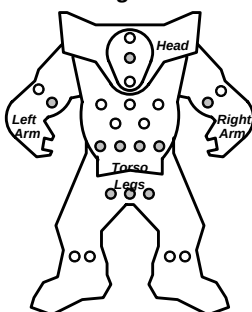
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
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6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	Streak SRM 2	2/hit	—	4	8	12
Torso B:	—	—	—	—	—	—
Ammo: Streak 2(10)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Satyr 3**

Tons: **4** MP Walk/Run/Jump: **7/11/5** Gunnery: **BV: 133**

Hit Locations and Critical Hits

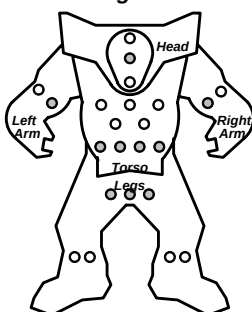
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	Streak SRM 2	2/hit	—	4	8	12
Torso B:	—	—	—	—	—	—
Ammo: Streak 2(10)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Satyr 3**

Tons: **4** MP Walk/Run/Jump: **7/11/5** Gunnery: **BV: 133**

Hit Locations and Critical Hits

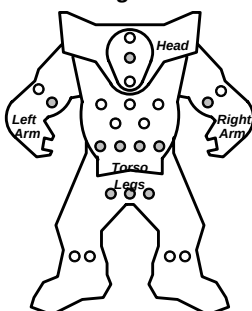
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no Long range shots			
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
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Torso B:	—	—	—	—	—	—
Ammo: Streak 2(10)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Satyr 3**

Tons: **4** MP Walk/Run/Jump: **7/11/5** Gunnery: **BV: 133**

Hit Locations and Critical Hits

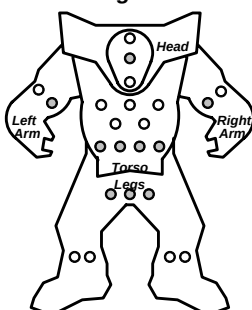
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
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Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
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Torso B:	—	—	—	—	—	—
Ammo: Streak 2(10)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Satyr 3**

Tons: **4** MP Walk/Run/Jump: **7/11/5** Gunnery: **BV: 133**

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
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no Long range shots			
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Weapons Inventory

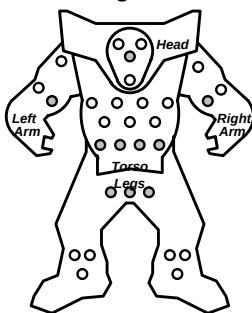
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	Streak SRM 2	2/hit	—	4	8	12
Torso B:	—	—	—	—	—	—
Ammo: Streak 2(10)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: **Satyr 2**

Tons: **4** MP Walk/Run/Jump: **7/11/7** Gunnery: **BV: 76**

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
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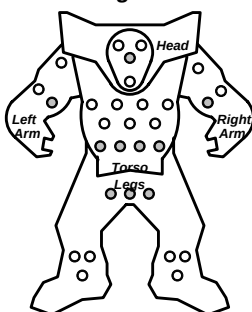
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	Micro Pulse Laser	3	—	1	2	3
Torso B:	—	—	—	—	—	—

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Satyr 2**

Tons: **4** MP Walk/Run/Jump: **7/11/7** Gunnery: **BV: 76**

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
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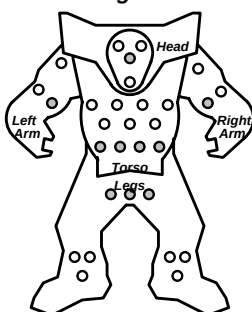
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	Micro Pulse Laser	3	—	1	2	3
Torso B:	—	—	—	—	—	—

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Satyr 2**

Tons: **4** MP Walk/Run/Jump: **7/11/7** Gunnery: **BV: 76**

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

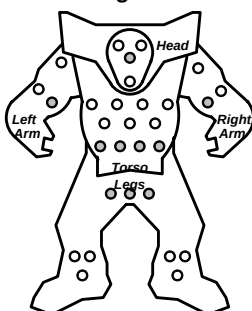
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	Micro Pulse Laser	3	—	1	2	3
Torso B:	—	—	—	—	—	—

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Satyr 2**

Tons: **4** MP Walk/Run/Jump: **7/11/7** Gunnery: **BV: 76**

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

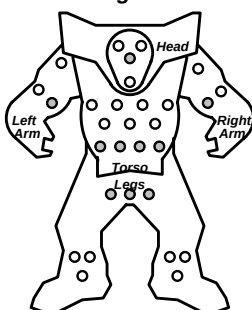
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	Micro Pulse Laser	3	—	1	2	3
Torso B:	—	—	—	—	—	—

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Satyr 2**

Tons: **4** MP Walk/Run/Jump: **7/11/7** Gunnery: **BV: 76**

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	Micro Pulse Laser	3	—	1	2	3
Torso B:	—	—	—	—	—	—

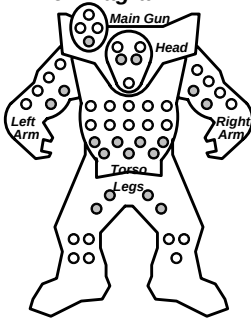
Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: Roc

Tons: 7 MP Walk/Run/Jump: 5/8/5

Gunnery: BV: 284

Hit Locations and Critical Hits

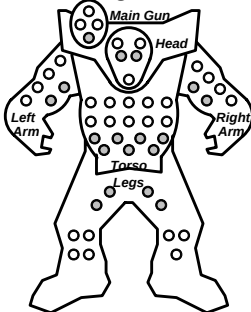
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Medium Laser	7	-	5	10	15
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Roc

Tons: 7 MP Walk/Run/Jump: 5/8/5

Gunnery: BV: 284

Hit Locations and Critical Hits

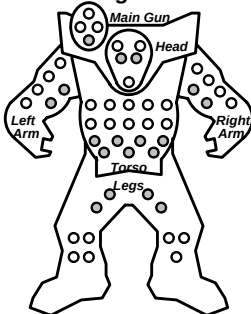
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
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no Long range shots			
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Medium Laser	7	-	5	10	15
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Roc

Tons: 7 MP Walk/Run/Jump: 5/8/5

Gunnery: BV: 284

Hit Locations and Critical Hits

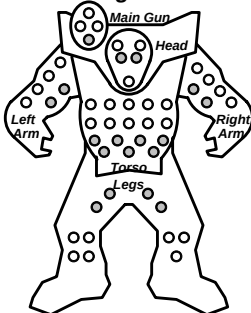
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
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no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Medium Laser	7	-	5	10	15
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Roc

Tons: 7 MP Walk/Run/Jump: 5/8/5

Gunnery: BV: 284

Hit Locations and Critical Hits

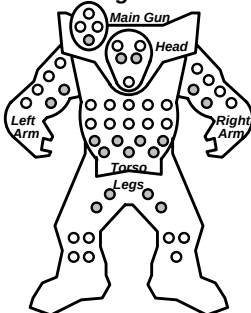
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
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12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Medium Laser	7	-	5	10	15
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Roc

Tons: 7 MP Walk/Run/Jump: 5/8/5

Gunnery: BV: 284

Hit Locations and Critical Hits

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no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

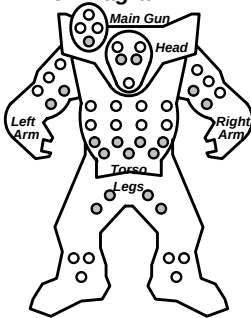
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Medium Laser	7	-	5	10	15
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: Roc 3

Tons: 7 MP Walk/Run/Jump: 5/8/-

Gunnery: BV: 211

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
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10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

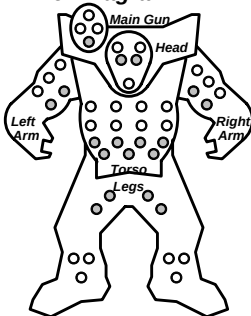
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Medium Pulse Laser	7	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Roc 3

Tons: 7 MP Walk/Run/Jump: 5/8/-

Gunnery: BV: 211

Hit Locations and Critical Hits

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no Long range shots			
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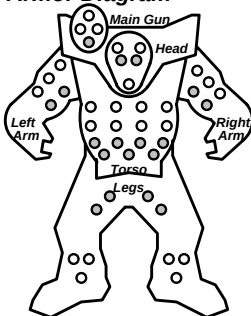
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Medium Pulse Laser	7	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Roc 3

Tons: 7 MP Walk/Run/Jump: 5/8/-

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no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

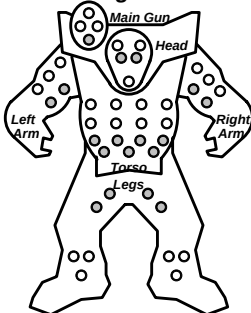
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Medium Pulse Laser	7	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Roc 3

Tons: 7 MP Walk/Run/Jump: 5/8/-

Gunnery: BV: 211

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
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5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
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no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

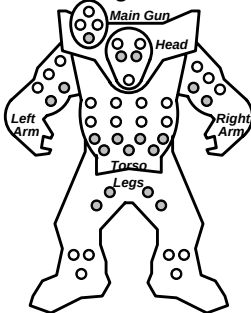
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Medium Pulse Laser	7	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Roc 3

Tons: 7 MP Walk/Run/Jump: 5/8/-

Gunnery: BV: 211

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
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no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Medium Pulse Laser	7	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

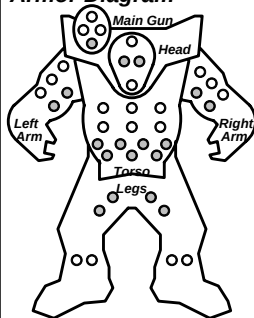
Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: Roc 2

Tons: 7 MP Walk/Run/Jump: 5/8/5

Gunnery: BV: 205

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
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no Long range shots			
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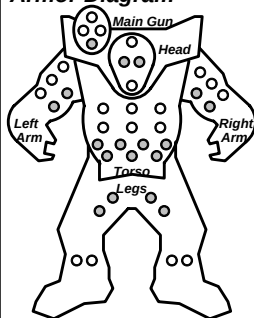
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Roc 2

Tons: 7 MP Walk/Run/Jump: 5/8/5

Gunnery: BV: 205

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
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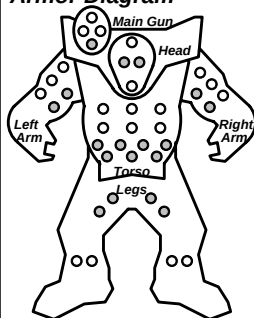
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Right Arm:	---	-	-	-	-	-
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Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

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Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Roc 2

Tons: 7 MP Walk/Run/Jump: 5/8/5

Gunnery: BV: 205

Hit Locations and Critical Hits

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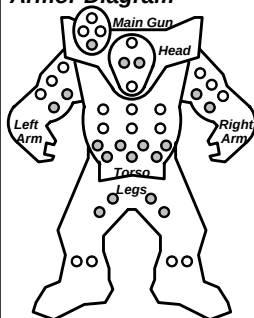
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Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
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Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

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Armor Diagram



Proto Type: Roc 2

Tons: 7 MP Walk/Run/Jump: 5/8/5

Gunnery: BV: 205

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* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

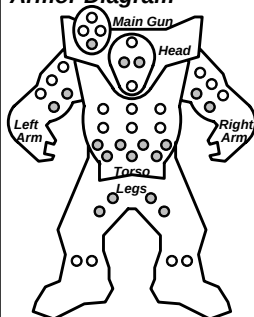
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Roc 2

Tons: 7 MP Walk/Run/Jump: 5/8/5

Gunnery: BV: 205

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

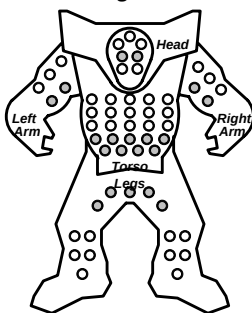
Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: Minotaur

Tons: 9 MP Walk/Run/Jump: 3/5/3

Gunnery: BV: 367

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

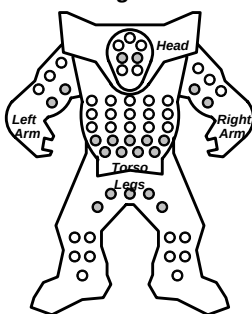
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Medium Laser	7	—	5	10	15
Torso B:	ER Medium Laser	7	—	5	10	15

Pilot Hits Taken

Conscious #

1	2	3	4	5	6
3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Minotaur

Tons: 9 MP Walk/Run/Jump: 3/5/3

Gunnery: BV: 367

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
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12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

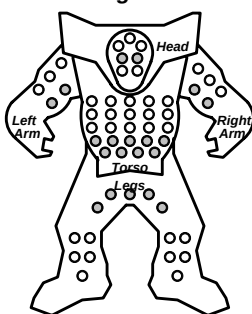
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Medium Laser	7	—	5	10	15
Torso B:	ER Medium Laser	7	—	5	10	15

Pilot Hits Taken

Conscious #

1	2	3	4	5	6
3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Minotaur

Tons: 9 MP Walk/Run/Jump: 3/5/3

Gunnery: BV: 367

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
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no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

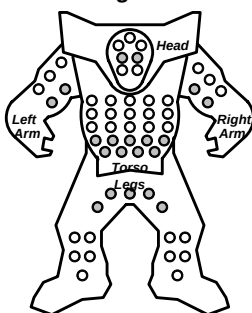
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Medium Laser	7	—	5	10	15
Torso B:	ER Medium Laser	7	—	5	10	15

Pilot Hits Taken

Conscious #

1	2	3	4	5	6
3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Minotaur

Tons: 9 MP Walk/Run/Jump: 3/5/3

Gunnery: BV: 367

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
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12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

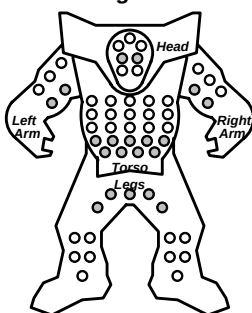
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Medium Laser	7	—	5	10	15
Torso B:	ER Medium Laser	7	—	5	10	15

Pilot Hits Taken

Conscious #

1	2	3	4	5	6
3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Minotaur

Tons: 9 MP Walk/Run/Jump: 3/5/3

Gunnery: BV: 367

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
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Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Medium Laser	7	—	5	10	15
Torso B:	ER Medium Laser	7	—	5	10	15

Pilot Hits Taken

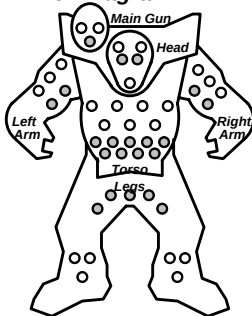
Conscious #

1	2	3	4	5	6
3+	5+	7+	10+	11+	Dead

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Armor Diagram



Proto Type: Minotaur 2

Tons: 9 MP Walk/Run/Jump: 3/5/-

Gunnery: BV: 106

Hit Locations and Critical Hits

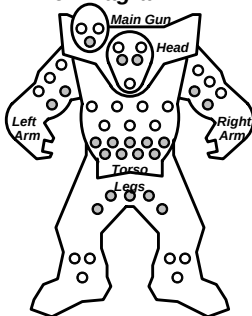
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	LB 2-X AC	2	4	10	20	30
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—
Ammo: LB 2-X(20)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Minotaur 2

Tons: 9 MP Walk/Run/Jump: 3/5/-

Gunnery: BV: 106

Hit Locations and Critical Hits

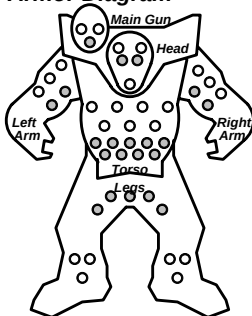
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
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10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	LB 2-X AC	2	4	10	20	30
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—
Ammo: LB 2-X(20)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Minotaur 2

Tons: 9 MP Walk/Run/Jump: 3/5/-

Gunnery: BV: 106

Hit Locations and Critical Hits

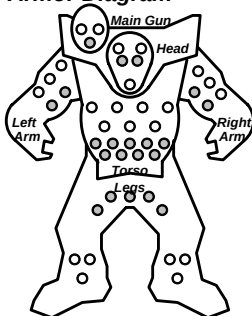
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
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6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	LB 2-X AC	2	4	10	20	30
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—
Ammo: LB 2-X(20)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Minotaur 2

Tons: 9 MP Walk/Run/Jump: 3/5/-

Gunnery: BV: 106

Hit Locations and Critical Hits

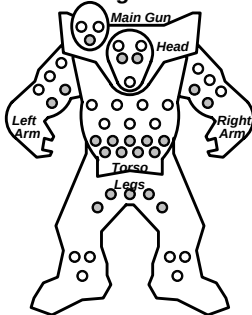
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	LB 2-X AC	2	4	10	20	30
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—
Ammo: LB 2-X(20)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Minotaur 2

Tons: 9 MP Walk/Run/Jump: 3/5/-

Gunnery: BV: 106

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
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12 Head	☐ +1 to Hit	☐ +2 to Hit	
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

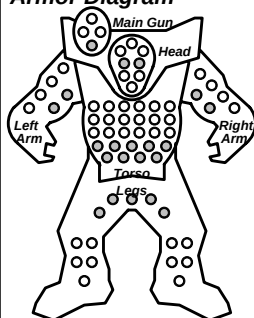
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	LB 2-X AC	2	4	10	20	30
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—
Ammo: LB 2-X(20)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: **Lamprey**

Tons: **9** MP Walk/Run/Jump: **5/8/5**

Gunnery: **BV: 244**

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
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12 Head	☐ +1 to Hit	☐ +2 to Hit	
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

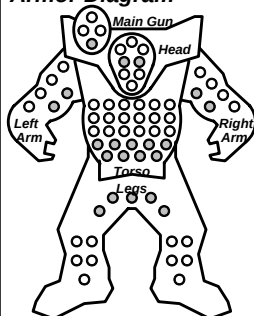
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Lamprey**

Tons: **9** MP Walk/Run/Jump: **5/8/5**

Gunnery: **BV: 244**

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
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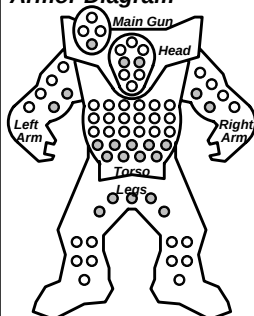
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Torso B:	---	-	-	-	-	-

Ammo:

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Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Lamprey**

Tons: **9** MP Walk/Run/Jump: **5/8/5**

Gunnery: **BV: 244**

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
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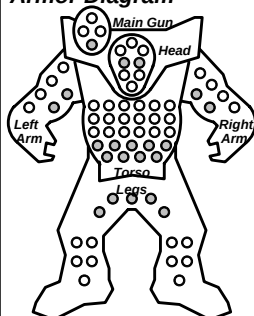
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
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Torso A:	---	-	-	-	-	-
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Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Lamprey**

Tons: **9** MP Walk/Run/Jump: **5/8/5**

Gunnery: **BV: 244**

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
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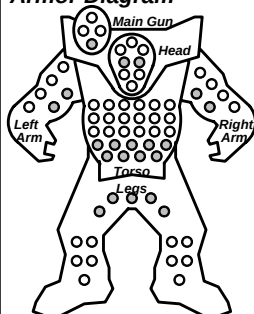
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Lamprey**

Tons: **9** MP Walk/Run/Jump: **5/8/5**

Gunnery: **BV: 244**

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
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Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

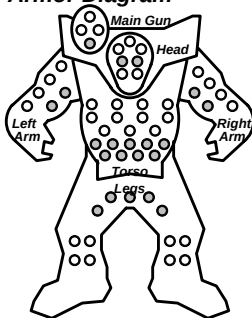
Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: **Lamprey 3**

Tons: **9** MP Walk/Run/Jump: **6/9/6**

Gunnery: **BV: 251**

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

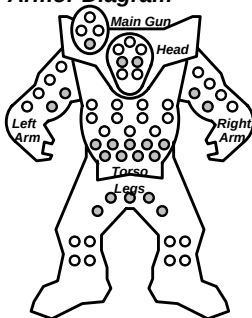
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
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Armor Diagram



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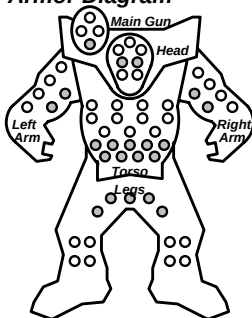
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Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
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Armor Diagram



Proto Type: **Lamprey 3**

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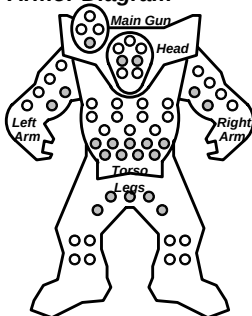
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LOCATION	TYPE	Dmg	Min	S	M	L
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Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Lamprey 3**

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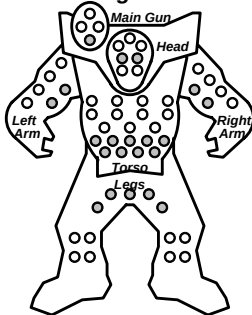
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Lamprey 3**

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Gunnery: **BV: 251**

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Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

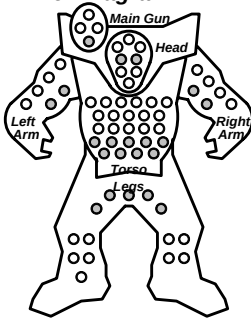
Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

BATTLETECH®

PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: **Lamprey 2**

Tons: **9** MP Walk/Run/Jump: **5/8/5**

Gunnery: **BV: 274**

Hit Locations and Critical Hits

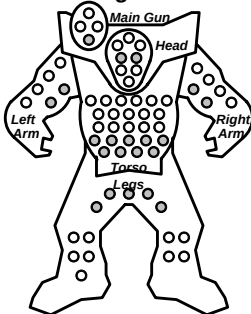
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
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no Long range shots			
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	LRM 1	1/hit	-	7	14	21
Torso B:	---	-	-	-	-	-
Ammo: LRM 1(6)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Lamprey 2**

Tons: **9** MP Walk/Run/Jump: **5/8/5**

Gunnery: **BV: 274**

Hit Locations and Critical Hits

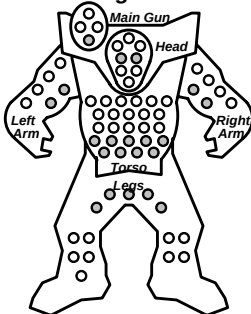
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Ammo: LRM 1(6)						

Pilot Hits Taken	1	2	3	4	5	6
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Armor Diagram



Proto Type: **Lamprey 2**

Tons: **9** MP Walk/Run/Jump: **5/8/5**

Gunnery: **BV: 274**

Hit Locations and Critical Hits

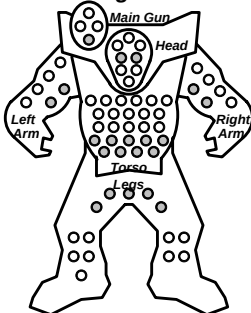
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Ammo: LRM 1(6)						

Pilot Hits Taken	1	2	3	4	5	6
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Armor Diagram



Proto Type: **Lamprey 2**

Tons: **9** MP Walk/Run/Jump: **5/8/5**

Gunnery: **BV: 274**

Hit Locations and Critical Hits

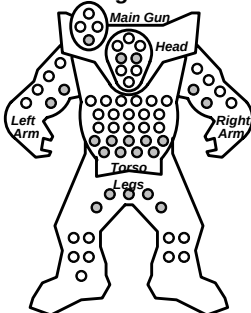
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Weapons Inventory

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Torso B:	---	-	-	-	-	-
Ammo: LRM 1(6)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Lamprey 2**

Tons: **9** MP Walk/Run/Jump: **5/8/5**

Gunnery: **BV: 274**

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
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Weapons Inventory

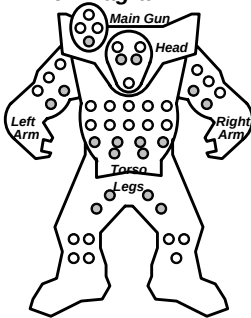
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Heavy Medium Laser	10	-	3	6	9
Right Arm:	---	-	-	-	-	-
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Torso B:	---	-	-	-	-	-
Ammo: LRM 1(6)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: Hydra

Tons: 6 MP Walk/Run/Jump:4/6/-

Gunnery: BV: 139

Hit Locations and Critical Hits

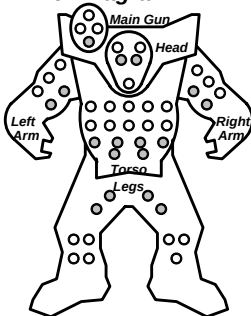
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no Long range shots			
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Streak SRM 3	2/hit	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	Micro Pulse Laser	3	-	1	2	3
Torso B:	---	-	-	-	-	-
Ammo: Streak 3(10)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Hydra

Tons: 6 MP Walk/Run/Jump:4/6/-

Gunnery: BV: 139

Hit Locations and Critical Hits

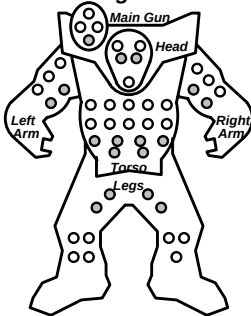
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Torso B:	---	-	-	-	-	-
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Armor Diagram



Proto Type: Hydra

Tons: 6 MP Walk/Run/Jump:4/6/-

Gunnery: BV: 139

Hit Locations and Critical Hits

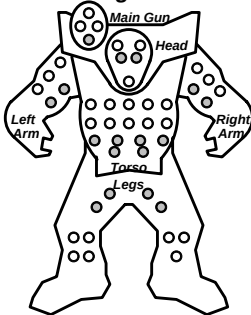
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Armor Diagram



Proto Type: Hydra

Tons: 6 MP Walk/Run/Jump:4/6/-

Gunnery: BV: 139

Hit Locations and Critical Hits

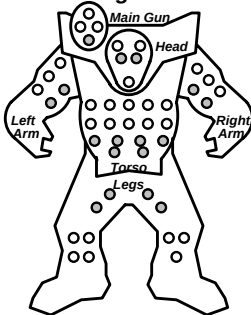
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Torso B:	---	-	-	-	-	-
Ammo: Streak 3(10)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Hydra

Tons: 6 MP Walk/Run/Jump:4/6/-

Gunnery: BV: 139

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Weapons Inventory

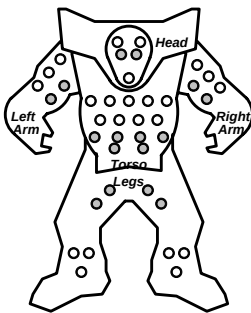
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Streak SRM 3	2/hit	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	Micro Pulse Laser	3	-	1	2	3
Torso B:	---	-	-	-	-	-
Ammo: Streak 3(10)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: Hydra 3

Tons: 6 MP Walk/Run/Jump: 5/8/5

Gunnery: BV: 202

Hit Locations and Critical Hits

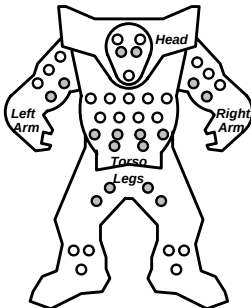
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	LRM 6	1/hit	—	7	14	21
Torso B:	—	—	—	—	—	—
Ammo: LRM 6(10)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Hydra 3

Tons: 6 MP Walk/Run/Jump: 5/8/5

Gunnery: BV: 202

Hit Locations and Critical Hits

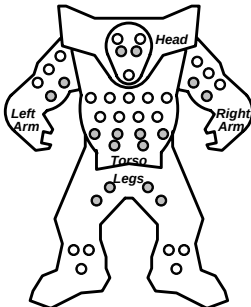
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	LRM 6	1/hit	—	7	14	21
Torso B:	—	—	—	—	—	—
Ammo: LRM 6(10)						

Pilot Hits Taken	1	2	3	4	5	6
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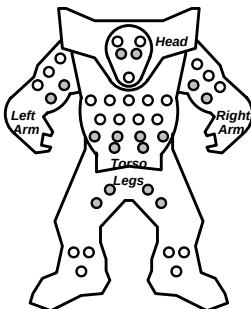
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Torso B:	—	—	—	—	—	—
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Proto Type: Hydra 3

Tons: 6 MP Walk/Run/Jump: 5/8/5

Gunnery: BV: 202

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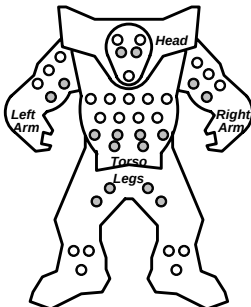
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Armor Diagram



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Weapons Inventory

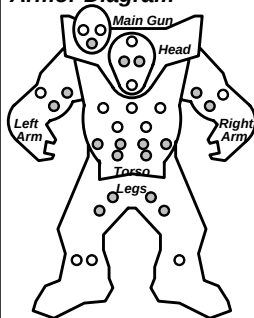
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
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Torso B:	—	—	—	—	—	—
Ammo: LRM 6(10)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: Hydra 2

Tons: 6 MP Walk/Run/Jump:4/6/3

Gunnery: BV: 195

Hit Locations and Critical Hits

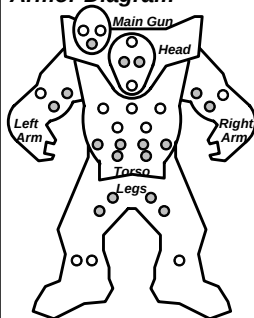
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Streak SRM 5	2/hit	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-
Ammo: Streak 5(10)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Hydra 2

Tons: 6 MP Walk/Run/Jump:4/6/3

Gunnery: BV: 195

Hit Locations and Critical Hits

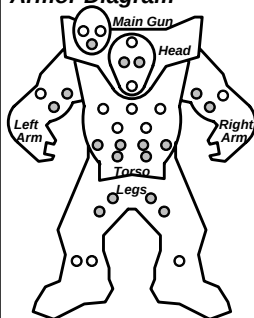
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Weapons Inventory

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Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-
Ammo: Streak 5(10)						

Pilot Hits Taken	1	2	3	4	5	6
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Armor Diagram



Proto Type: Hydra 2

Tons: 6 MP Walk/Run/Jump:4/6/3

Gunnery: BV: 195

Hit Locations and Critical Hits

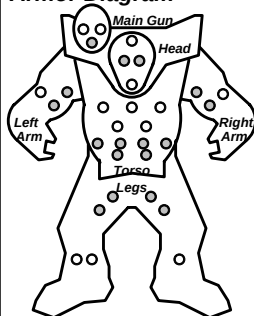
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Weapons Inventory

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Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-
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Pilot Hits Taken	1	2	3	4	5	6
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Armor Diagram



Proto Type: Hydra 2

Tons: 6 MP Walk/Run/Jump:4/6/3

Gunnery: BV: 195

Hit Locations and Critical Hits

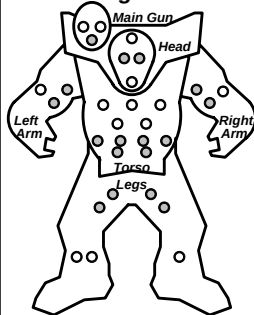
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
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Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-
Ammo: Streak 5(10)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



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Tons: 6 MP Walk/Run/Jump:4/6/3

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Hit Locations and Critical Hits

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Weapons Inventory

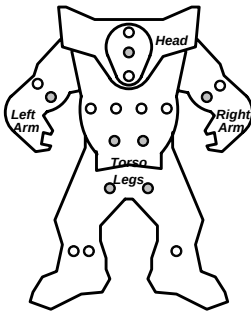
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Streak SRM 5	2/hit	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-
Ammo: Streak 5(10)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: **Harpy**

Tons: **2** MP Walk/Run/Jump: **3/5/3**

Gunnery: **BV: 28**

Hit Locations and Critical Hits

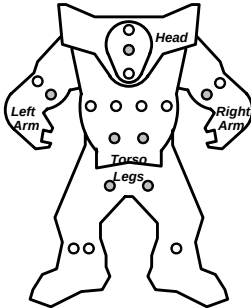
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
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10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	Machine Gun	2	—	1	2	3
Torso B:	—	—	—	—	—	—
Ammo: MG(20)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Harpy**

Tons: **2** MP Walk/Run/Jump: **3/5/3**

Gunnery: **BV: 28**

Hit Locations and Critical Hits

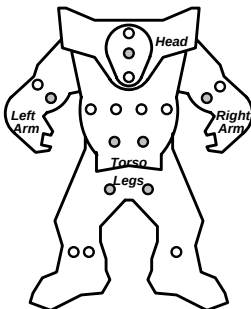
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Weapons Inventory

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Right Arm:	—	—	—	—	—	—
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Ammo: MG(20)						

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Armor Diagram



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Gunnery: **BV: 28**

Hit Locations and Critical Hits

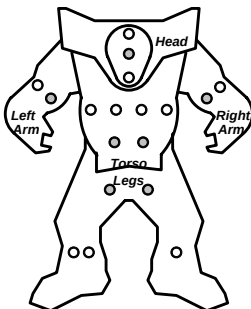
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Gunnery: **BV: 28**

Hit Locations and Critical Hits

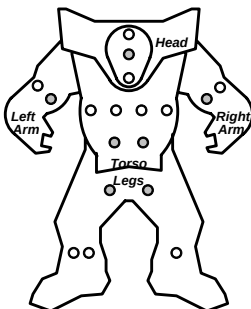
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Torso B:	—	—	—	—	—	—
Ammo: MG(20)						

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Armor Diagram



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Gunnery: **BV: 28**

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Weapons Inventory

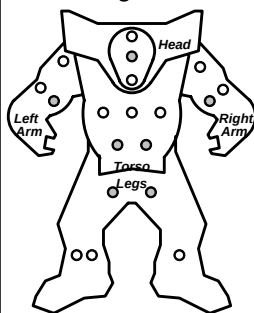
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Right Arm:	—	—	—	—	—	—
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Ammo: MG(20)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: **Harpy 3**

Tons: **2** MP Walk/Run/Jump: **5/8/-**

Gunnery: **BV: 31**

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
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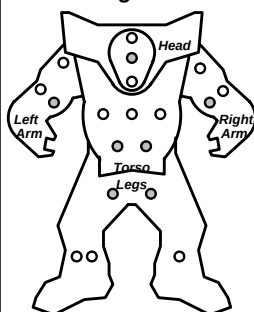
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	Light Machine Gun	1	—	2	4	6
Left Arm:	—	—	—	—	—	—
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—

Ammo: LMG(10)

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Harpy 3**

Tons: **2** MP Walk/Run/Jump: **5/8/-**

Gunnery: **BV: 31**

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
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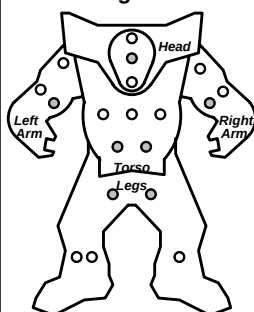
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Ammo: LMG(10)

Pilot Hits Taken	1	2	3	4	5	6
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Armor Diagram



Proto Type: **Harpy 3**

Tons: **2** MP Walk/Run/Jump: **5/8/-**

Gunnery: **BV: 31**

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	

* Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

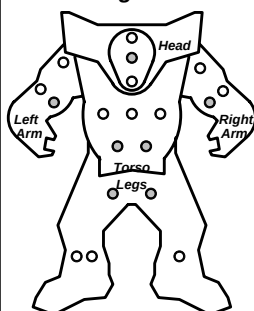
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	Light Machine Gun	1	—	2	4	6
Left Arm:	—	—	—	—	—	—
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—

Ammo: LMG(10)

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Harpy 3**

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Gunnery: **BV: 31**

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* Roll 1D6:
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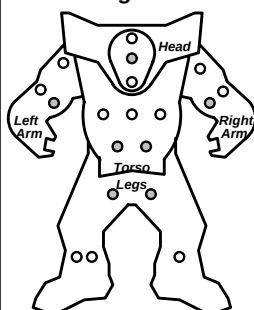
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	Light Machine Gun	1	—	2	4	6
Left Arm:	—	—	—	—	—	—
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—

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Armor Diagram



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1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	Light Machine Gun	1	—	2	4	6
Left Arm:	—	—	—	—	—	—
Torso A:	—	—	—	—	—	—
Torso B:	—	—	—	—	—	—

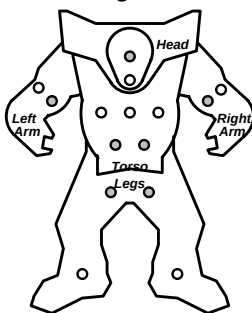
Ammo: LMG(10)

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: **Harpy 2**

Tons: **2** MP Walk/Run/Jump: **3/5/3**

Gunnery: **BV: 27**

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
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no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

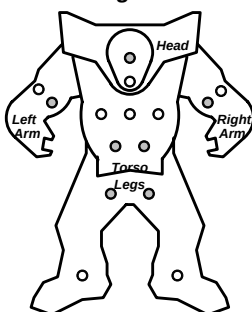
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Micro Laser	2	—	1	2	4
Torso B:	—	—	—	—	—	—

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Harpy 2**

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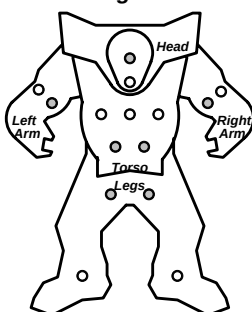
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Micro Laser	2	—	1	2	4
Torso B:	—	—	—	—	—	—

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
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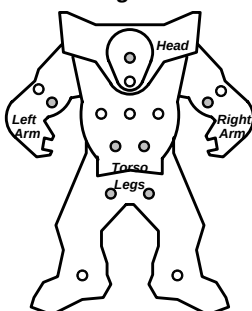
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Micro Laser	2	—	1	2	4
Torso B:	—	—	—	—	—	—

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
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Armor Diagram



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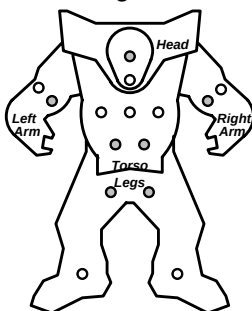
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Micro Laser	2	—	1	2	4
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Ammo:

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Armor Diagram



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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
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Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Micro Laser	2	—	1	2	4
Torso B:	—	—	—	—	—	—

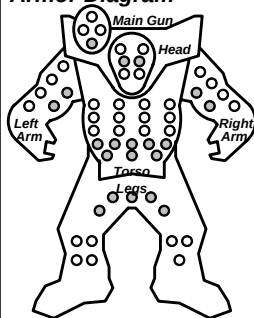
Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: **Gorgon**

Tons: **8** MP Walk/Run/Jump: **4/6/-**

Gunnery: **BV: 213**

Hit Locations and Critical Hits

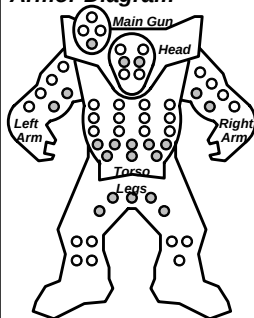
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
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10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	LRM 10	1/hit	-	7	14	21
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	ER Micro Laser	2	-	1	2	4
Torso B:	---	-	-	-	-	-
Ammo: LRM 10(12)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Gorgon**

Tons: **8** MP Walk/Run/Jump: **4/6/-**

Gunnery: **BV: 213**

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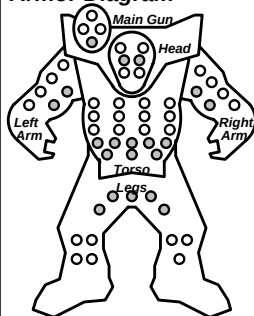
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Armor Diagram



Proto Type: **Gorgon**

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Gunnery: **BV: 213**

Hit Locations and Critical Hits

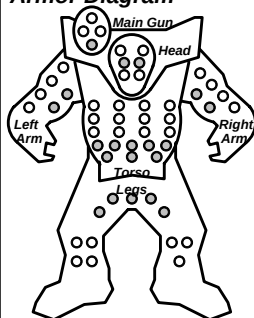
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Armor Diagram



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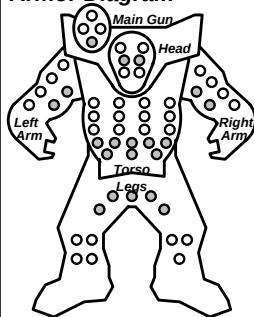
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Ammo: LRM 10(12)						

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Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



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Gunnery: **BV: 213**

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Weapons Inventory

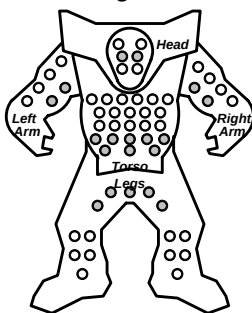
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Torso A:	ER Micro Laser	2	-	1	2	4
Torso B:	---	-	-	-	-	-
Ammo: LRM 10(12)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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Armor Diagram



Proto Type: **Gorgon 3**

Tons: **8** MP Walk/Run/Jump: **5/8/-**

Gunnery: **BV: 190**

Hit Locations and Critical Hits

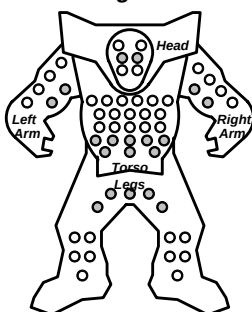
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	SRM 4	2/hit	—	3	6	9
Torso B:	SRM 4	2/hit	—	3	6	9
Ammo: SRM 4(20)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Gorgon 3**

Tons: **8** MP Walk/Run/Jump: **5/8/-**

Gunnery: **BV: 190**

Hit Locations and Critical Hits

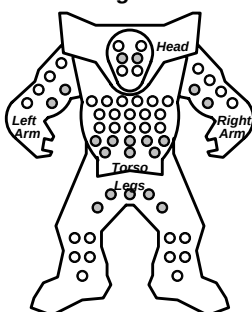
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Armor Diagram



Proto Type: **Gorgon 3**

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Gunnery: **BV: 190**

Hit Locations and Critical Hits

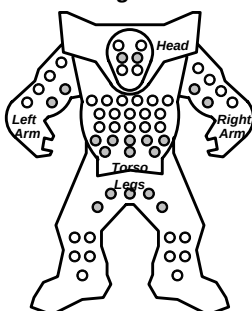
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Tons: **8** MP Walk/Run/Jump: **5/8/-**

Gunnery: **BV: 190**

Hit Locations and Critical Hits

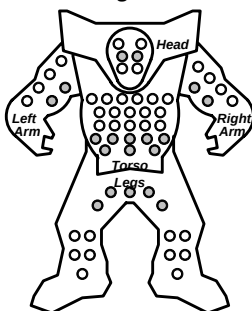
2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	SRM 4	2/hit	—	3	6	9
Torso B:	SRM 4	2/hit	—	3	6	9
Ammo: SRM 4(20)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: **Gorgon 3**

Tons: **8** MP Walk/Run/Jump: **5/8/-**

Gunnery: **BV: 190**

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

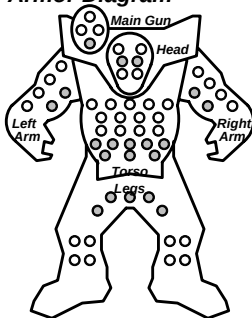
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	SRM 4	2/hit	—	3	6	9
Torso B:	SRM 4	2/hit	—	3	6	9
Ammo: SRM 4(20)						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: Gorgon 2

Tons: 8 MP Walk/Run/Jump:4/6/4

Gunnery: BV: 251

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
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no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

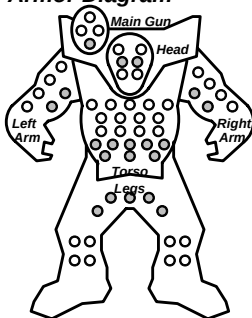
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Medium Pulse Laser	7	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Gorgon 2

Tons: 8 MP Walk/Run/Jump:4/6/4

Gunnery: BV: 251

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
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* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

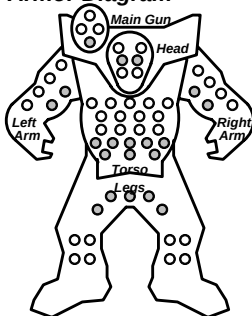
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Medium Pulse Laser	7	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Gorgon 2

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Gunnery: BV: 251

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no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

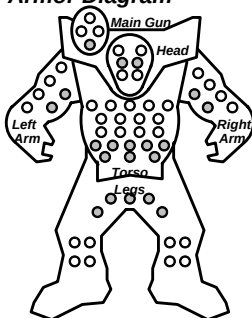
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Medium Pulse Laser	7	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Gorgon 2

Tons: 8 MP Walk/Run/Jump:4/6/4

Gunnery: BV: 251

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no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

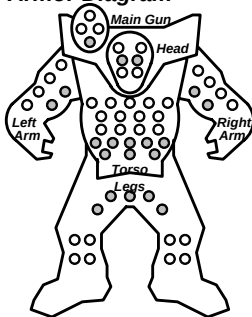
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Medium Pulse Laser	7	-	4	8	12
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



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Tons: 8 MP Walk/Run/Jump:4/6/4

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LOCATION	TYPE	Dmg	Min	S	M	L
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Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	---	-	-	-	-	-
Torso B:	---	-	-	-	-	-

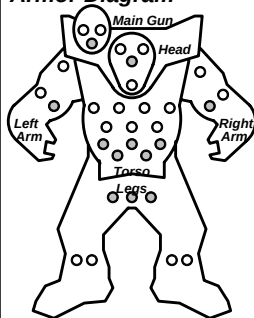
Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: Centaur

Tons: 5 MP Walk/Run/Jump: 6/9/-

Gunnery: BV: 140

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
4 Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	

* Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

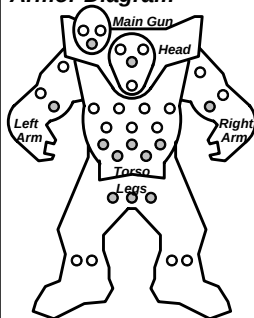
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Micro Laser	2	-	1	2	4
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	SRM 2	2/hit	-	3	6	9
Torso B:	LRM 3	1/hit	-	7	14	21

Ammo: SRM 2(10), LRM 3(8)

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Centaur

Tons: 5 MP Walk/Run/Jump: 6/9/-

Gunnery: BV: 140

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
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6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	

* Roll 1D6:
1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed

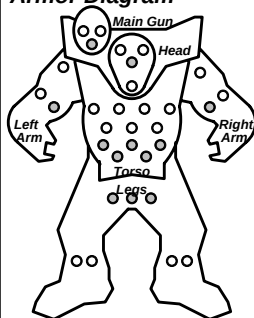
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Micro Laser	2	-	1	2	4
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
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Armor Diagram



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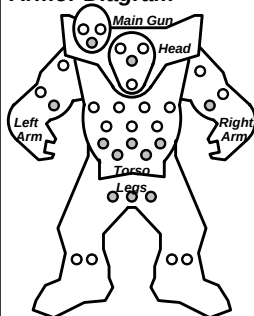
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Micro Laser	2	-	1	2	4
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
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Pilot Hits Taken	1	2	3	4	5	6
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Armor Diagram



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Gunnery: BV: 140

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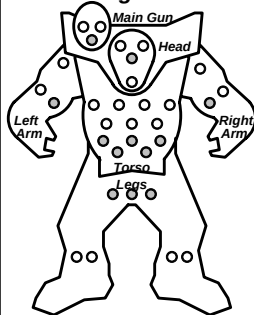
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Micro Laser	2	-	1	2	4
Right Arm:	---	-	-	-	-	-
Left Arm:	---	-	-	-	-	-
Torso A:	SRM 2	2/hit	-	3	6	9
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Pilot Hits Taken	1	2	3	4	5	6
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Armor Diagram



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Gunnery: BV: 140

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2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	ER Micro Laser	2	-	1	2	4
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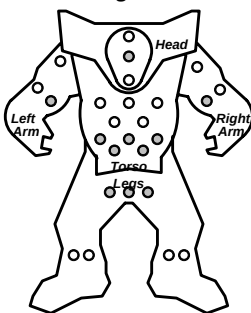
Ammo: SRM 2(10), LRM 3(8)

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: Centaur 3

Tons: 5 MP Walk/Run/Jump: 6/9/-

Gunnery: BV: 198

Hit Locations and Critical Hits

2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
2 Main Gun	☐ Main Gun Destroyed		
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12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

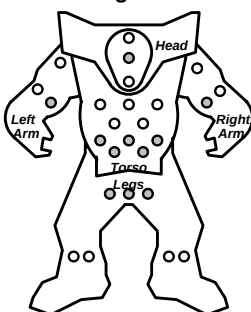
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Medium Laser	7	—	5	10	15
Torso B:	—	—	—	—	—	—

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Centaur 3

Tons: 5 MP Walk/Run/Jump: 6/9/-

Gunnery: BV: 198

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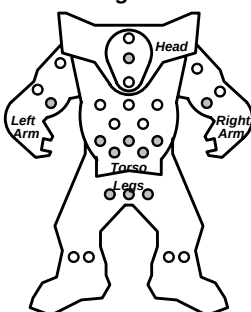
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Armor Diagram



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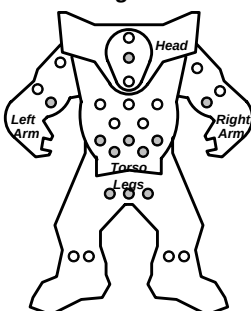
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
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Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
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Ammo:

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Armor Diagram



Proto Type: Centaur 3

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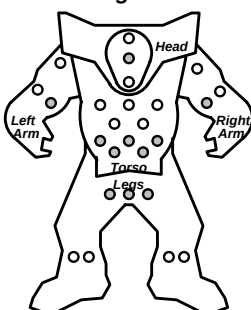
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LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
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Ammo:

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Armor Diagram



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Gunnery: BV: 198

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2D6 LOCATION	1st HIT	2nd HIT	3rd HIT
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5,9 Legs	☐ -1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8 Torso	☐ -1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10 Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12 Head	☐ +1 to Hit	☐ +2 to Hit	
no Long range shots			
* Roll 1D6: 1-2, Torso Weapon A Destroyed; 3-4, Torso Weapon B Destroyed			

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	—	—	—	—	—
Right Arm:	—	—	—	—	—	—
Left Arm:	—	—	—	—	—	—
Torso A:	ER Medium Laser	7	—	5	10	15
Torso B:	—	—	—	—	—	—

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead