

PROTOMECH RECORD FORM

Proto Type: _____ Tonnage: _____

L. Arm	Gun	Head	Torso	Legs	R. Arm
Destroyed					
1-3 4-6		1-3 4-6		1-3 4-6	
		1-3 4-6			

Criticals Taken:

Right Arm: +1 to Hit (1)
 Left Arm: +1 to Hit (1)
 Legs: -1 Walk MP (1)
 1/2 Walk MP (2)
 Torso: -1 Jump (1)
 1/2 Jump (2)
 Head: +1 to Hit (1)

A destroyed head gives a +2 to Hit, and no long range shots allowed

Weapons Inventory

Type	Dam.	Min.	Short	Med.	Long
Main Gun	_____	_____	_____	_____	_____
Right Arm	_____	_____	_____	_____	_____
Left Arm	_____	_____	_____	_____	_____
Torso A	_____	_____	_____	_____	_____
Torso B	_____	_____	_____	_____	_____
Ammo:	_____				

Movement:

Walking: _____
 Running: _____
 Jumping: _____
 Gunnery: _____

HitsTaken	1	2	3	4	5	6
Consciousness	3	5	7	10	11	Dead

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Ammo:	_____				

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Protomech Hit Location Table

2D6	Hit Location
2	Main Gun
3	Near Miss
4	Right Arm
5	Legs
6-8	Torso
9	Legs
10	Left Arm
11	Near Miss
12	Head

Internal Critical Table

Internal	1st Critical	2nd Critical
0	-	-
1	1	-
2	1	2
3	2	3
4	2	4