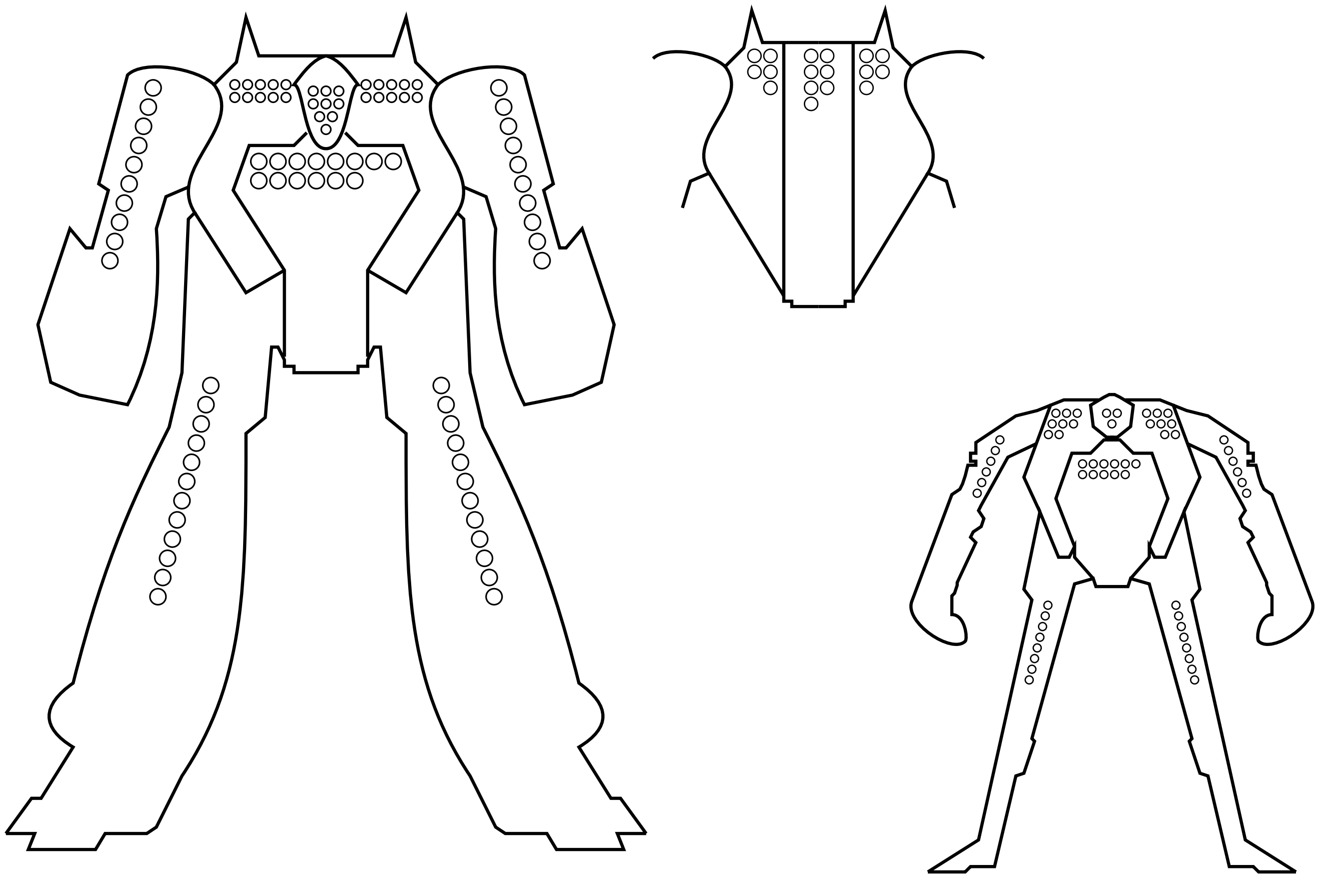
PNT-9R Panther



CRITICALS

LEFT ARM
1:Shoulder
2:Upper Arm Actuator
3:Lower Arm Actuator
4:Hand Actuator
5:
6:

1:
2:
3:
4:
5:
6:

HEAD
1:Life Support
2:Sensors
3:Cockpit
4:
5:Sensors
6:Life Support

RIGHT ARM
1:Shoulder
2:Upper Arm Actuator
3:Lower Arm Actuator
4:Hand Actuator
5:PPC #1
6:PPC #1

1:PPC #1
2:
3:
4:
5:
6:

LEFT TORSO
1:Heat Sink
2:Heat Sink
3:Heat Sink
4:Ammo (SRM) 25
5:
6:

1:
2:
3:
4:
5:
6:

CENTER TORSO
1:Engine
2:Engine
3:Engine
4:Gyro
5:Gyro
6:Gyro

1:Gyro
2:Engine
3:Engine
4:Engine
5:SRM-4
6:

RIGHT TORSO
1:
2:
3:Jump Jet
4:
5:
6:

1:
2:
3:
4:
5:
6:

LEFT LEG
1:Hip
2:Upper Leg Actuator
3:Lower Leg Actuator
4:Foot Actuator
5:Jump Jet
6:Jump Jet

Engine Hits
○○○
Gyro Hits
○○
Sensor Hits
○○

RIGHT LEG
1:Hip
2:Upper Leg Actuator
3:Lower Leg Actuator
4:Foot Actuator
5:Jump Jet
6:Jump Jet

STATS

Design:	**PNT-9R Panther**
Tonnage:	35
Movement Points:	4/6/4
Heat Sinks:	13
Armor Factor:	104

WEAPONS	Loc	Dam	Heat	Range
SRM-4	CT	2ea	3	3
PPC	RA	10	10	6

AMMUNITION

AC Rounds: - MG: -
S.R.M. Packs: 25
L.R.M. Packs: -

WARRIOR

Name: Doofus Boy				Edge: 0	
Gunnery: 5		Piloting: 6		Hits Taken: 0	
1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)
Kills: 0		Influence: 0		$8,100	

MODIFIERS

BASE TO-HIT NUMBERS:
Short 5, Medium 7, Long, 9

TERRAIN MODIFIERS TO FIRE:
Light woods: +1 per hex
Heavy woods: +2 per hex
Water, Level 1: -1, attack as Punch
Water, Level 2: no firing in nor out
Partial cover: +3, attack as punch
Firing when down: +2
Firing at prone targets: -2 from adjacent hex; -1 all others
Firing at second target: +1

MOVEMENT MODIFIERS TO FIRE:
Attacker stationary: +0 Walked: +1 Ran: +2
Attacker Jumped N hexes: +N, min 3
Target moved 0-2 hexes: +0 3-4: +1 5-6: +2 7-9: +3 10+: +4
Target jumped: +1

CRITICAL HIT EFFECTS (2d6):
2-7: 0 8-9: 1 10-11: 2 12: Limb blown off or 3 criticals

HEAT POINTS
Walking: +1 Running: +2 Jumping: +1/hex, minimum 3
Standing: +1/attempt
1st engine hit: +5 2nd hit: +10
Fire: Walking through: +2/hex Standing in: +5/turn

HIT LOCATION TABLE / MISSILE HIT TABLE

2d6	LS	F/B	RS	2	4	5	6	10	15	20
2	LT!	CT!	RT!	1	1	1	2	3	5	6
3	LL	RA	RL	1	2	2	2	3	5	6
4	LA	RA	RA	1	2	2	3	4	6	9
5	LA	RL	RA	1	2	3	3	6	9	12
6	LL	RT	RL	1	2	3	4	6	9	12
7	LT	CT	RT	1	3	3	4	6	9	12
8	CT	LT	CT	2	3	3	4	6	9	12
9	RT	LL	LT	2	3	4	5	8	12	16
10	RA	LA	LA	2	3	4	5	8	12	16
11	RL	LA	LL	2	4	5	6	10	15	20
12	HD	HD	HD	2	4	5	6	10	15	20

PUNCH TABLE / KICK TABLE

1d6	LS	F/B	RS	LS	F/B	RS
1	LT	LA	RT	LL	RL	RL
2	LT	LT	RT	LL	RL	RL
3	CT	CT	CT	LL	RL	RL
4	LA	RT	RA	LL	LL	RL
5	LA	RA	RA	LL	LL	RL
6	HD	HD	HD	LL	LL	RL

Movement Mods
Rough: 2 MP
Rubble: 2 MP
Dropping: 1 MP
Standing: 2 MP
Building: 1 MP +1/Light, 2/Medium, 3/Heavy, 4/Hardened

HEAT SCALE
30: Shutdown
29:
28: Ammo 8+
27:
26: Shut 10+
25: -5 MP
24: +4 Fire
23: Ammo 6+
22: Shut 8+
21:
20: -4 MP
19: Ammo 4+
18: Shut 6+
17: +3 Fire
16:
15: -3 MP
14: Shut +4
13: +2 Fire
12:
11:
10: -2 MP
9:
8: +1 Fire
7:
6:
5: -1 MP
4:
3:
2:
1: