

+* +0 +2 +4

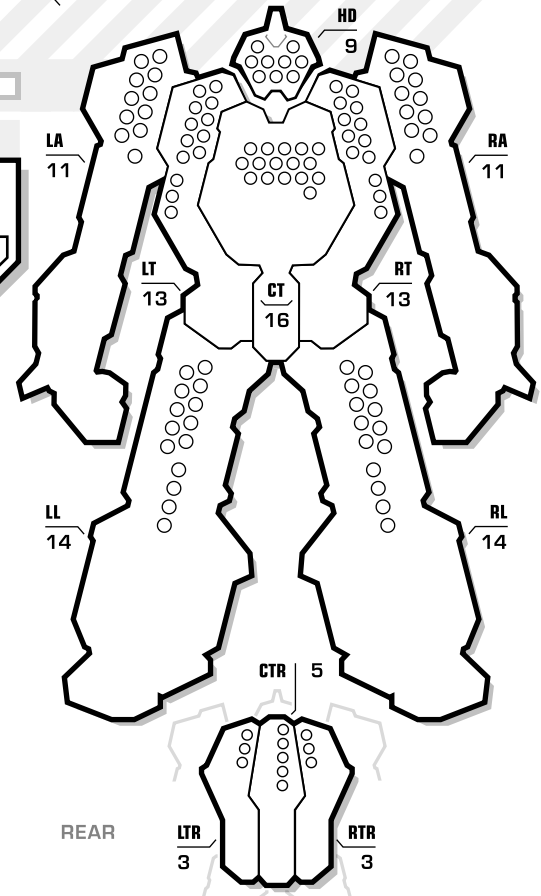
#	Type	Loc	Ht	Dmg	Min	Sh	Md	Lng
1	Gauss Rifle	LT	1	15	2	7	15	22
1	Gauss Rifle	RT	1	15	2	7	15	22
1	ER PPC	LA	15	10	—	7	14	23
1	ER PPC	RA	15	10	—	7	14	23
1	Guardian ECM	CT	0	—	—	—	—	6

PUNCH	LA	8	1
PUNCH	RA	8	1
KICK	Front	16	1
PUSH	Forward	0	1
CHARGE		8 x dst c5	

3+	5+	7+	10+	11+	X
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	Lft	Fnt	Rt
12	HD	HD	HD
11	RL	LA	LL
10	RA	LA	LL
9	RT	LL	LT
8	CT	LT	CT
7	LT	CT	RT
6	LL	RT	RL
5	LA	RL	RA
4	LA	RA	RA
3	LL	RA	RL
2	LT*	CT*	RT*

	Punch			Kick
6	HD	HD	HD	LL
5	LA	RA	RA	LL
4	LA	RT	RA	LL
3	CT	CT	CT	RL
2	LT	LT	RT	RL
1	LT	LA	RT	RL



1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

A diagram of a stylized robot with the following parts and labels:

- LA** (Left Arm): 13
- RA** (Right Arm): 13
- HD** (Head): 3
- LT** (Left Torso): 17
- RT** (Right Torso): 17
- CT** (Center Torso): 25
- LL** (Left Leg): 17
- RL** (Right Leg): 17

A 4x3 grid of circles. The top three rows are complete, each containing 3 circles. The bottom row contains 2 circles, with the leftmost position empty.

30

- 30 Shutdown
- 28 Ammo Exp. avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Exp. avoid on 6+
- 22 Shutdown, avoid on 8+
- 20 -4 Movement Points
- 19 Ammo Exp. avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- 15 -3 Movement Points
- 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- 10 -2 Movement Points
- 8 +1 Modifier to Fire
- 5 -1 Movement Points

Overflow
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