

Name → Vulcan VL-2T

Movement → Walker: 6 5 4 3 2 1
Jump: 6 5 4 3 2 1

Armour → F 8
 B 6

Gunnery: 10
 4

Heat dissipation
Mass number

#	Weapon	Arc	Ht	Min	Eff	Acc	Shots	Dmg	Sp
1	Autocannon/2	F	1	5	24	0	1	2	
1	Medium Laser	F	3	-	9	0	1	5	
1	Machine Gun	FL	-	-	3	0	1	2	
1	Flamer	FR	3	-	3	0	1	2	
1	Kick	F	-	-	1	0	1	8	
2	Punch	FL/FR	-	-	1	0	1	4	

Special: anti-infantry

Special: adds heat

AC/2: 45

MG: 200

Weapon count, name, arcs, heat, ranges, accuracy, shots, damage, special

Ammunition count

Critical hits →

1-20 Ammo: AC/2 <input type="checkbox"/>	253-364 Gyro <input type="checkbox"/>	717-736 Machine Gun <input type="checkbox"/>
21-40 Ammo: MG <input type="checkbox"/>	365-384 Heat Sink <input type="checkbox"/>	737-756 Medium Laser <input type="checkbox"/>
41-60 Autocannon/2 <input type="checkbox"/>	385-520 Jump Jet <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	757-816 Right Arm Actuators <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
61-64 Cockpit 	521-580 Left Arm Actuators <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	817-824 Sensors <input type="checkbox"/> <input type="checkbox"/>
65-232 Engine <input type="checkbox"/> <input type="checkbox"/>	581-708 Leg Actuators <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
233-252 Flamer <input type="checkbox"/>	709-716 Life Support <input type="checkbox"/>	