

Tech Base: Inner Sphere - Level 2  
Mech Type: Biped  
Tonnage: 65

Movement:  
Walking: 4  
Running: 6  
Jumping: 4

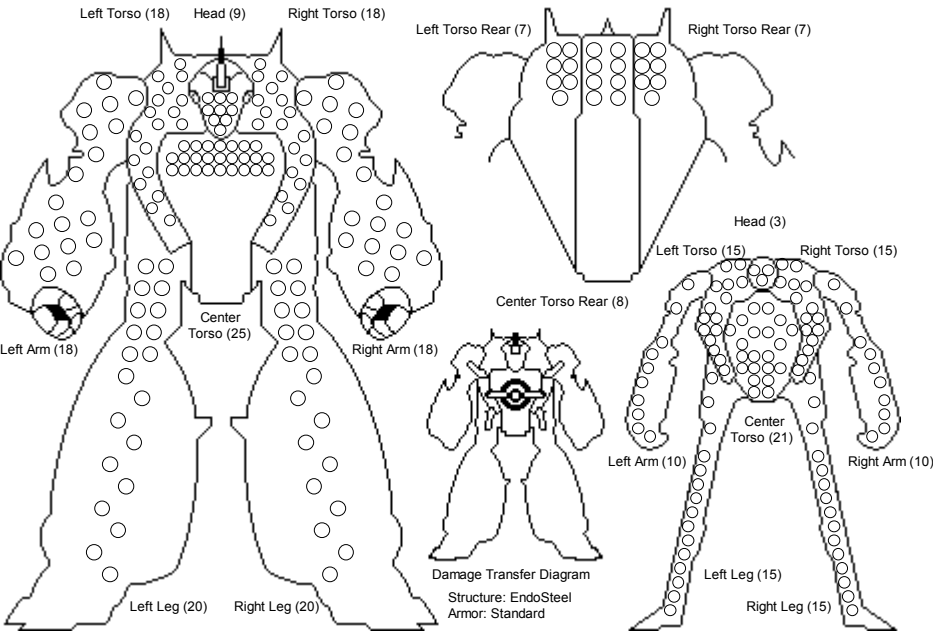
**Weapons and Equipment**

#	Type	Loc
1	Medium Laser	LA
1	SRM 4	LA
1	LRM 20	LT
2	Medium Laser	RT
1	SRM 4	RT
1	LB 10-X AC	RA

**Ammo**

LRM 20 Ammo (12)  
SRM 4 Ammo (25)  
LB 10-X AC Ammo - Cluster (10)  
LB 10-X AC Ammo - Slug (10)

Max weapon heat: 23  
Max heat dissipation: 20  
Heat sink type: Double  
OOOOOOOO



**Weapon Range Data (hexes)**

Weapon	BTH mod	Heat	Dam	Min	Short	Med	Long
LB 10-X AC	-1	2	1	-	6	12	18
LRM 20	-	6	1	6	7	14	21
Medium Laser (x3)	-	3	5	-	3	6	9
SRM 4 (x2)	-	3	2	-	3	6	9

Pilot Name: \_\_\_\_\_  
Gunnery: \_\_\_\_\_ Piloting: \_\_\_\_\_

Hits Taken:  
1st 2nd 3rd 4th 5th 6th  
(3) (5) (7) (10) (11) (Dead)

**Critical Hit Table**

<p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>SRM 4</li> <li>Medium Laser</li> <li>EndoSteel</li> </ol> <p>1. EndoSteel 2. EndoSteel 3. EndoSteel 4. EndoSteel 5. Roll Again 6. Roll Again</p> <p><b>Left Torso [CASE]</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>LRM 20</li> <li>LRM 20</li> <li>LRM 20</li> </ol> <p>1. LRM 20 2. LRM 20 3. @LRM 20 (6) 4. @LRM 20 (6) 5. EndoSteel 6. CASE</p> <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>EndoSteel</li> </ol>	<p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>EndoSteel</li> <li>Sensors</li> <li>Life Support</li> </ol> <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. Jump Jet 6. Jump Jet</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;"> <p>Engine hits: OOO Gyro hits: OO Sensor hits: OO Life Support hits: O</p> </div> <p>Battle Value: 1312 Cost: 12 486 651</p>	<p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>LB 10-X AC</li> <li>LB 10-X AC</li> <li>LB 10-X AC</li> </ol> <p>1. LB 10-X AC 2. LB 10-X AC 3. LB 10-X AC 4. EndoSteel 5. EndoSteel 6. EndoSteel</p> <p><b>Right Torso [CASE]</b></p> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>SRM 4</li> <li>Medium Laser</li> <li>Medium Laser</li> </ol> <p>1. @SRM 4 (25) 2. @LB 10-X AC [Cluster] (10) 3. @LB 10-X AC [Slug] (10) 4. EndoSteel 5. EndoSteel 6. CASE</p> <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>EndoSteel</li> </ol>
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**Heat Scale**

_[30]	Shutdown
_[29]	
_[28]	Ammo Explosion, avoid on 8+
_[27]	
_[26]	Shutdown, avoid on 10+
_[25]	-5 Movement points
_[24]	+4 Modifier to fire
_[23]	Ammo explosion, avoid on 6+
_[22]	Shutdown, avoid on 8+
_[21]	
_[20]	-4 Movement points
_[19]	Ammo explosion, avoid on 4+
_[18]	Shutdown, avoid on 6+
_[17]	+3 Modifier to fire
_[16]	
_[15]	-3 Movement points
_[14]	Shutdown, avoid on 4+
_[13]	+2 Modifier to fire
_[12]	
_[11]	
_[10]	-2 Movement points
_[09]	
_[08]	+1 Modifier to fire
_[07]	
_[06]	
_[05]	-1 Movement points
_[04]	
_[03]	
_[02]	
_[01]	
_[00]	