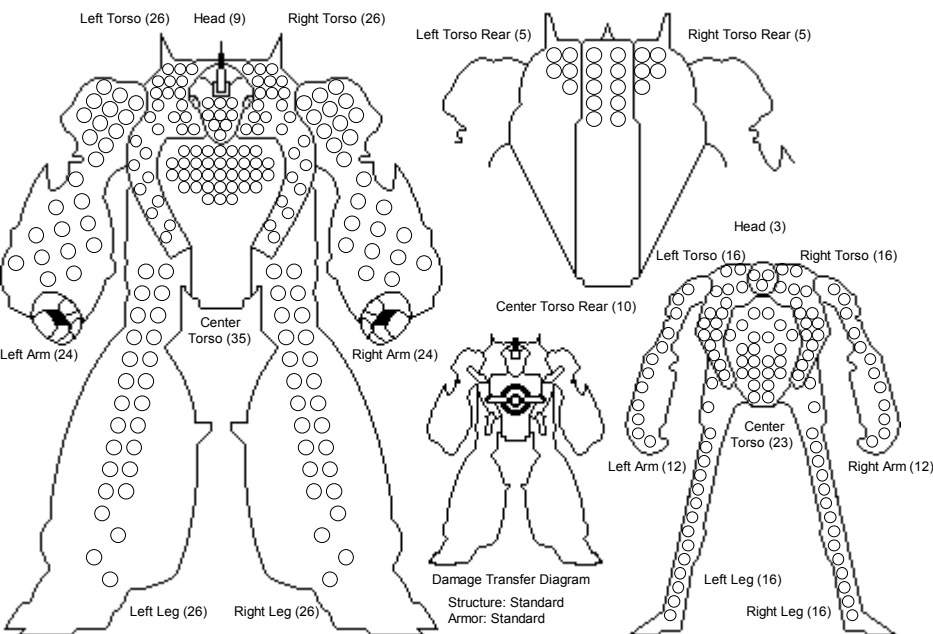




Weapon Range Data (hexes)

Weapon	BTH mod	Heat	Dam	Min	Short	Med	Long
AMS	-	1	1	-	-	-	-
Autocannon/20	-	7	20	-	3	6	9
Large Laser	-	8	8	-	5	10	15
Medium Laser (x3)	-	3	5	-	3	6	9
SRM 6 (x2)	-	4	2	-	3	6	9

Tech Base: Inner Sphere - Level 2
Mech Type: Biped
Tonnage: 75

Movement:

Walking: 4
Running: 6
Jumping: 0

Weapons and Equipment

#	Type	Loc
1	SRM 6	LA
1	Large Laser	LT
1	AMS	LT
2	Medium Laser	RT
1	Medium Laser	RT (R)
1	Autocannon/20	RA/RT
1	SRM 6	CT

Ammo

AMS Ammo (12)
SRM 6 Ammo (30)
Autocannon/20 Ammo (10)

Max weapon heat: 33

Max heat dissipation: 28

Heat sink type: Double

OOOOOOOOO
OOOO

Pilot Name:

Gunnery: Piloting:

Hits Taken:

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

Critical Hit Table

Left Arm 1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. SRM 6 6. SRM 6	Head 1. Life Support 2. Sensors 3. Cockpit 4. <i>Roll Again</i> 5. Sensors 6. Life Support	Right Arm 1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Autocannon/20 5. Autocannon/20 6. Autocannon/20
1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. <i>Roll Again</i> 5. <i>Roll Again</i> 6. <i>Roll Again</i>	Center Torso 1. XL Engine 2. XL Engine 3. XL Engine 4. Gyro 5. Gyro 6. Gyro	1. Autocannon/20 2. Autocannon/20 3. Autocannon/20 4. Autocannon/20 5. Autocannon/20 6. Autocannon/20
Left Torso [CASE] 1. XL Engine 2. XL Engine 3. XL Engine 4. Large Laser 5. Large Laser 6. AMS	1. Gyro 2. XL Engine 3. XL Engine 4. XL Engine 5. SRM 6 6. SRM 6	Right Torso [CASE] 1. XL Engine 2. XL Engine 3. XL Engine 4. Autocannon/20 5. Medium Laser 6. Medium Laser
1. @AMS (12) 2. @SRM 6 (15) 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. CASE	Engine hits: OOO Gyro hits: OO Sensor hits: OO Life Support hits: O	1. @Autocannon/20 (5) 2. @Autocannon/20 (5) 3. (R) Medium Laser 4. @SRM 6 (15) 5. <i>Roll Again</i> 6. CASE
Left Leg 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. <i>Roll Again</i> 6. <i>Roll Again</i>	Battle Value: 1237 Cost: 15 288 000	Right Leg 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. <i>Roll Again</i> 6. <i>Roll Again</i>

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]