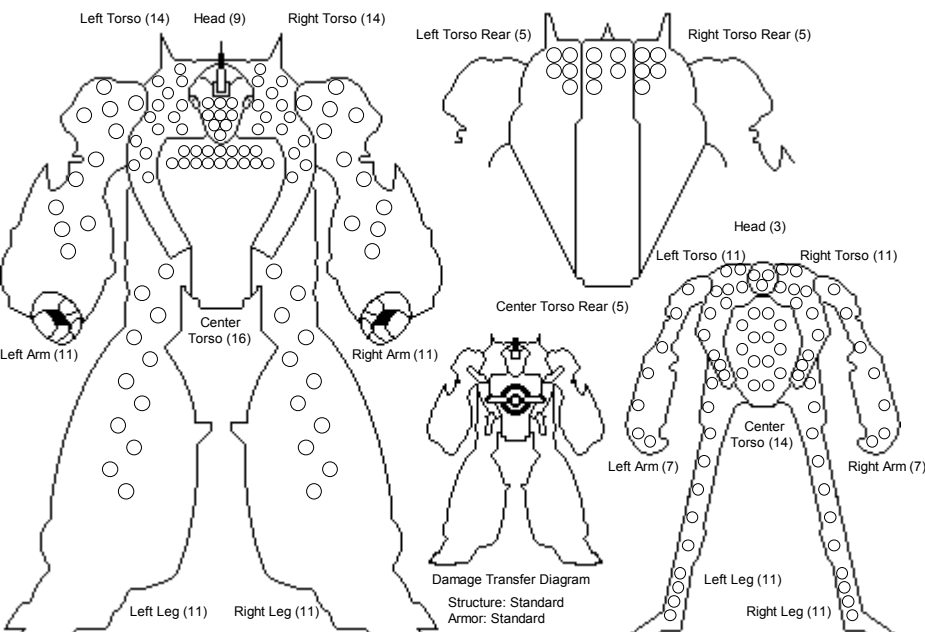




Weapon Range Data (hexes)

Weapon	BTH mod	Heat	Dam	Min	Short	Med	Long
Autocannon/10	-	3	10	-	5	10	15
Medium Laser (x2)	-	3	5	-	3	6	9
SRM 4 (x2)	-	3	2	-	3	6	9

Tech Base: Inner Sphere - Level 2
Mech Type: Biped
Tonnage: 45

Movement:

Walking: 4
Running: 6
Jumping: 0

Weapons and Equipment

#	Type	Loc
1	SRM 4	LA
1	Medium Laser	LT
1	Autocannon/10	LT
1	Medium Laser	RT
1	SRM 4	RA

Ammo

SRM 4 Ammo (25)
Autocannon/10 Ammo (20)

Max weapon heat: 15
Max heat dissipation: 10
Heat sink type: Single
OOOOOOOOOO

Pilot Name:

Gunnery: Piloting:

Hits Taken:

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

Critical Hit Table

Left Arm

- Shoulder
- Upper Arm Actuator
- SRM 4
- Roll Again*
- Roll Again*
- Roll Again*

Head

- Life Support
- Sensors
- Cockpit
- Roll Again*
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- SRM 4
- Roll Again*
- Roll Again*
- Roll Again*

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

Left Torso

- Roll Again*
 - Roll Again*
 - Roll Again*
 - Roll Again*
 - Roll Again*
 - Roll Again*
- Autocannon/10
 - Autocannon/10
 - Autocannon/10
 - Autocannon/10
 - Autocannon/10
 - Autocannon/10
- Autocannon/10
 - Medium Laser
 - @Autocannon/10 (10)
 - @Autocannon/10 (10)
 - Roll Again*
 - Roll Again*

- Gyro
- Engine
- Engine
- Engine
- Roll Again*
- Roll Again*

Engine hits: OOO
Gyro hits: OO
Sensor hits: OO
Life Support hits: O

Right Torso [CASE]

- Medium Laser
- @SRM 4 (25)
- Heat Sink
- Heat Sink
- Heat Sink
- Roll Again*

- Roll Again*
- Roll Again*
- Roll Again*
- Roll Again*
- Roll Again*
- CASE

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again*
- Roll Again*

Battle Value: 660
Cost: 3 171 875

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again*
- Roll Again*

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]