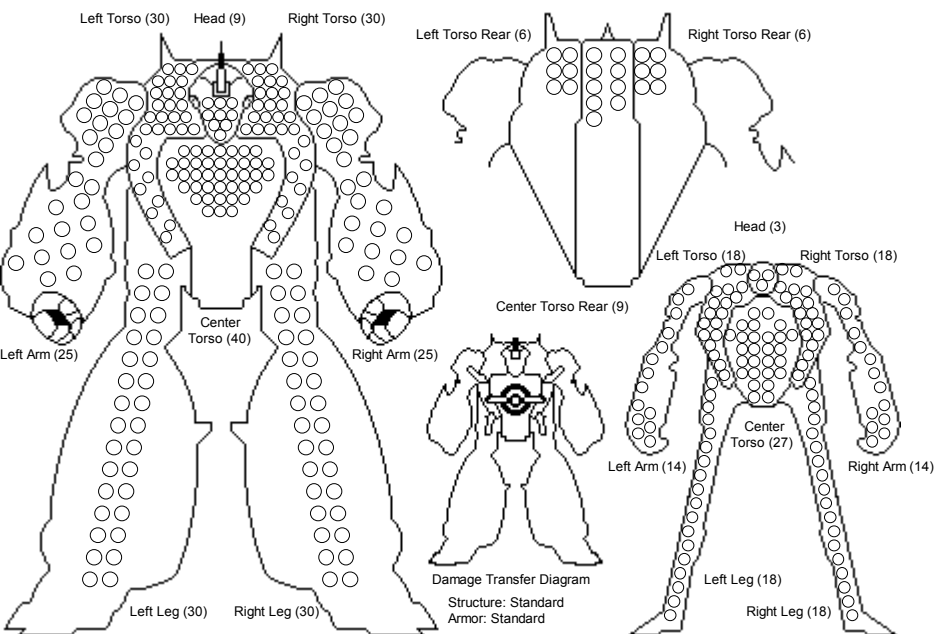




Weapon Range Data (hexes)

Weapon	BTH mod	Heat	Dam	Min	Short	Med	Long
Autocannon/10	-	3	10	-	5	10	15
LRM 15	-	5	1	6	7	14	21
Large Laser	-	8	8	-	5	10	15
Medium Laser (x2)	-	3	5	-	3	6	9
Small Laser	-	1	3	-	1	2	3

Critical Hit Table

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- @Autocannon/10 (10)
- @Autocannon/10 (10)
- Heat Sink
- Heat Sink
- Heat Sink

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

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

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

Battle Value: 1314
Cost: 7 157 280

Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- LRM 15
- LRM 15
- LRM 15
- @LRM 15 (8)
- @LRM 15 (8)
- Heat Sink

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

Right Leg

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

Tech Base: Inner Sphere - Level 2
Mech Type: Biped
Tonnage: 85

Movement:

Walking: 3
Running: 5
Jumping: 0

Weapons and Equipment

#	Type	Loc
1	Large Laser	LA
1	Autocannon/10	LT
1	LRM 15	RT
2	Medium Laser	RA
1	Small Laser	H

Ammo

Autocannon/10 Ammo (20)
LRM 15 Ammo (16)

Max weapon heat: 23
Max heat dissipation: 22
Heat sink type: Single

OOOOOOOOOO
OOOOOOOOOO
OO

Pilot Name:

Gunnery: Piloting:

Hits Taken:

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

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]