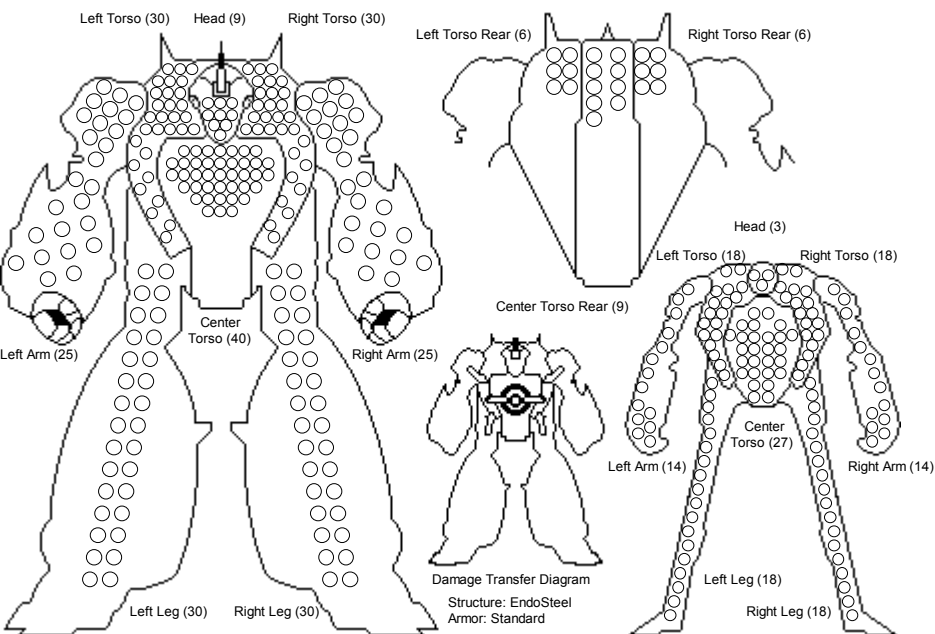




Weapon Range Data (hexes)

Weapon	BTH mod	Heat	Dam	Min	Short	Med	Long
ER Large Laser	-	12	8	-	7	14	19
Gauss Rifle	-	1	15	2	7	15	22
LRM 15	-	5	1	6	7	14	21
Medium Pulse Laser (x2)	-2	4	6	-	2	4	6
Streak SRM 6	-	4	2	-	3	6	9

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

Movement:

Walking: 4
Running: 6
Jumping: 0

Weapons and Equipment

#	Type	Loc
1	ER Large Laser	LA
1	Gauss Rifle	LT
1	Streak SRM 6	LT
1	LRM 15 w/ Artemis IV	RT
2	Medium Pulse Laser	RA

Ammo

Gauss Rifle Ammo (16)
LRM 15 Ammo - Artemis IV (8)
Streak SRM 6 Ammo (15)

Max weapon heat: 30

Max heat dissipation: 28

Heat sink type: Double

OOOOOOOOOO
OOOO

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
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- ER Large Laser

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- Medium Pulse Laser
- Double Heat Sink
- Double Heat Sink

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

Right Torso [CASE]

- XL Engine
- XL Engine
- XL Engine
- LRM 15
- LRM 15
- LRM 15

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

Right Torso

- XL Engine
- XL Engine
- XL Engine
- LRM 15
- LRM 15
- LRM 15

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Streak SRM 6
- Streak SRM 6

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- EndoSteel
- EndoSteel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- EndoSteel
- EndoSteel

Battle Value: 1722
Cost: 20 670 451

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]