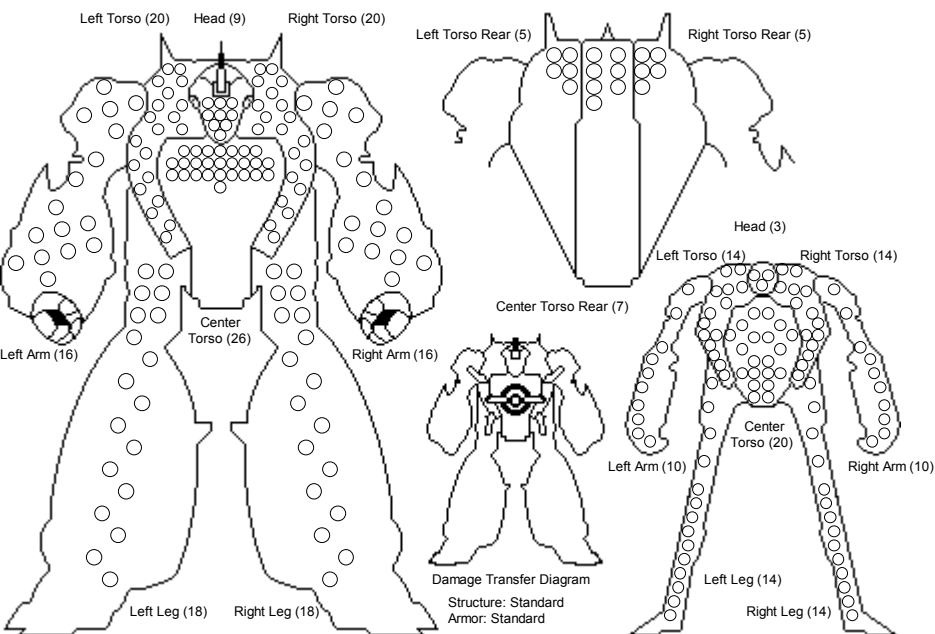




Weapon Range Data (hexes)

Weapon	BTH mod	Heat	Dam	Min	Short	Med	Long
LRM 10 (x2)	-	4	1	6	7	14	21
LRM 5	-	2	1	6	7	14	21
Large Laser	-	8	8	-	5	10	15
Small Laser	-	1	3	-	1	2	3

LN-11H Lance:

Tech Base: Inner Sphere - Level 2
Mech Type: Biped
Tonnage: 60

Movement:

Walking: 4
Running: 6
Jumping: 4

Weapons and Equipment

#	Type	Loc
1	Large Laser	LA
1	LRM 10	LT
1	LRM 10	RT
1	LRM 5	CT
1	Small Laser	H

Ammo

LRM 10 Ammo (24)
LRM 5 Ammo (24)

Max weapon heat: 19
Max heat dissipation: 12
Heat sink type: Single
OOOOOOOOOO
OO

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
- Large Laser
- Large Laser
- Roll Again

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

Left Torso

- LRM 10
- LRM 10
- @LRM 10 (12)
- Jump Jet
- Roll Again
- Roll Again

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- 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: 975
Cost: 5 065 680

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

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

Right Torso

- LRM 10
- LRM 10
- @LRM 10 (12)
- Jump Jet
- Heat Sink
- Heat Sink

- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- 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]