

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

Movement:
Walking: 5
Running: 8
Jumping: 0

Weapons and Equipment

#	Type	Loc
2	Medium Laser	LA
1	LRM 10	LA
1	SRM 2	LT
1	SRM 2	RT
1	LRM 10	RA

Ammo

SRM 2 Ammo (50)
LRM 10 Ammo (24)

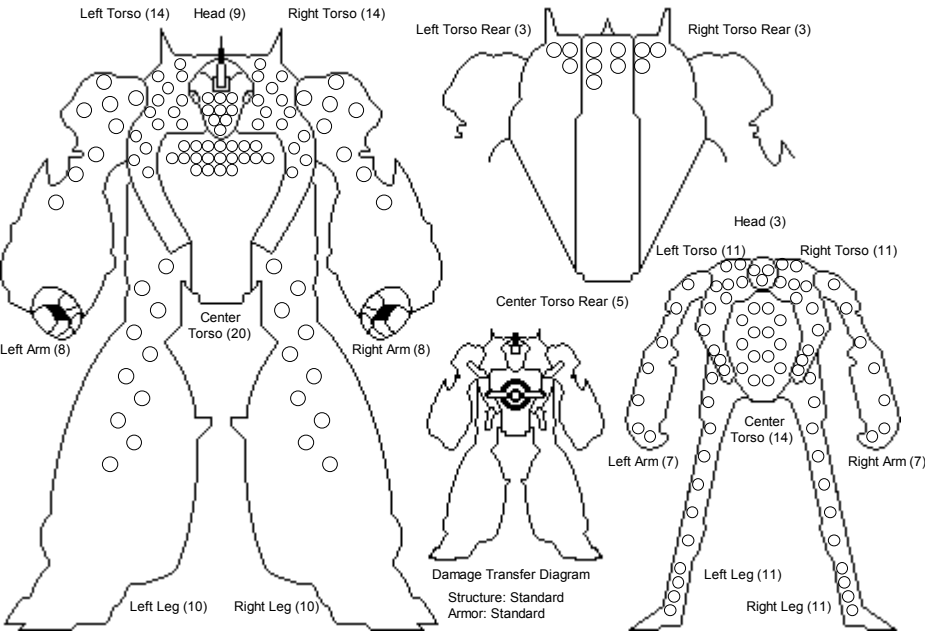
Max weapon heat: 18
Max heat dissipation: 10
Heat sink type: Single
OOOOOOOOO

Pilot Name:

Gunnery: Piloting:

Hits Taken:

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



Weapon Range Data (hexes)

Weapon	BTH mod	Heat	Dam	Min	Short	Med	Long
LRM 10 (x2)	-	4	1	6	7	14	21
Medium Laser (x2)	-	3	5	-	3	6	9
SRM 2 (x2)	-	2	2	-	3	6	9

Critical Hit Table

Left Arm

- Shoulder
- Upper Arm Actuator
- LRM 10
- LRM 10
- @LRM 10 (12)
- Medium Laser

- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- SRM 2
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 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

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- 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: 732
Cost: 3 792 475

Right Arm

- Shoulder
- Upper Arm Actuator
- LRM 10
- LRM 10
- @LRM 10 (12)
- Roll Again

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

Right Torso

- SRM 2
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- @SRM 2 (50)

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

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]