

Tech Base: Inner Sphere - Level 1
Mech Type: Biped
Tonnage: 70

Movement:
Walking: 4
Running: 6
Jumping: 0

Weapons and Equipment

#	Type	Loc
4	Medium Laser	LA
1	Autocannon/5	LT
1	Autocannon/5	RT
	Hatchet	RA

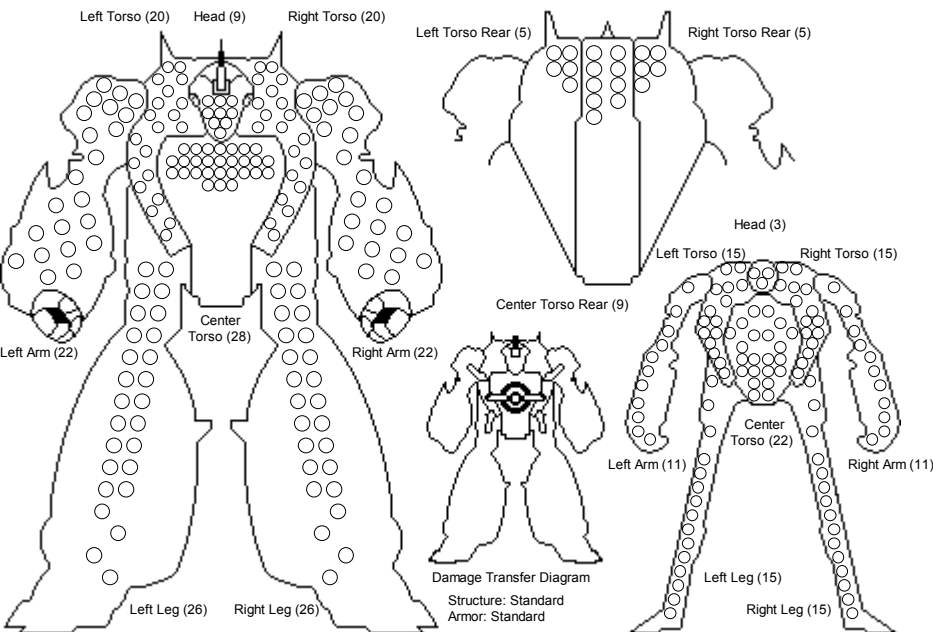
Ammo

Autocannon/5 Ammo (20)

Max weapon heat: 14
Max heat dissipation: 13
Heat sink type: Single
OOOOOOOOO
OOO

Pilot Name:
Gunnery: Piloting:

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



Damage Transfer Diagram
Structure: Standard
Armor: Standard

Weapon Range Data (hexes)

Weapon	BTH mod	Heat	Dam	Min	Short	Med	Long
Autocannon/5 (x2)	-	1	5	3	6	12	18
Medium Laser (x4)	-	3	5	-	3	6	9
Hatchet	-	-	14	-	1	-	-

Critical Hit Table

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Medium Laser
- Medium Laser

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Hatchet
- Hatchet

Center Torso

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

Right Torso

- Hatchet
- Hatchet
- Hatchet
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Autocannon/5
- Autocannon/5
- Autocannon/5
- Autocannon/5
- @Autocannon/5 (20)
- Heat Sink

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

Right Torso

- Autocannon/5
- Autocannon/5
- Autocannon/5
- Autocannon/5
- Heat Sink
- Roll Again

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

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

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

Left Leg

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

Battle Value: 1055
Cost: 5 790 654

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]