

THE DEVELOPER'S SAY

Let's talk about some ancient history to lay a solid framework of how things developed and to provide proper context for current events.

In 1983, Jordan Weisman saw a series of plastic model giant robots at a toy fair. At that time Jordan was co-owner of a game company called FASA Corporation, which was producing games based on various TV and movie properties, as well as publishing game aids for other successful game properties. These robots (soon to be known as "mecha" to American audiences) came from a variety of Japanese animated series, but Jordan instantly knew that giant robots would shortly be very big in the United States. He subsequently licensed those giant robot images from that model toy manufacturer, to use the images in a game.

FASA published the box set game BattleDroids in 1984, with the name changed to BattleTech upon publication of a second-edition box set in 1985. While those first licensed images formed the bedrock visuals for the initial game, BattleTech quickly began creating original images. In 1986, FASA published Technical Readout: 3025, which included twenty-four licensed images, along with sixty-four original illustrations. The game and universe proved wildly successful and put FASA Corporation solidly on the map as one of the big game companies in the industry. Through the next several years, the company published a slew of additional game products for BattleTech, including the launch of a novel line set within the game universe; the first BattleTech novel, Decision at Thunder Rift, came out in 1986.

The year 1988 saw the publication of the first computer game set in the BattleTech universe, The Crescent Hawk's Inception. MechWarrior followed in 1989 (and proved very popular), and The Crescent Hawk's Revenge came out in 1990.

Michael Stackpole's Blood of Kerensky novel trilogy, which appeared in 1990 and 1991, introduced a new and dynamic faction into the Classic BattleTech universe: the Clans. The popularity of the game and novel line—along with the additional property recognition brought by the computer games—convinced ROC (a division of Penguin Putnam) to pick up the novel line from FASA Corporation, starting with Way of the Clans in 1991. (Roc has continued to publish novels set in the Classic BattleTech/MechWarrior universe, with well over a hundred full-length novels reaching publication.)

Another Jordan Weisman experiment became reality in 1990, with the opening of the Virtual World Entertainment BattleTech Center in Chicago: the first fully immersive, public computer simulation, where players sat in "pods" that represented the cockpits of 'Mechs.

With the convergence of these factors—and with a *MechWarrior* 2 computer game already in development (which would become a top seller soon after its 1995 debut and which remains on most "top 10 best games of all time" lists)—work began on an animated series in 1993, with thirteen episodes airing in 1994. During that time, FASA Corporation approached Playmates US to produce an accompanying toy line, but they expressed no interest. FASA then approached Tyco, which released a line of BattleTech toys simultaneously with the animated series.

At this point, FASA became aware of a new toy under development by Playmates US that they felt was based directly on an original image created by FASA. Copyright/Trademark law demands that the copyright holder vigorously pursue any apparent violations (or risk losing the copyright/trademark), and so FASA sued Playmates US over this alleged copyright infringement.

After a long, protracted court battle, FASA both won and lost its court case. An interesting, relatively unknown bit of copyright/ trademark law says that anyone can slap a trademark on a name or product when they publish it. However, the trademark doesn't really mean anything until the holder is dragged into court and the judge makes a final ruling one way or another; in other words, most copyright/trademarks are about intimidating companies from making such infringements. FASA won in one respect: the judge unequivocally stated that FASA owned much of the imagery of the BattleTech universe, in particular the 'Mech image that had caused the case in the first place. Unfortunately, the judge felt that because FASA dealt in the gaming market and the Playmates US toy fell into a different market, FASA failed to prove that Playmates US infringed directly on FASA's business. Therefore, FASA received no monetary settlement.

In the midst of that case, FASA realized that the original images licensed for the publication of BattleDroids in 1984—images still very much a part of the game universe—left the company open to legal action from other companies currently using those same images. Understandably now legal-shy—having lost years and millions to the lawsuit—FASA decided to remove those images from any in-print products, and to discontinue the use of those images in the future.

While the images were discontinued, their names, their game statistics and so on—everything but their images—were wholly owned by FASA Corporation. This left FASA with two options. The first involved redrawing all the images to make them unique enough not to cause any legal problems. However, one of the biggest draws of the BattleTech universe (outside of giant robots blowing stuff up on alien worlds, fighting for far future star empires) is its continuity: it represents twenty years of artists and writers weaving together a living, breathing, dynamic universe, with each sourcebook and story building on the events of the past. FASA believed that tossing aside visual continuity would do far more harm than good, and so chose the second option: to simply discontinue the use of the problem images. This decision allowed players to keep using the game statistics and names of those designs in their own games and at conventions, but the images in question would no longer be featured in published products. (Among the BattleTech community, these images would become known as the "Unseen.")

Fast forward to the year 2000. For many reasons, FASA Corporation finally closed its doors after some twenty years of publication, including the creation of BattleTech and Shadowrun: two of the most iconic universes in the gaming industry. Jordan Weisman founder of WizKids Games, which published the revolutionary new collectible miniatures game MageKnight—purchased the BattleTech intellectual property and went on to publish MechWarrior: The Collectible Miniatures Game in 2001 (set 65 years into BattleTech's future). WizKids then licensed the rights to publish game products set in the Classic BattleTech time frame to FanPro LLC, a division of a German company, Fantasy Productions. FanPro started publishing BattleTech product in 2001.

Nashan NC-1120 🖎





connection/RECORD SHEET: PHOENIX UPGRADE 2.0:THE DEVELOPER'S SAY





THE DEVELOPER'S SAY

With the closing of FASA and the prospect of publishing BattleTech products under a new company, the publishers of BattleTech hoped to find a new solution to the "unseen" issue. In 1992, FASA Corporation had published Technical Readout: 3055. That product featured several original images from Technical Readout: 3025 (published in 1986), which it termed "IIC" variants. Those IIC images were considerably altered from their original forms, creating a brand new image identity. Yet players comparing the two images can clearly see the ancestry that links them (think of a 1970s Camaro and a 2007 Camaro and you'll get the picture). Technical Readout: 3055 provided a precedent for how we could re-introduce images that could match the names of those Unseen 'Mechs, providing a visual heritage linking to those images while avoiding potential legal issues.

At the same time, however, I felt strongly—and I still do—that at heart, FASA's original decision not to toss aside the game's visual continuity was correct. In other words, to say that X 'Mech before the "in-universe" year of 3060 never looked like all the images published and all the miniatures released over twenty years and now looks like Y, really would do more harm than good.

Instead, using the precedent set in 1992—along with the "in-universe" backdrop of the ongoing technological renaissance and rapid development of new BattleMechs—we could generate a new series of images. These new images represented "upgrades" to centuries-old designs, incorporating new cutting-edge technologies, while (from an "in-universe" perspective) creating a new, impressive look to make these older machines competitive in the marketplace along-side brand-new 'Mechs.

In other words, we created a compromise. With the publication of *Technical Readout: Project Phoenix* in 2003, players once again have images (and miniatures) they can link to those Unseen 'Mechs that once formed the bedrock of the *BattleTech* universe, while retaining the universe's visual continuity; that is, while a player knows that the *BattleMaster* from *Technical Readout: Project Phoenix* didn't look like that previous to the in-universe year of 3060, he has a *BattleMaster* miniature to use in current-era games and can use it as the best possible stand-in when playing in a game or campaign set in a previous time frame. (For the *BattleTech* community, these images would become known as the "Reseen.")

Note that the original *Technical Readout*: 3055 included several illustrations that were also created "out of house." With the publication of *Technical Readout*: 3055 *Upgrade* in 2005, those designs were given a "phoenix treatment," but are still included in that publication; the "Solaris VII" section found in *Technical Readout*: 3055 *Upgrade* were previously published in another product and also created "out of house," so they were also given the "phoenix treatment" before inclusion.

Now we come to the crux of this discussion: record sheet books. Since 1996, record sheet books have carried the name of the technical readout with which they are most closely associated. For example, *Record Sheets*: 3050, published in 1996 by FASA Corporation, included the various 'Mech and vehicle designs (as well as their many variants) found in *Technical Readout*: 3050, *Revised*, also published in

1996. However, the record sheet book also contained all of the "modern era" variants of those Unseen 'Mechs (images removed from the original *Technical Readout: 3050* with the publication of that revised edition). FASA did this for two reasons. One was sheer history; it had always been done that way. The other was to let players who wanted to play in an era-specific timeline know which variants were appropriate for which eras, based on the Technical Readouts (3025, 3050 and so on).

We are now entering what might be considered the third publishing era for Classic BattleTech. In 2007, the rights to publish products set in the Classic BattleTech universe went from FanPro LLC to a company called InMediaRes Productions, LLC, which launched the www.battlecorps.com subscription-based website for canon BattleTech fiction in 2004. IMRPro immediately formed an imprint, Catalyst Game Labs, to publish paper product. In the summer of 2007, Catalyst will publish the Classic BattleTech Introductory Box Set; the first BattleTech box set to see print in three years and the first to include plastic miniatures in more than a decade. The simultaneous publication of Starterbook: Sword and Dragon—a companion volume to the box set—and TechManual—the core construction rules, a companion volume to *Total Warfare*, the core game rules—heralds a dedicated effort to reshape the BattleTech product line from the ground up, to make it as user-friendly as possible for old hands and for new players.

To continue the reshaping of the product line, we have decided to make as certain as possible that if a design name/variant is mentioned in a technical readout, it will appear in the corresponding record sheet book. If it doesn't appear in the corresponding technical readout, then regardless of its past history of placement, the record sheet will be moved to where the name does appear. In other words, for any Unseen images in the original *Technical Readout: 3025* and original *Technical Readout: 3050*, all of the corresponding record sheets now appear in *Record Sheet: Phoenix Upgrades*, as *Technical Readout: Project Phoenix* contains those Reseen 'Mechs.

Some might wonder if such a move will make it harder to play era-specific games. Nothing could be further from the truth. We have made a conscious effort to provide more era-specific rules and details for players than ever before. The free Force Faction Table PDF at www.classicbattletech.com provide a comprehensive list of all record sheet variants and the major eras in which each unit can be used, making it easy for players to choose a force based on a time period.

In the end, for longtime players, this may seem strange, like a coat that resembles their old coat but just doesn't fit as well. However, I believe this is the right move to make alongside the new box set, starterbooks and the new core rulebooks. Another important piece of the puzzle in the reshaping of the game line for a whole new and exciting era of *Classic BattleTech* exploration and game play!

Randall N. Bills Classic BattleTech Line Developer

INTRODUCTION

Classic BattleTech Record Sheet: Phoenix Upgrade provides more than 200 filled-out record sheets for the standard 'Mech designs detailed in Classic BattleTech Technical Readout: Project Phoenix, spanning from the classic versions common during the Succession Wars to variants utilizing the newest weapons and equipment as presented in Total Warfare.

These new variants represent a large swath of in-universe production capabilities. From simple, easy to install field upgrade kits, to from-the-ground-up new variants requiring the retooling of entire production lines, to a middle ground upgrade which can be accomplished by "remote refit facilities;" a new kind of advanced repair/refit facility appearing throughout the Inner Sphere as the ravages of the Jihad continue to destroy production facilities.

Technical Readout-style articles covering the in-universe development and deployment of these new variants are available to the public (no membership needed) at the MilSpec section of BattleCorps.com.

GAME NOTES

This edition of *Record Sheets: Phoenix Upgrade* has been revised so that the units within conform to the construction rules as found in *Classic BattleTech TechManual*. Note that some designs were slightly modified from previous publications to make them fully compatible with the construction rules as presented in *TechManual*.

STANDARD RULES

These designs are considered "standard rules" (see p. 10, *Total Warfare*) and are legal for tournaments played at the Gen Con Game Fair®, Origins Game Convention®, and other convention tournaments, retail store events and so on, alongside the record sheets found in the various record sheet books published by FASA

and/or FanPro. (Note that only those designs that meet the requirements for a tournament unit selection will be available for use in a given tournament.)

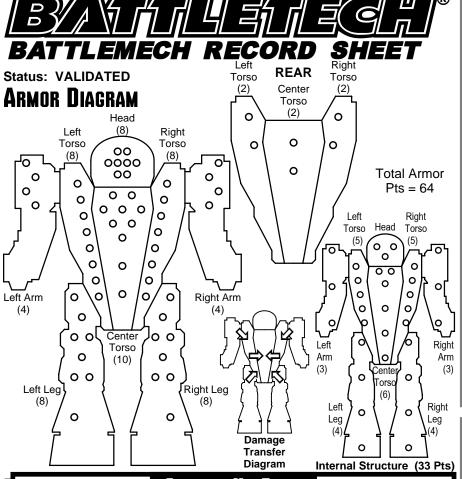
'MECH DESIGNER SOFTWARE

The 'Mech record sheets in this book were created using HeavyMetal Plus for Windows. Players can use this software to create and edit their own 'Mech designs and print record sheets; HeavyMetal Plus also allows player to create and edit their own ProtoMechs, vehicles and infantry. Programmed by Rick Raisley, the program is available via mail order for \$55.00 plus \$3.00 shipping and handling, Richard Raisley, 327 West Passage, Columbia, SC 29212. Orders can also be placed at http://www.heavymetalpro.com or in the BattleCorps' BattleShop.

VERSION 2.0 (JULY 2007).

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Type: Locust LCT-1E Mass: 20 tons Movement Points: Tech & Configuration: Walking: 8 Inner Sphere Running: 12 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 Medium Laser 3 1 Small Laser 2 3 RA 9 1 Medium Laser LA 3 6 1 Small Laser 2 Total Heat Sinks: 10 Single 000000000 Auto Eject: Weapon Heat: ☐ Operational ☐ Disabled (8)

'MECH DATA

WARRIOR DATA Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

HEAT SCALE 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6

5

4

3

2

1

CRITICAL HIT TABLE Left Arm

- Shoulder
- **Upper Arm Actuator** 2.
- Medium Laser 1-3
- **Small Laser** 5. Roll Again
 - Roll Again 6.

 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6 Roll Again
 - Roll Again 5.
 - Roll Again 6.

Left Torso

- Roll Again
- Roll Again
- 3. Roll Again 1-3
 - 4. Roll Again
 - Roll Again 5.
 - Roll Again
 - 1. Roll Again
- Roll Again 2.
- Roll Again 4-6 4. Roll Again
 - 5. Roll Again
 - Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink
- Single Heat Sink 6.

Head

- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- **Fusion Engine** 2.
- **Fusion Engine**
- 1-3
 - Gyro
 - 5. Gyro
 - 6. Gyro

 - Gyro
- **Fusion Engine** 2.
- **Fusion Engine** 4-6
- **Fusion Engine**
 - Roll Again 5.
 - Roll Again

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Arm

- 1. Shoulder **Upper Arm Actuator** 2.
- **Medium Laser**
- 1-3 **Small Laser**
 - Roll Again 5.
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3.
- 4-6 Roll Again
 - Roll Again 5.

 - Roll Again

Right Torso

- Roll Again 1.
- Roll Again 2.
- 1-3 ^{3.} Roll Again
 - Roll Again
 - Roll Again 5. 6. Roll Again

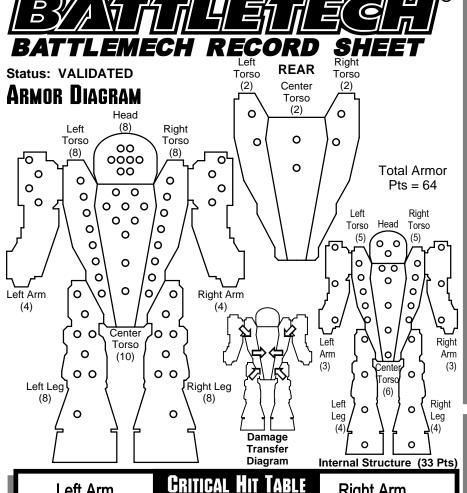
 - Roll Again 1.
 - Roll Again 2.
- Roll Again 4-6
 - Roll Again
 - 5. Roll Again
 - Roll Again

Right Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Single Heat Sink
- 6. Single Heat Sink

- Ammo Explosion, avoid on 6+
- - Ammo Explosion, avoid on 4+

-1 Movement Point



Right Arm

- 1. Shoulder 2.
- **Upper Arm Actuator Machine Gun**
- 1-3 Roll Again
- - Roll Again 5. Roll Again 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - Roll Again 5.
 - Roll Again

- **Fusion Engine** 2.
- 1-3
- Triple Strength
- Triple Strength 3. Triple Strength
- 4. Roll Again

Left Arm

Shoulder

Roll Again

Left Torso

Machine Gun

2.

5.

6.

2.

3.

5.

6.

1-3

4-6

1-3

Upper Arm Actuator

- Roll Again 5.
- Roll Again
- 1. Roll Again
- Roll Again 2.
- Roll Again
- 4-6 Roll Again
 - 5. Roll Again
 - Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- Single Heat Sink
- Single Heat Sink 6.

- Head
- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- **Fusion Engine**
- Gyro
 - 5. Gyro
 - 6. Gyro
 - Gyro
- **Fusion Engine**
- **Fusion Engine**
- 4-6
- **Fusion Engine**

Life Support

- Medium Laser 5.
 - Ammo (MG) 200

Engine Hits OOO Gyro Hits 00 **Sensor Hits** 00

Right Torso Triple Strength

- Triple Strength 2.
- 1-3 ^{3.} Triple Strength
- Roll Again Roll Again 5.
 - 6. Roll Again

 - Roll Again 1. Roll Again
 - 2.
- Roll Again 4-6
 - Roll Again 5. Roll Again
 - Roll Again

Right Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Single Heat Sink
- 6. Single Heat Sink

Type: Locust LCT-1L Mass: 20 tons Movement Points: Tech & Configuration: Walking: 8 [9] Inner Sphere Running: 12 [14] Biped Mech Jumping: 0 (hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Qty Type 1 Machine Gun Machine Gun 2 3 1 2 LA 9 1 Medium Laser CT 3

Rounds:

Weapon Heat:

(3)

200

☐ Disabled

Total Heat Sinks: 10 Single

000000000

Ammo Type:

Machine Gun

Auto Eject:

☐ Operational

30

29

28 27

26

20

19

18

17

16

15

10

9

8

6

5

4

3

2

1

'MECH DATA

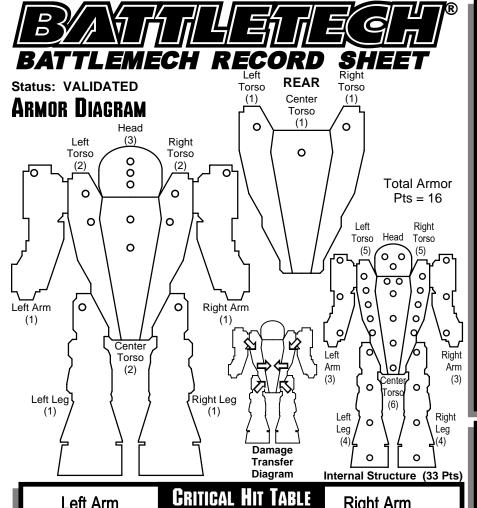
Warrior Data						
Name:						
Gunnery Skill: Piloting Skill:						
Hits Taken	1	2	3	4	5	6
Consciousness # 3 5 7 10 11 Dead						

HEAT SCALE

Shutdown Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ -5 Movement Points (-4 MP with TSM)

- 25 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21
 - -4 Movement Points (-3 MP with TSM) Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire
 - -3 Movement Points (-2 MP with TSM)
- Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 12 11
 - -2 Movement Points (-1 MP with TSM) TSM Activates, +1 Movement Point +1 Modifier to Fire
 - -1 Movement Point





Right Arm 1. Shoulder

- 2. **Upper Arm Actuator** LRM 5
- 3. 1-3 Roll Again
 - Roll Again 5. Roll Again
 - Roll Again Roll Again 2.
- Roll Again 3. 4-6 Roll Again
- Roll Again 5. Roll Again

Center Torso 1. Fusion Engine

- 2. **Fusion Engine**
- **Fusion Engine** 1-3

Head

Life Support

Sensors

Cockpit Roll Again

Sensors

Life Support

Gyro 5. Gyro

2.

5.

4-6

3.

- Roll Again 6. Gyro 4. Roll Again Gyro
- Roll Again 5.

Left Arm

Shoulder

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again Roll Again

Roll Again

Left Torso

Roll Again

Roll Again

LRM 5

2.

5.

6.

2.

3.

5.

6.

3.

1-3

1-3

4-6

Upper Arm Actuator

- Roll Again 1. Roll Again
- Roll Again 2.
- Roll Again 4-6 Roll Again
 - Roll Again 5. Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink Single Heat Sink 6.
- 4-6 Engine Hits 000

Ammo (LRM 5) 24

Fusion Engine

Fusion Engine

Fusion Engine

Medium Laser

Gyro Hits 00 **Sensor Hits** 00 Life Support

Right Torso

- 1. Roll Again
- Roll Again 2.
- 1-3 ^{3.} Roll Again Roll Again
 - Roll Again 5. 6. Roll Again
 - Roll Again 1.
 - Roll Again 2.
 - Roll Again Roll Again 5. Roll Again
 - Roll Again

Right Leg

- Hip
- **Upper Leg Actuator**
- 3. Lower Leg Actuator
- **Foot Actuator** 4.
- Single Heat Sink
- Single Heat Sink 6.

'Mech Data

Type: Locust LCT-1M

Mass: 20 tons

Movement Points: Tech & Configuration: Walking: 8 Inner Sphere Running: 12 **Biped 'Mech**

Jumping: 0

(hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type

1 LRM 5 2 1/hit 6 7 14 1 LRM 5 2 1/hit 6 7 14 LA 21

СТ 5 1 Medium Laser

Ammo Type: Rounds: LRM 5 24

Total Heat Sinks: 10 Single 000000000

Weapon Heat: Auto Eject:

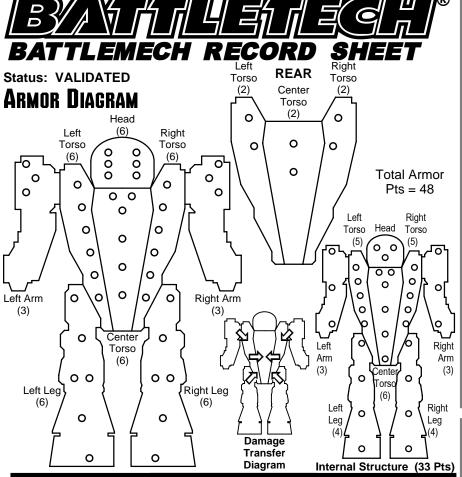
☐ Operational ☐ Disabled

WARRIOR **D**ATA Name: **Gunnery Skill:** Piloting Skill: 4 6 Hits Taken 1 2 3 5 Consciousness # 3 5 7 10 11 Dead

HEAT SCALE

Г	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+
L	17	+3 Modifier to Fire
L	16	
	15	-3 Movement Points
L	14	Shutdown, avoid on 4+
	13	+2 Modifier to Fire
L	12	
L	11	
L	10	-2 Movement Points
L	9	
L	8	+1 Modifier to Fire
L	7	
L	6	
L	5	-1 Movement Point
L	4	_
L	3	
- 1	2	

1 0



Mass: 20 tons Movement Points: Tech & Configuration: Walking: 8 Inner Sphere Running: 12 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Qty Type 1 SRM 2 2 2/hit - 3 1 SRM 2 2 2/hit -3 9 LA 6 5 9 1 Medium Laser CT 3 Ammo Type: Rounds: SRM 2 50 Total Heat Sinks: 10 Single 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled **WARRIOR DATA**

'MECH DATA

Type: Locust LCT-1S

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

HEAT SCALE ** Avoid Inferno explosion on.. 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ (** 12+) Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ (** 10+) 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ (** 8+) Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ (** 6+) 14 +2 Modifier to Fire 13 12 11 10 -2 Movement Points (** 4+) 9 +1 Modifier to Fire 8 6 5 4 -1 Movement Point 3 2 1

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- SRM 2 1-3
- Roll Again
 - 5. Roll Again Roll Again 6.
 - Roll Again
 - Roll Again 2.
 - Roll Again 3.
- 4-6 Roll Again
 - Roll Again 5.
 - Roll Again 6.

Left Torso

- Roll Again
- Roll Again
- 3. Roll Again 1-3
 - 4. Roll Again
 - Roll Again 5.
 - Roll Again
 - 1. Roll Again
 - Roll Again 2.
- Roll Again
- 4-6 4. Roll Again
 - 5. Roll Again
 - Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink
- Single Heat Sink 6.

Head

- Life Support
- Sensors
- 3.
- Cockpit Roll Again
- Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- **Fusion Engine** 2.
- **Fusion Engine**
- 1-3
 - Gyro

 - 5. Gyro
 - 6. Gyro
 - Gyro
 - **Fusion Engine** 2.
- **Fusion Engine** 4-6
 - **Fusion Engine**
 - Medium Laser 5.
 - Ammo (SRM 2) 50

4-6 Engine Hits 000

Gyro Hits 00 **Sensor Hits** 00 Life Support

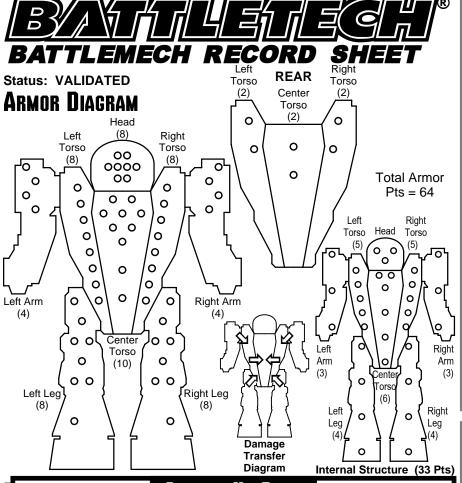
Right Arm

- 1. Shoulder 2. **Upper Arm Actuator**
- SRM 2 3.
- 1-3 Roll Again
 - Roll Again 5.
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3.
- 4-6 Roll Again
 - 5.
 - Roll Again

 - Roll Again

- Right Torso
- Roll Again 1.
- Roll Again 2.
- 1-3 ^{3.} Roll Again
- Roll Again
 - Roll Again 5.
 - 6. Roll Again
 - 1. Roll Again
 - Roll Again 2.
 - Roll Again
 - Roll Again
 - 5. Roll Again
 - Roll Again

- Hip
- **Upper Leg Actuator**
- 3. **Lower Leg Actuator**
- **Foot Actuator** 4.
- Single Heat Sink
- 6. Single Heat Sink



Type: Locust LCT-1V Mass: 20 tons Movement Points: Tech & Configuration: Walking: 8 Inner Sphere Running: 12 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Qty Type 1 Machine Gun Machine Gun 2 3 LA 2 1 9 1 Medium Laser CT 5 3 Rounds: Ammo Type: **Machine Gun** 200 Total Heat Sinks: 10 Single 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (3)**W**ARRIOR **D**ATA

'MECH DATA

Name: **Gunnery Skill:** Piloting Skill: 6 Hits Taken 1 2 3 4 5 Consciousness # 3 5 7 10 11 Dead

	HEAT SCALE
30	Shutdown
29	Shutdown
28	Ammo Explosion, avoid on 8+
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
9	
8	+1 Modifier to Fire
7	
6	

-1 Movement Point

4

3 2 1

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- **Machine Gun** 1-3
- Roll Again
 - 5. Roll Again
 - 6. Roll Again
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6 Roll Again
 - 5. Roll Again
 - 6.
 - Roll Again

Left Torso

- Single Heat Sink
- Roll Again
- 3. Roll Again
- 1-3 4. Roll Again

 - Roll Again 5.
 - Roll Again
 - 1. Roll Again
- Roll Again 2.
- Roll Again 4-6 Roll Again
 - Roll Again 5.
 - Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink 6. Roll Again

Head

- Life Support
- Sensors
- 3.
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- 2. **Fusion Engine**
- **Fusion Engine**
- 1-3
- Gyro
 - 5.
 - Gyro
 - 6. Gyro
 - Gyro
 - **Fusion Engine** 2.
- **Fusion Engine**
- 4-6
- **Fusion Engine**
 - Medium Laser 5.
 - Ammo (MG) 200

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Arm

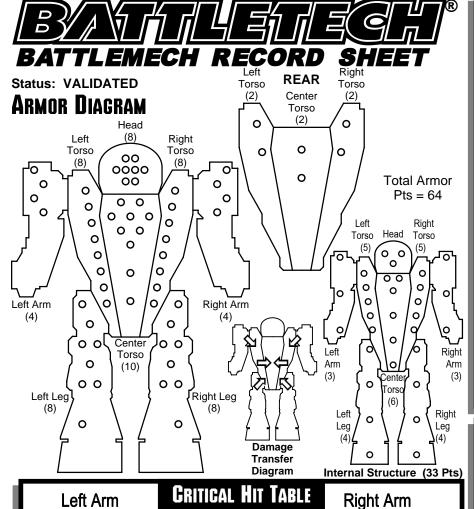
- 1. Shoulder **Upper Arm Actuator** 2.
- **Machine Gun** 1-3
- Roll Again
 - Roll Again 5.
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - Roll Again 5.

 - Roll Again

Right Torso

- Single Heat Sink
- Roll Again 2.
- 1-3 ^{3.} Roll Again
- Roll Again
 - Roll Again 5.
 - 6. Roll Again
 - Roll Again 1.
 - Roll Again 2.
- Roll Again 4-6
 - Roll Again
 - 5. Roll Again
 - Roll Again

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Single Heat Sink
- Roll Again 6.



Head

1. Life Support

Sensors



'Mech Data

Type: Locust LCT-1V2



Rocket Launcher 10 (OS) Rocket Launcher 10 (OS)

	_	- " • '		۷.	00113013			
	6.	Roll Again		3.	Cockpit			
	1.	Roll Again		4.	Roll Again			
	2. Roll Again			5. Sensors				
۱	3.	Roll Again		6.	Life Suppor	rt		
4-6	4.	Roll Again						
	5.	Roll Again		Center Torso				
	6.	Roll Again		1. Fusion Engine				
		· ·			-			
	- 1	.eft Torso		2.	Fusion Eng			
			1-3	3. 4.	Fusion Eng	line		
	1.	Single Heat Sink		4. 5.	Gyro			
	2.	Roll Again		5. 6.	Gyro			
	3.	Roll Again		ъ.	Gyro			
l · ·	4.	Roll Again		1.	Gyro			
	5.	Roll Again		2.	Fusion Eng	ine		
	6.	Roll Again	A G	3.	Fusion Eng	ine		
	1.	Roll Again	4-6	4.	Fusion Eng	jine		
	2.	Roll Again		5.	Medium La	ser		
46	3.	Roll Again		6.	Roll Again			
4-0	4.	Roll Again	_					
	5.	Roll Again	Γ	F	ngine Hits	00	\overline{c}	
	6.	Roll Again			•		J	
					Gyro Hits	00		
	L	.eft Leg		Se	ensor Hits	00		
	1.	Hip		Lif	e Support	0		
	2.	Upper Leg Actuator	L					
	2	Lawar Law Astrotor						

Shoulder

Roll Again

Upper Arm Actuator

Rocket Launcher 10 (OS)

Rocket Launcher 10 (OS)

2.

5.

4.

5.

6.

Foot Actuator

Roll Again

Single Heat Sink

1-3

	HEAT SCALE
30	Shutdown
29	A 5
28	Ammo Explosion, avoid on 8+
	Chutdaum avaid an 40.
26 25	Shutdown, avoid on 10+ -5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	Silutuowii, avoid oii o+
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	, To mounter to The
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	4 (200man
2	an reasons
1	1//

1. Shoulder

Roll Again

Roll Again Roll Again Roll Again

Roll Again

Roll Again Roll Again

Roll Again

Roll Again

Roll Again Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again Right Leg Hip

Upper Leg Actuator

Lower Leg Actuator

Foot Actuator

Single Heat Sink Roll Again

Right Torso Single Heat Sink Roll Again

2.

5.

2.

3. 4-6

5.

6.

5.

1.

2.

5.

3.

4.

5.

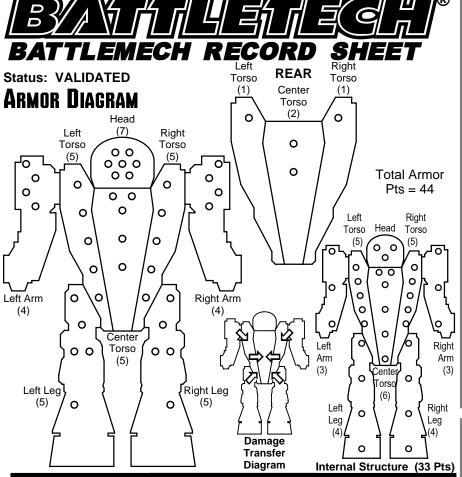
6.

4-6

1-3 3. Roll Again Roll Again

1-3

Upper Arm Actuator



☐ Operational ☐ Disabled **W**ARRIOR **D**ATA Name:

Total Heat Sinks: 10 Single

000000000

Auto Eject:

Gunnery Skill: Piloting Skill: 6 Hits Taken 1 2 3 4 5 Consciousness # 3 5 7 10 11 Dead

'Mech Data

Inner Sphere

Biped 'Mech

(hexes)

2 1/hit 6 7 14 21

2 1/hit 6 7 14 21

Weapon Heat:

(4)

Lốc Ht Dma Min Sht Med Lna

Movement Points: Tech & Configuration:

LA

Rounds:

24

Type: Locust LCT-3D

Mass: 20 tons

Weapons Inventory:

Walking: 8

Jumping: 0

Qty Type

1 LRM 5

1 LRM 5

Ammo Type:

LRM 5

Running: 12

	HEAT SCALE
30	Shutdown
29 28	Ammo Explosion, avoid on
27 26	Shutdown, avoid on 10+
25 24	-5 Movement Points +4 Modifier to Fire
23	Ammo Explosion, avoid on Shutdown, avoid on 8+
21 20	-4 Movement Points
19 18	Ammo Explosion, avoid on Shutdown, avoid on 6+
17 16	+3 Modifier to Fire
15 14 13	-3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire
12 11	+2 Modifier to Fire
10	-2 Movement Points

+1 Modifier to Fire

-1 Movement Point

8

6

5 4

3

1

n

Right Arm Shoulder

- 2. **Upper Arm Actuator** LRM 5 3.
- 1-3 Ferro-Fibrous Ferro-Fibrous 5.
 - Ferro-Fibrous 6.
 - Ferro-Fibrous
- Ferro-Fibrous 2. Ferro-Fibrous 3.
- 4-6 Ferro-Fibrous
- Roll Again 5. Roll Again

Center Torso

CRITICAL HIT TABLE

Life Support

Sensors

Cockpit Roll Again

Sensors

Life Support

Head

3.

Left Arm

Shoulder

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Roll Again

Roll Again

Left Torso

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Left Leg

Upper Leg Actuator

Lower Leg Actuator

Foot Actuator

4. Endo Steel

LRM 5

2.

3.

5.

6.

2.

3.

5.

6.

3.

5.

1.

2.

4.

5.

1. Hip

3.

4.

5.

6.

1-3

4-6

1-3

4-6

Upper Arm Actuator

- 1. Fusion Engine **Fusion Engine** 2.
- **Fusion Engine**
- 1-3 Gyro 5. Gyro
 - 6. Gyro Gyro
 - **Fusion Engine**
- **Fusion Engine** 4-6 **Fusion Engine**
- Ammo (LRM 5) 24 5. CASE

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Torso

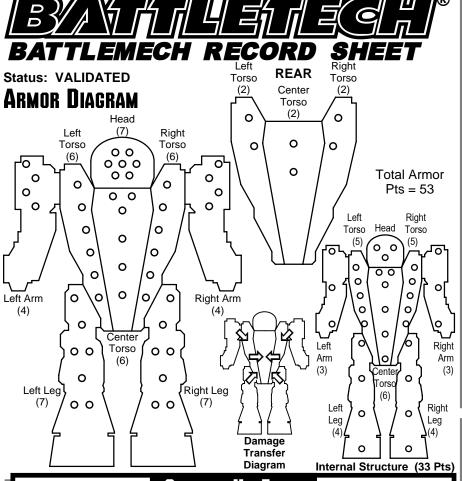
- 1. Endo Steel Endo Steel 2.
- 1-3 ^{3.} Endo Steel Endo Steel
 - Endo Steel 5. Endo Steel
 - Endo Steel 1. Roll Again
 - 2. Roll Again Roll Again
 - 5. Roll Again Roll Again

Right Leg

- Hip **Upper Leg Actuator**
- 3. **Lower Leg Actuator**
- **Foot Actuator** 4.
- Single Heat Sink

Single Heat Sink Single Heat Sink Single Heat Sink 6.

4-6



Type: Locust LCT-3M Mass: 20 tons Movement Points: Tech & Configuration: Walking: 8 Inner Sphere Running: 12 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Qty Type 2 Small Laser - 1 1 Anti-Missile System LA 2 Small Laser 3 LA 3 Medium Laser СТ Ammo Type: Rounds: Anti-Missile System 12 Total Heat Sinks: 10 Single 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (8)**WARRIOR DATA**

'MECH DATA

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

HEAT SCALE 30 Shutdown 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 6 5

CRITICAL HIT TABLE Left Arm

- Shoulder
- **Upper Arm Actuator** 2.
- Anti-Missile System 1-3
- **Small Laser**
 - 5. **Small Laser**
 - Ferro-Fibrous 6.
 - Ferro-Fibrous
 - Ferro-Fibrous 2.
 - Ferro-Fibrous 3.
- 4-6 Ferro-Fibrous
 - 5. Ferro-Fibrous
 - Roll Again 6.

Left Torso

- Ammo (AMS) 12 1.
- CASE 2.
- 3. Endo Steel 1-3
 - Endo Steel
 - Endo Steel 5.
 - Endo Steel
 - 1. Endo Steel 2. Endo Steel
- Roll Again 4-6 4. Roll Again
 - 5. Roll Again
 - Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink
- Single Heat Sink 6.

Head

- Life Support
- Sensors
- 3. Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- **Fusion Engine** 2.
- **Fusion Engine**
- 1-3
 - Gyro
 - 5. Gyro
 - 6. Gyro
 - Gyro
 - **Fusion Engine**
- Fusion Engine
- 4-6
 - **Fusion Engine**
 - Medium Laser 5.
 - Endo Steel

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Arm

- Shoulder 2. **Upper Arm Actuator**
- **Small Laser** 3. 1-3
- **Small Laser**
 - Ferro-Fibrous 5.
 - Ferro-Fibrous 6.
 - Ferro-Fibrous
 - Ferro-Fibrous 2.
- Ferro-Fibrous 3.
- 4-6 Ferro-Fibrous

 - 5. Ferro-Fibrous

 - Roll Again

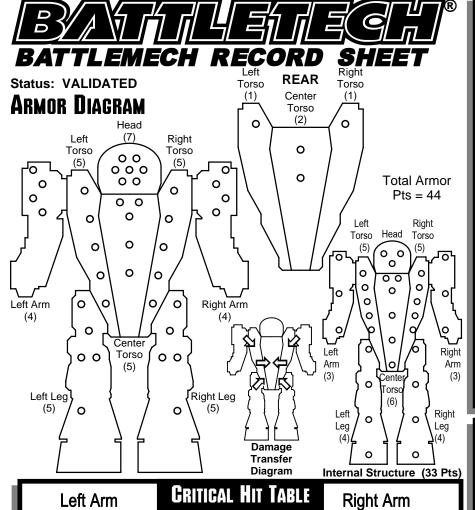
Right Torso

- Endo Steel 1.
- Endo Steel 2.
- Endo Steel
- 1-3 ^{3.} Endo Steel
 - Endo Steel 5.
 - Endo Steel
 - Endo Steel 1.
 - Roll Again 2.
- Roll Again 4-6
 - Roll Again
 - 5. Roll Again
 - Roll Again

Right Leg

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Single Heat Sink
- 6. Single Heat Sink

Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ -5 Movement Points +4 Modifier to Fire Ammo Explosion, avoid on 6+ Shutdown, avoid on 8+ -4 Movement Points Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire -2 Movement Points +1 Modifier to Fire -1 Movement Point 4 3 2 1



Head

3.

4.

5. Gyro

6.

5.

6.

Life Support

Sensors

Cockpit Roll Again

Sensors

Life Support

1. Fusion Engine **Fusion Engine**

Gyro

Gyro

Center Torso

Fusion Engine Gyro

Fusion Engine

Fusion Engine **Fusion Engine**

Medium Laser

000

00

00

Roll Again

Engine Hits

Sensor Hits

Life Support

Gyro Hits

Type: Locust LCT-3S Mass: 20 tons Movement Points: Tech & Configuration: Walking: 8 **Inner Sphere** Running: 12 Biped 'Mech Jumping: 0 (hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Qty Type 1 Streak SRM 2 2 2/hit - 3 1 Streak SRM 2 2 2/hit -3 9 LA 6 СТ 5 9 1 Medium Laser 3 Ammo Type: Rounds: Streak SRM 2 50 Total Heat Sinks: 10 Single 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled

'MECH DATA

WARRIOR **D**ATA Name: **Gunnery Skill:** Piloting Skill: 5 6 Hits Taken 1 2 3 4 Consciousness # 3 7 10 11 Dead

HEAT SCALE

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	29
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	23
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	16
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	13
	12
	11
	10
	9
	8
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	1 3
	1 2
	1 3
	1
	19 18 17 17 16 15 14 13 12 11 10 9 9 8 8 7 6 6 5 5 4 4 3 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1

1-3	2. 3. 4. 5. 6.	Upper Arm Actuator Streak SRM 2 Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous	
4-6	1. 2. 3. 4. 5.	Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again	
	L	eft Torso	1_'
1-3	1. 2. 3. 4. 5.	Ammo (Streak 2) 50 Endo Steel Endo Steel Endo Steel Endo Steel Endo Steel	15
4-6	1. 2. 3. 4. 5.	Endo Steel Endo Steel CASE Roll Again Roll Again Roll Again	4-0
	L	.eft Leg	
	1. 2. 3. 4.	Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator	

Single Heat Sink

Single Heat Sink

6.

Shoulder

1-3 Ferro-Fibrous 5. Ferro-Fibrous Ferro-Fibrous 6. Ferro-Fibrous Ferro-Fibrous 2. Ferro-Fibrous 3. 4-6 Ferro-Fibrous Roll Again 5. Roll Again Right Torso 1. Endo Steel Endo Steel 2. 1-3 ^{3.} Endo Steel Endo Steel Endo Steel 5. Endo Steel Endo Steel 1. Roll Again 2. Roll Again 4-6 Roll Again Roll Again 5. Roll Again Right Leg Hip 1. **Upper Leg Actuator** 3. Lower Leg Actuator **Foot Actuator** 4. Single Heat Sink

1. Shoulder

Upper Arm Actuator

Streak SRM 2

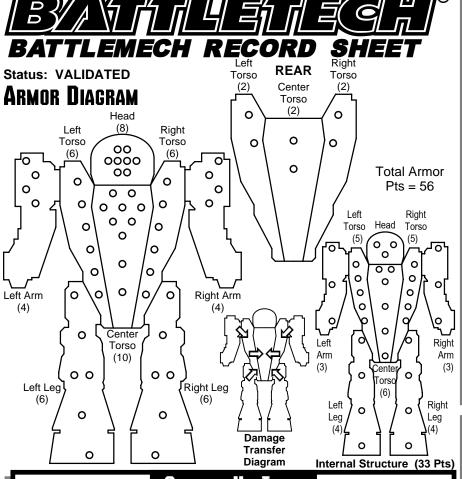
2.

3.

30 29	Shutdown
28 27	Ammo Explosion, avoid on 8+
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	• 1 200 m=
2	
1	4x Wermen
	My country.
1	Mercantal.

6.

Single Heat Sink



Type: Locust LCT-3V Mass: 20 tons Movement Points: Tech & Configuration: Walking: 8 Inner Sphere Running: 12 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 Machine Gun Machine Gun 2 3 LA 1 2 9 2 Medium Laser CT 5 3 Rounds: Ammo Type: **Machine Gun** 100 Total Heat Sinks: 10 Single 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (6)

'MECH DATA

WARRIOR DATA Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

HEAT SCALE

30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 13 +2 Modifier to Fire 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3 2 1

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- **Machine Gun** 1-3
- Roll Again
 - 5. Roll Again
 - 6. Roll Again
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again Roll Again 5.
 - Roll Again 6.

Left Torso

- Roll Again
- Roll Again
- 3. Roll Again 1-3
 - 4. Roll Again
 - Roll Again 5.
 - Roll Again
 - 1. Roll Again
 - Roll Again 2.
- Roll Again 4-6
- 4. Roll Again
 - 5. Roll Again Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- Single Heat Sink
- Single Heat Sink 6.

Head

- Life Support
- Sensors
- 3.
- Cockpit Roll Again
- Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- **Fusion Engine** 2.
- **Fusion Engine**
- 1-3
 - Gyro
 - 5. Gyro
 - 6. Gyro
 - Gyro
 - **Fusion Engine** 2.
- **Fusion Engine** 4-6

Life Support

- **Fusion Engine**
- Medium Laser 5.
- Medium Laser

4-6

Engine Hits OOO **Gyro Hits** 00 **Sensor Hits** 00

Right Arm

- 1. Shoulder **Upper Arm Actuator** 2.
- **Machine Gun**
- 1-3 Roll Again
 - Roll Again 5.
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - Roll Again 5.

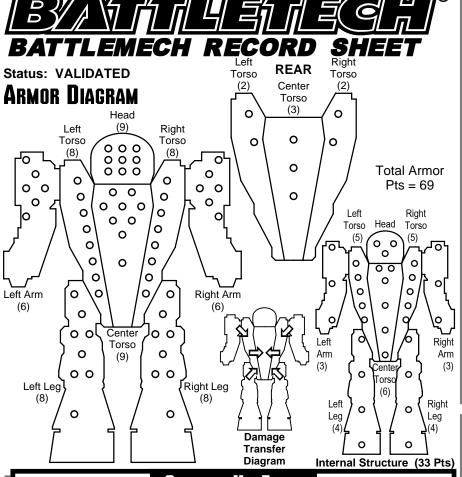
 - Roll Again

Right Torso

- Ammo (MG) 100
- Roll Again 2.
- 1-3 ^{3.} Roll Again Roll Again
 - Roll Again 5.
 - 6. Roll Again
 - Roll Again 1.

 - Roll Again 2.
 - Roll Again
 - Roll Again
 - 5. Roll Again
 - Roll Again

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Single Heat Sink
- 6. Single Heat Sink



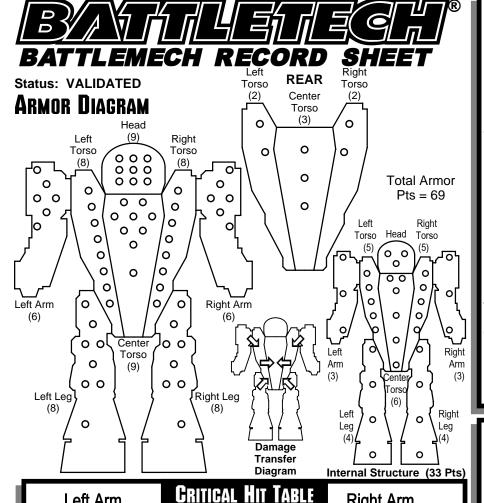
Type: Locust LCT-5M Mass: 20 tons Movement Points: Tech & Configuration: Walking: 12 **Inner Sphere** Running: 18 Biped 'Mech Jumping: 0 (hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Qty Type 2 ER Small Laser 2 ER Small Laser 5 LA 1 ER Medium Laser СТ 12 Total Heat Sinks: 10 Single 000000000 Auto Eject: Weapon Heat: ☐ Operational ☐ Disabled (13)**W**ARRIOR **D**ATA

'MECH DATA

Name: **Gunnery Skill:** Piloting Skill: Right Arm 6 Hits Taken 1 2 3 4 5 1. Shoulder Consciousness # 10 11 Dead 2. **Upper Arm Actuator ER Small Laser** 1-3 HEAT COAL

CRITICAL HIT TABLE Left Arm Shoulder **Upper Arm Actuator** 2. Head ER Small Laser 1-3 **ER Small Laser ER Small Laser** Life Support 5. Ferro-Fibrous 5. Ferro-Fibrous Sensors Ferro-Fibrous Ferro-Fibrous 6. Cocknit Single Heat Sink Ferro-Fibrous Ferro-Fibrous Sensors Endo Steel Endo Steel 2. 2. Life Support Endo Steel Endo Steel 3. 3. 4-6 4-6 Roll Again Roll Again Roll Again Roll Again 5. Center Torso 5. Roll Again Roll Again 1. XL Engine 2. XL Engine Right Torso Left Torso XL Engine 1-3 XL Engine Gyro 1. XL Engine 5. Gyro XL Engine XL Engine 2. 1-3 ^{3.} 3. XL Engine 6. Gyro XL Engine 1-3 Ferro-Fibrous Ferro-Fibrous Gyro Ferro-Fibrous Ferro-Fibrous 5. 5. XL Engine Ferro-Fibrous Ferro-Fibrous XL Engine Ferro-Fibrous XL Engine Ferro-Fibrous 1. 1. **ER Medium Laser** 5. Endo Steel 2. Endo Steel 2. Roll Again Endo Steel Endo Steel 4-6 4-6 Endo Steel Endo Steel 5. Endo Steel 5. Endo Steel Engine Hits 000 Endo Steel Endo Steel **Gyro Hits** 00 Left Leg **Sensor Hits** 00 Right Leg Life Support 1. Hip Hip **Upper Leg Actuator Upper Leg Actuator** Lower Leg Actuator Lower Leg Actuator 3. 3. Foot Actuator **Foot Actuator** 4. 4. 5. Roll Again Roll Again Roll Again Roll Again 6. 6.

	HEAT SUALE
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	
2	AN CEXWER.
1	1/Mysercon
0	V



Right Arm

- 1. Shoulder
- 2.
- 1-3
 - Light Machine Gun 5.

 - Ferro-Fibrous

 - - Roll Again 5.

- 2.
- XL Engine 3.

3.

- 5.
- XL Engine XL Engine
- Single Heat Sink
- Single Heat Sink 5. Ferro-Fibrous

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

6.

3.

1-3

1-3

4-6

Upper Arm Actuator

Light Machine Gun

Light Machine Gun

Light Machine Gun

Machine Gun Array

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Roll Again Roll Again

Roll Again

Left Torso

XL Engine

- Ferro-Fibrous 1. Ferro-Fibrous
- 2.
- Roll Again 4-6 4. Roll Again
 - 5. Roll Again
 - Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Ferro-Fibrous
- Ferro-Fibrous 6.

Life Support

Life Support

Sensors

- Cockpit Roll Again
- Sensors

Head

Center Torso

- 1. XL Engine
- XL Engine
- 1-3
- Gyro
 - Gyro
 - 6. Gyro

 - Gyro
 - XL Engine XL Engine
- 4-6 XL Engine

 - **ER Medium Laser** 5. Roll Again

4-6 Engine Hits 000 **Gyro Hits** 00

Sensor Hits 00 Life Support

- **Upper Arm Actuator**
- **Light Machine Gun**
 - **Light Machine Gun**

 - **Machine Gun Array**
- Ferro-Fibrous 2.
- Ferro-Fibrous 3. 4-6
- Roll Again
- - Roll Again

Right Torso

- 1. XL Engine
- XL Engine 2.
- 1-3 ^{3.} XL Engine
 - Single Heat Sink 5.
 - Single Heat Sink
 - Ammo (LMG) 100
 - CASE 1.
 - Ferro-Fibrous 2.
 - Roll Again
 - Roll Again
 - Roll Again 5.
 - Roll Again

Right Leg

- Hip
- **Upper Leg Actuator**
- 3. **Lower Leg Actuator**
- **Foot Actuator** 4.
- 5. Ferro-Fibrous
- Ferro-Fibrous 6.

3 Light Machine Gun RA Machine Gun Array RA 3 Light Machine Gun LA 6 1 Machine Gun Array LA 1 ER Medium Laser 5 Ammo Type: Rounds: **Light Machine Gun** 100 Total Heat Sinks: 10 Single 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (5)**W**ARRIOR **D**ATA

Piloting Skill:

2 3 4 5

3 5 7 10 11 Dead

6

'MECH DATA

Inner Sphere

Biped 'Mech

(hexes)

Loc Ht Dmg Min Sht Med Lng

Movement Points: Tech & Configuration:

Type: Locust LCT-5T

Mass: 20 tons

Weapons Inventory:

Walking: 8

Jumping: 0

Type

Qty

Name:

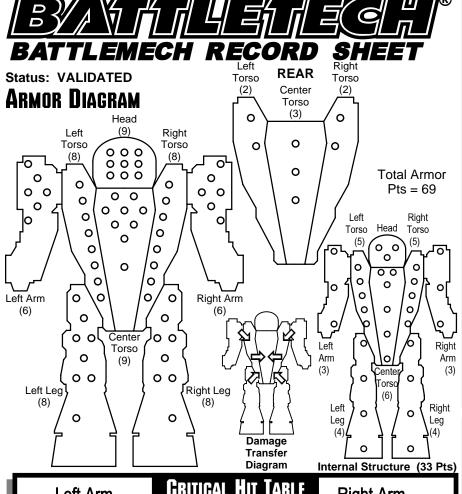
Gunnery Skill:

Consciousness #

Hits Taken

Running: 12

	MEAL SUALE
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	• 1 200 m=
2	SEVANA
1	PANGAMER.
0	V
	-



Right Arm

Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Qty Type 1 Rocket Launcher 10 (OS) RA 3 1/hit - 5 11 18 1 Rocket Launcher 10 (OS) LA 3 1/hit -5 11 18 2 ER Medium Laser CT 5 Total Heat Sinks: 10 Double (20) 000000000 Auto Eject: Weapon Heat: ☐ Operational ☐ Disabled (10)**WARRIOR DATA**

'MECH DATA

Inner Sphere

Biped 'Mech

(hexes)

Movement Points: Tech & Configuration:

Type: Locust LCT-5V

Mass: 20 tons

Walking: 8

Jumping: 0

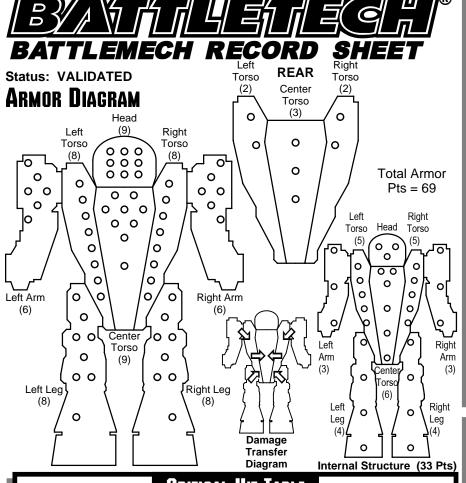
Running: 12

Name:						
Gunnery Skill: Piloting Skill:						
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
HEAT SCALE						

Leit Aiiii								ı	Ngui Aun
	1.	Shoulder						1.	Shoulder
	2.	Upper Arm Actuato	r					2.	Upper Arm Actuator
4 2	3.	Rocket Launcher 10 (OS)			Head			3.	Rocket Launcher 10 (OS)
1-3	4.	Ferro-Fibrous		1.	Life Support		1-3	4.	Ferro-Fibrous
	5.	Ferro-Fibrous		2.	Sensors			5.	Ferro-Fibrous
	6.	Ferro-Fibrous		3.	Cockpit			6.	Roll Again
				4.	Ferro-Fibrous	,			
	1.	Roll Again			5. Sensors 6. Life Support			1.	Roll Again
	2.	Roll Again						2.	Roll Again
4-6	3.	Roll Again		0.			4-6	3.	Roll Again
ט־ד ן	4.	Roll Again			–		- -0	4.	Roll Again
	5.	Roll Again		(Center To	rso		5.	Roll Again
	6.	Roll Again		1.	Fusion Engir			6.	Roll Again
				2.	Fusion Engir				
		.eft Torso		_	Fusion Engir			F	Right Torso
	1.	Double Heat Sink	1-3	4.	Gyro	10		1.	Double Heat Sink
	1. 2.	Double Heat Sink		7 .	,			1. 2.	Double Heat Sink
	_	Double Heat Sink		6 Cumo				_	
1-3				υ.	Gylo		1-3		Double Heat Sink
	4.	Double Heat Sink		1.	 Gyro Fusion Engine Fusion Engine Fusion Engine 			4.	Double Heat Sink
	5.	Double Heat Sink		2.				5.	Double Heat Sink
	6.	Double Heat Sink	4.0	3.				6.	Double Heat Sink
	1.	Ferro-Fibrous	4-0	4.				1.	Ferro-Fibrous
	2.	Ferro-Fibrous		5.				2.	Ferro-Fibrous
۱.,	3	Roll Again		6.	ED Modium Lacor		4.0	3.	Roll Again
4-6	4.	Roll Again					4-6	4.	Roll Again
	5.	Roll Again	Г	_			7	5.	Roll Again
	6.	Roll Again		E	ngine Hits	000	'	6.	Roll Again
	٥.	1 ton 7 igani			Gyro Hits	00		٥.	rton rigani
	LoffLog			9	-	00			Diaht Loa
Left Leg				_					Right Leg
	1.	Hip		Lif	e Support	0		1.	Hip
	2.	Upper Leg Actuato					_	2.	Upper Leg Actuator
	3.	Lower Leg Actuato	r					3.	Lower Leg Actuator
	4.	Foot Actuator						4.	Foot Actuator
	5.	Ferro-Fibrous						5.	Ferro-Fibrous
	6.	Ferro-Fibrous						6.	Ferro-Fibrous

Laft Arm

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	4 (200mc-
2	an reinniae
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Type: Locust LCT-6M Mass: 20 tons Movement Points: Tech & Configuration: Walking: 14 **Inner Sphere** Running: 21 [28] Biped 'Mech Jumping: 0 Weapons Inventory: (hexes) Туре Loc Ht Dmg Min Sht Med Lng Qty 1 ER Medium Laser 1 ER Medium Laser 12 1 ER Small Laser HD Total Heat Sinks: 10 Double (20) 000000000 Auto Eject: Weapon Heat: ☐ Operational ☐ Disabled (12)

'MECH DATA

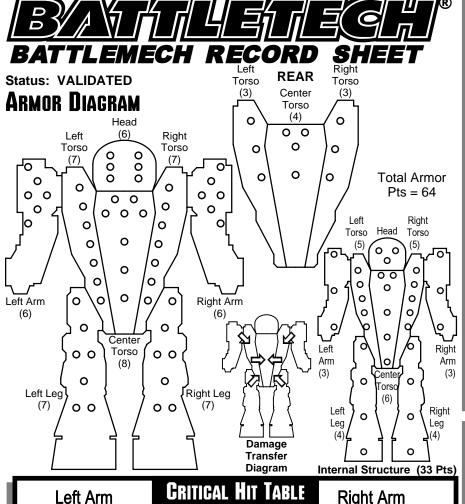
WARRIOR DATA Name: **Gunnery Skill:** Piloting Skill: 3 4 5 6 Hits Taken 2 Consciousness # 5 7 11 10 Dead

HFAT SCALE

Cons

Left Arm			GRITICAL MIT TABLE			Right Arm		
1. Shoulder						1.	Shoulder	
2. Upper A	Arm Actuator					2.	Upper Arm Actuator	
0 ED M	dium Laser	ŀ	Head		4 2	3.	ER Medium Laser	
1-3 4. Endo S	teel	1.	Life Suppor	rt	1-3	4.	Endo Steel	
5. Endo S	teel	2.	Sensors	•		5.	Endo Steel	
6. Endo S	teel	3.	Small Cock	pit		6.	Endo Steel	
1. Ferro-F	ibrous	4.	Sensors	-		1.	Ferro-Fibrous	
2. Ferro-F	ibrous	ER Small Laser				2.	Ferro-Fibrous	
3. Ferro-F	ibrous	6.	MASC		4 ^	3.	Ferro-Fibrous	
4-6 4. Ferro-F	ibrous			4	4-6	4.	Ferro-Fibrous	
5. Roll Aga	ain	(Center To	orso		5.	Roll Again	
6. Roll Aga	ain	1.	XL Engine			6.	Roll Again	
		2.	XL Engine					
Left To	orso 4 a	_	XL Engine			F	Right Torso	
1. XL Eng	1 = 5	4.	XL Gyro			1.	XL Engine	
2. XL Eng		5.	XL Gyro			2.	XL Engine	
0 VI 5		6.	XL Gyro				XL Engine	
1-3 3. XL Eng			•	1-3		-3 ^{3.}	Endo Steel	
5. Endo S		1.	XL Gyro			5.	Endo Steel	
6. Ferro-F	****	2.	XL Gyro			6.	Ferro-Fibrous	
	4-6	3. 4.	XL Gyro					
1. Ferro-F	ibious	• • •	XL Engine			1.	Ferro-Fibrous	
2. Ferro-F		5.	XL Engine			2.	Ferro-Fibrous	
4-6 3. Roll Aga		6.	XL Engine		4-6	3.	Roll Again	
4-0 4 . Roll Aga				•	T -∪ ¬		Roll Again	
5. Roll Aga		Eı	ngine Hits	000		5.	Roll Again	
6. Roll Aga	ain		Gyro Hits	00		6.	Roll Again	
		_	-			_	S' 1 ()	
Left Le	eg	Se	ensor Hits	00		ŀ	Right Leg	
1. Hip		Lif	e Support	0		1.	Hip	
	Leg Actuator L				_	2.	Upper Leg Actuator	
	Leg Actuator					3.	Lower Leg Actuator	
4. Foot Ad						4.	Foot Actuator	
5. Endo S						5.	Endo Steel	
6. Endo S	teel					6.	Endo Steel	

	IIIAI JUALI
30 29	Shutdown
28	Ammo Explosion, avoid on 8+
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	• 1 200 m=
2	CN ACCAYANTE
1	1/1/05
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Type: Stinger STG-3G Mass: 20 tons Movement Points: Tech & Configuration: Walking: 6 Inner Sphere Running: Q **Biped 'Mech** Jumping: 6 (hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Type 1 Medium Laser 5 -3 **Medium Laser** LA 5 3 6 9 Total Heat Sinks: 10 Single 000000000 Auto Eject: Weapon Heat: ☐ Operational ☐ Disabled (6)

'MECH DATA

WARRIOR DATA Name: **Gunnery Skill: Piloting Skill:** 6 Hits Taken 1 2 3 4 5 Consciousness # 3 7 10 11 Dead

HEAT SCALE

30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 12 11 -2 Movement Points 10 9 +1 Modifier to Fire 8 6 5 4 -1 Movement Point 2 1

CRITICAL HIT TABLE

- Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3 **Hand Actuator**
- 5. **Medium Laser**
 - Roll Again 6.

 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - Roll Again 5.
 - Roll Again 6.

Left Torso

- Jump Jet 1.
- Jump Jet
- 3. Jump Jet
- 1-3 Single Heat Sink
 - Roll Again 5.
 - Roll Again
 - Roll Again 1.
 - Roll Again 2.
- Roll Again 4-6
- Roll Again
 - 5. Roll Again Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink
- Single Heat Sink 6.

Head

- Life Support
- Sensors
- 3.
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- **Fusion Engine** 2.
- **Fusion Engine**
- 1-3
- Gyro
 - 5. Gyro

 - 6. Gyro
 - Gyro
 - **Fusion Engine**
- **Fusion Engine**
- 4-6
 - **Fusion Engine**
 - Roll Again 5.
 - Roll Again

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Arm

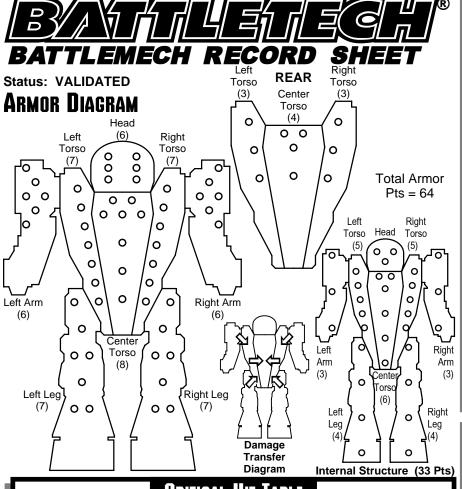
- 1. Shoulder 2. **Upper Arm Actuator**
- **Lower Arm Actuator** 1-3
- **Hand Actuator**
 - **Medium Laser** 5.
 - Roll Again 6.
 - Roll Again
- Roll Again 2.
- Roll Again 3. 4-6
- Roll Again
- Roll Again 5.

 - Roll Again

Right Torso

- Jump Jet
- Jump Jet 2.
- 1-3 ^{3.} Jump Jet
- Single Heat Sink
 - Roll Again 5.
 - 6. Roll Again
 - Roll Again 1.
 - Roll Again 2.
- Roll Again 4-6
 - Roll Again
 - 5. Roll Again
 - Roll Again

- Hip
- **Upper Leg Actuator**
- 3. **Lower Leg Actuator**
- **Foot Actuator** 4.
- Single Heat Sink
- 6.



Type: Stinger STG-3P Mass: 20 tons Movement Points: Tech & Configuration: Walking: 6 Inner Sphere Running: Q Biped 'Mech Jumping: 6 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 5 5 3 6 12 18 1 Light PPC Total Heat Sinks: 10 Single 000000000 Auto Eject: Weapon Heat: ☐ Operational ☐ Disabled (5)

'MECH DATA

WARRIOR DATA Name: **Gunnery Skill: Piloting Skill:** 6 Hits Taken 1 2 3 4 5 Consciousness # 3 7 10 11 Dead

HEAT SCALE

30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3 2 1

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3 **Hand Actuator**
 - 5. Roll Again

 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 4-6
 - Roll Again Roll Again 5.
 - Roll Again 6.

Left Torso

- Single Heat Sink
- Jump Jet
- 3. Jump Jet 1-3
 - Jump Jet
 - 5.
 - Endo Steel
 - Endo Steel
 - 1. Endo Steel 2. Endo Steel
- Endo Steel 4-6
 - 4. Endo Steel
 - 5. Endo Steel
 - Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- Single Heat Sink
- Single Heat Sink 6.

Head

- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- **Fusion Engine** 2.
- **Fusion Engine**
- 1-3
- Gyro
 - 5. Gyro
 - 6. Gyro
 - Gyro
- **Fusion Engine**
- **Fusion Engine** 4-6
- **Fusion Engine**
 - Roll Again 5.
 - Roll Again

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Arm

- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
 - **Hand Actuator** 5. **Light PPC**

 - Light PPC
 - Roll Again
- Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - Roll Again 5.

 - Roll Again

Right Torso

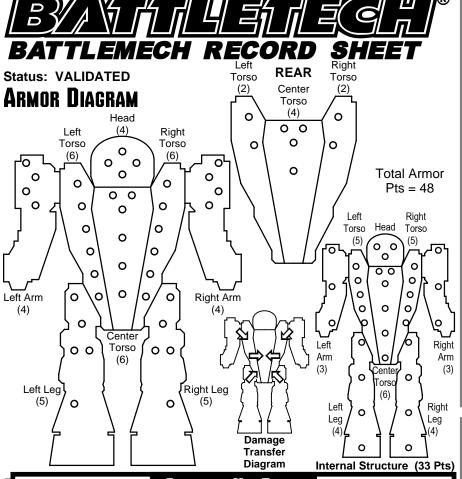
- Single Heat Sink
- Jump Jet
- Jump Jet
- 1-3 ^{3.} _{4.} Jump Jet
 - Endo Steel 5.
 - Endo Steel
 - Endo Steel 1.
 - Endo Steel
 - 2.
 - Endo Steel Endo Steel
 - 5. Endo Steel
 - Roll Again

Right Leg

1. Hip

4-6

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Single Heat Sink
- Single Heat Sink 6.



Type: Stinger STG-3R Mass: 20 tons Movement Points: Tech & Configuration: Walking: 6 **Inner Sphere** Running: Q **Biped 'Mech** Jumping: 6 (hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Qty Type 1 Medium Laser Machine Gun 2 3 RA 1 2 3 1 Machine Gun 2 2 LA 1 Rounds: Ammo Type: **Machine Gun** 200 Total Heat Sinks: 10 Single 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (3)**W**ARRIOR **D**ATA

'MECH DATA

Name: **Gunnery Skill:** Piloting Skill: 6 Hits Taken 1 2 3 4 5 Consciousness # 3 7 10 11 Dead

HEAT SCALE 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 12 11 -2 Movement Points 10 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3 2 1

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- Lower Arm Actuator 1-3
 - **Hand Actuator** 5. **Machine Gun**
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
 - Roll Again 3.
- 4-6 Roll Again
 - Roll Again 5.
 - Roll Again 6.

Left Torso

- Jump Jet 1.
- Jump Jet
- 3. Jump Jet
- 1-3 Single Heat Sink
 - Single Heat Sink 5.
 - Single Heat Sink
 - Roll Again 1.
 - Roll Again 2.
- Roll Again
- 4-6 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Roll Again
- Roll Again 6.

Head

- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- 2. **Fusion Engine**
- **Fusion Engine**
- 1-3
- Gyro
 - 5. Gyro

 - 6. Gyro
 - Gyro
 - **Fusion Engine**
- Fusion Engine 4-6
 - **Fusion Engine**
 - Ammo (MG) 200 5.
 - Roll Again

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Arm

- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator**
- 1-3 **Hand Actuator**
 - **Medium Laser** 5.

 - 6. **Machine Gun**
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - Roll Again 5.

 - Roll Again

Right Torso

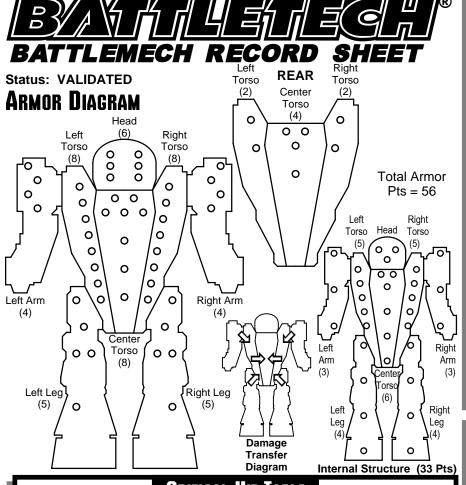
- Jump Jet 1.
- Jump Jet 2.
- 1-3 ^{3.} Jump Jet
 - Single Heat Sink
 - Single Heat Sink 5.
 - Single Heat Sink
 - Roll Again 1.
 - Roll Again 2.
 - Roll Again
 - Roll Again
 - Roll Again 5.
 - Roll Again

Right Leg

Hip

4-6

- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- Roll Again Roll Again 6.

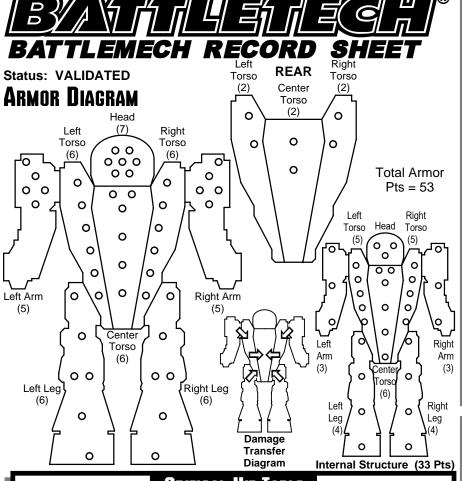


Type: Stinger STG-5M Mass: 20 tons Movement Points: Tech & Configuration: Walking: 6 **Inner Sphere** Running: Q Biped 'Mech Jumping: 6 (hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Qty Type 1 Medium Laser 3 1 Anti-Missile System RA 1 Flamer 2 3 LA 1 Rounds: Ammo Type: Anti-Missile System 12 Total Heat Sinks: 10 Single 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled **W**ARRIOR **D**ATA

'MECH DATA

CRITICAL HIT TABLE Left Arm Right Arm Shoulder 1. Shoulder **Upper Arm Actuator Upper Arm Actuator** 2. 2. Head **Lower Arm Actuator Lower Arm Actuator** 1-3 1-3 **Hand Actuator Hand Actuator** Life Support 5. Flamer **Medium Laser** 5. Sensors Roll Again Anti-Missile System 6. 3. Cockpit Roll Again Roll Again Roll Again Sensors Roll Again Roll Again 2. 2. Life Support Roll Again Roll Again 3. 3. 4-6 4-6 Roll Again Roll Again Center Torso Roll Again 5. Roll Again 5. Roll Again Roll Again 6. 1. Fusion Engine **Fusion Engine** 2. Left Torso Right Torso **Fusion Engine** 1-3 Single Heat Sink Gyro Single Heat Sink 5. Gyro Jump Jet Jump Jet 1-3 3. 3. Jump Jet 6. Gyro Jump Jet 1-3 4. Jump Jet Jump Jet Gyro Ammo (AMS) 12 Endo Steel 5. 5. **Fusion Engine** Endo Steel Endo Steel **Fusion Engine** 4-6 **Fusion Engine** Endo Steel 1. Endo Steel 1. Endo Steel 5. Endo Steel 2. Endo Steel 2. Endo Steel Endo Steel Endo Steel 4-6 4-6 4. Endo Steel Endo Steel 5. Roll Again 5. Endo Steel Engine Hits 000 Roll Again Roll Again **Gyro Hits** 00 **Sensor Hits** 00 Left Leg Right Leg Life Support 1. Hip 1. Hip **Upper Leg Actuator Upper Leg Actuator** Lower Leg Actuator 3. **Lower Leg Actuator** 3. Foot Actuator **Foot Actuator** 4. 4. Single Heat Sink Single Heat Sink Single Heat Sink Single Heat Sink 6. 6.

HEAT SCALE	
30 Shutdown	
28 Ammo Explosion, avoid on 8+	
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	
9	
8 +1 Modifier to Fire	
7	
6	
5 -1 Movement Point	
4	
3 (Comp	_
1 (A) (C) (C) (C) (C) (C) (C) (C) (C) (C) (C	(K
	9
V	



Type: Stinger STG-5R Mass: 20 tons Movement Points: Tech & Configuration: Walking: 6 **Inner Sphere** Running: Q **Biped 'Mech** Jumping: 6 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 ER Medium Laser 5 1 Rocket Launcher 15 (OS) RT 4 1/hit 15 9 1 Rocket Launcher 15 (OS) LT 4 1/hit -15 Total Heat Sinks: 10 Single 000000000 Auto Eject: Weapon Heat: ☐ Operational ☐ Disabled (5)

'MECH DATA

WARRIOR DATA Name: **Gunnery Skill:** Piloting Skill: 6 Hits Taken 1 2 3 4 5 Consciousness # 7 10 11 Dead

HEAT SCALE

30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 13 +2 Modifier to Fire 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3 2 1

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- Lower Arm Actuator 1-3 **Hand Actuator**
 - 5. Ferro-Fibrous
 - Ferro-Fibrous 6.
 - Roll Again
 - Roll Again 2.
 - Roll Again 3.
- 4-6 Roll Again
 - Roll Again 5.
 - Roll Again 6.

Left Torso

- Single Heat Sink
- Single Heat Sink
- 3. Single Heat Sink
- 1-3 4. Jump Jet
 - Jump Jet 5.
 - Jump Jet
 - Rocket Launcher 15 (OS)4-6 1.

 - Rocket Launcher 15 (OS) 2.
- Ferro-Fibrous 4-6
 - 4. Ferro-Fibrous
 - 5. Roll Again Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- Foot Actuator 4.
- 5. Ferro-Fibrous
- Ferro-Fibrous 6.

Head

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

Center Torso

- Fusion Engine
- **Fusion Engine** 2.
- **Fusion Engine**
- 1-3 Gyro
 - 5. Gyro
 - 6.
 - Gyro
 - Gyro
 - **Fusion Engine**
 - Fusion Engine
 - **Fusion Engine**
 - Ferro-Fibrous

Life Support

Ferro-Fibrous

4-6 Engine Hits OOO **Gyro Hits** 00 **Sensor Hits** 00

Right Arm 1. Shoulder

- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
- **Hand Actuator**
 - **ER Medium Laser** 5.
 - Ferro-Fibrous

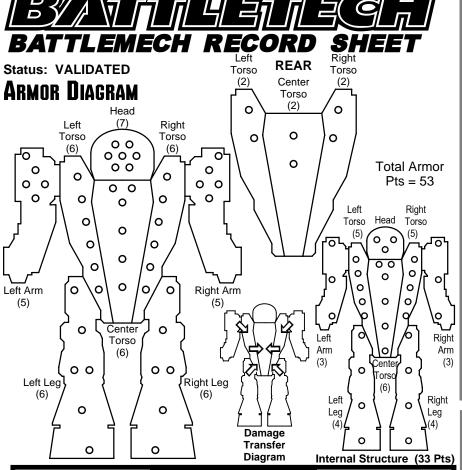
 - Ferro-Fibrous
 - Roll Again 2.
- Roll Again 3. 4-6
- Roll Again
- Roll Again 5.

 - Roll Again

Right Torso

- Single Heat Sink
- Single Heat Sink
- 1-3 ^{3.} _{4.} Single Heat Sink
- Jump Jet
 - Jump Jet 5.
 - 6. Jump Jet
 - Rocket Launcher 15 (OS) 1.
 - Rocket Launcher 15 (OS) 2.
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again 5.
 - Roll Again

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Ferro-Fibrous
- Ferro-Fibrous 6.



Type: Stinger STG-5T Mass: 20 tons Movement Points: Tech & Configuration: Walking: 6 Inner Sphere Running: Q **Biped 'Mech** Jumping: 6 (hexes) Weapons Inventory: Qty Type Loc Ht Dma Min Sht Med Lna 1 MML3 LRM (40 salvos/ton) 1/hit 6 7 14 21 SRM (33 salvos/ton) 2/hit -MML 3 LT Ammo Type: Rounds: MML3 Total Heat Sinks: 10 Single 000000000 Auto Eject: Weapon Heat: ☐ Operational ☐ Disabled

'MECH DATA

WARRIOR DATA Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

HEAT SCALE 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13

-2 Movement Points

+1 Modifier to Fire

-1 Movement Point

CRITICAL HIT TABLE Right Arm 1. Shoulder 2. **Upper Arm Actuator** Head **Lower Arm Actuator Lower Arm Actuator** 1-3 **Hand Actuator** Life Support 5. Ferro-Fibrous Sensors Ferro-Fibrous 6. 3. Cockpit Roll Again Ferro-Fibrous

2.

3.

5.

2.

4-6

Sensors Life Support Center Torso

1. XL Engine XL Engine 2. XL Engine 1-3 Gyro 5.

XL Engine Gyro XL Engine 6. Gyro Single Heat Sink Gyro Jump Jet XL Engine Jump Jet XL Engine 3. 4-6 XL Engine Jump Jet Ammo (MML 3) 33/40

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

6.

3.

5.

1.

2.

5.

1.

3.

4.

5.

6.

1-3

4-6

1-3

4-6

Upper Arm Actuator

Hand Actuator

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Roll Again

Left Torso

XL Engine

MML 3

Lower Leg Actuator

Foot Actuator

Single Heat Sink

Single Heat Sink

Ammo (MML 3) 33/40 4-6 MML 3 Roll Again Roll Again Engine Hits OOO Roll Again Gyro Hits 00 Left Leg **Sensor Hits** 00 Life Support Hip **Upper Leg Actuator**

Right Torso 1. XL Engine

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Roll Again

XL Engine 1-3 ^{3.} _{4.} XL Engine Single Heat Sink Jump Jet 5. Jump Jet 1. Jump Jet 2. MML 3 MML 3 Roll Again 5. Roll Again Roll Again

Right Leg

Hip **Upper Leg Actuator** 3. **Lower Leg Actuator** 4.

Foot Actuator Single Heat Sink 12

11

10

9

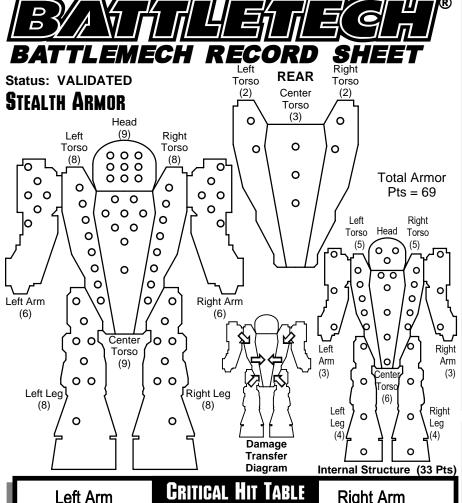
8

6

5

4

6.



Right Arm Shoulder

- **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 **Hand Actuator** 5. Double Heat Sink
 - 6. Double Heat Sink
 - Double Heat Sink
 - Medium Laser 2.
- Stealth Armor 3. 4-6 Stealth Armor
 - Roll Again 5. Roll Again 6.

Right Torso

- Double Heat Sink **Double Heat Sink** Double Heat Sink 1-3
- Stealth Armor Stealth Armor 5.
 - Endo Steel
- Endo Steel 1. Endo Steel 2. Endo Steel 4-6
 - Endo Steel 5. Endo Steel
 - Endo Steel

Sensor Hits 00 Right Leg

000

00

Life Support

Engine Hits

Gyro Hits

Head

Life Support

Sensors

Cockpit Roll Again

Sensors

2.

5. Gyro

6.

5.

1-3

4-6

Life Support

Center Torso

Fusion Engine Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Guardian ECM

Guardian ECM

Gyro

Gyro

Gyro

- **Upper Leg Actuator** Lower Leg Actuator
- **Foot Actuator** 4. 5. Stealth Armor
- Stealth Armor 6.

Left Arm

Shoulder

2.

5.

6.

2.

5.

6.

3.

5.

1.

2.

5.

1. Hip

3.

1-3

4-6

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Double Heat Sink

Double Heat Sink

Double Heat Sink

Medium Laser

Stealth Armor

Stealth Armor

Roll Again

Roll Again

Left Torso

Double Heat Sink

Double Heat Sink

Double Heat Sink

Stealth Armor

Stealth Armor

Endo Steel

Left Leg

- **Upper Leg Actuator Lower Leg Actuator** 3.
- **Foot Actuator** 4. 5. Stealth Armor
- Stealth Armor 6.

'MECH DATA

Type: Stinger STG-6L Mass: 20 tons

Movement Points: Tech & Configuration: Walking: 8 **Inner Sphere** Running: 12 **Biped 'Mech** Jumping: 0

(hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Qty Type 1 Medium Laser

Medium Laser 6 9 LA 1 Guardian ECM 6 CT

Total Heat Sinks: 10 Double (20) 000000000

> 3 5 7 10 11 Dead

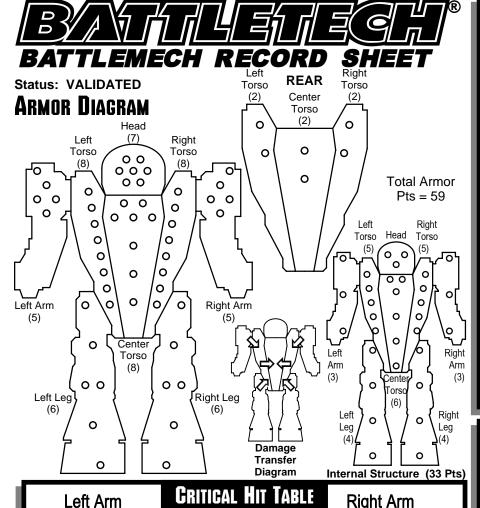
Name:

Consciousness #

Auto Eject: Weapon Heat: ☐ Operational ☐ Disabled (16)

WARRIOR **D**ATA **Gunnery Skill:** Piloting Skill: 6 Hits Taken 1 2 3 4 5

	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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	• 600 ma-
2	an a claywar.
1	1//
0	V [*]



Right Arm 1. Shoulder

- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
- **Hand Actuator**
 - **ER Medium Laser** 5.
 - **Light Machine Gun**
 - Heavy Ferro-Fibrous Heavy Ferro-Fibrous 2.
- Heavy Ferro-Fibrous 4-6
 - Heavy Ferro-Fibrous
 - 5. Heavy Ferro-Fibrous
 - Roll Again

Center Torso

Life Support

Small Cockpit Sensors

Single Heat Sink

Single Heat Sink

Sensors

- 1. Light Fusion Engine **Light Fusion Engine**
- Light Fusion Engine 1-3 Gyro

Head

3.

- 6.
- Jump Jet Jump Jet
- Ammo (LMG) 100
- Heavy Ferro-Fibrous 1.
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous 4-6 4. Heavy Ferro-Fibrous

Shoulder

2.

5.

6.

2.

5.

6.

1-3 ^{3.}

5.

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Light Machine Gun

Heavy Ferro-Fibrous

Heavy Ferro-Fibrous

Heavy Ferro-Fibrous

Heavy Ferro-Fibrous

Heavy Ferro-Fibrous

Heavy Ferro-Fibrous

Light Fusion Engine

Single Heat Sink

Roll Again

Left Torso

Hand Actuator

- Roll Again 5.
- Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator
- **Foot Actuator** 4.
- 5. Single Heat Sink 6. Jump Jet

- Right Torso
- **Light Fusion Engine**
- - 5. Gyro
 - Gyro
 - Gyro
 - **Light Fusion Engine**
- **Light Fusion Engine**
- **Light Fusion Engine**
 - 5. Jump Jet
 - MASC 6.

4-6 **Engine Hits** 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

- 1. Light Fusion Engine
- **Light Fusion Engine**
- 1-3 ^{3.} _{4.} Jump Jet
 - Jump Jet
 - Heavy Ferro-Fibrous 5.
 - Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous Heavy Ferro-Fibrous 2.
 - Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous
 - Roll Again 5.
 - Roll Again

Right Leg

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Single Heat Sink
- 6. Jump Jet

WARRIOR **D**ATA

Total Heat Sinks: 10 Single

Name:								
Gunnery Skill:	Piloting Skill:+1							
Hits Taken	1	2	3	4	5	6		
Consciousness #	3	5	7	10	11	Dead		

Rounds:

100

☐ Disabled

'MECH DATA

Inner Sphere

(hexes)

Weapon Heat:

(5)

6

Loc Ht Dmg Min Sht Med Lng

Movement Points: Tech & Configuration:

Running: 11 [14] Biped 'Mech

Type: Stinger STG-6S

Mass: 20 tons

Weapons Inventory:

1 Light Machine Gun RA

1 Light Machine Gun LA

Light Machine Gun

000000000

Auto Eject:

☐ Operational

Walking: 7

Jumping: 7

Type

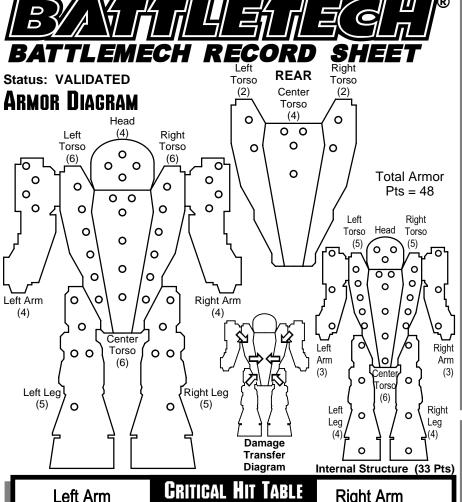
Ammo Type:

1 ER Medium Laser

Qty

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	1
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	• ??
2	CH A CHAYWY AR
1	1/1/05
1 0	W -



Head

3.

2.

5. Gyro

6.

2.

5.

4-6

Life Support

Sensors

Cockpit Roll Again

Sensors

Life Support

Center Torso

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Jump Jet

Jump Jet

Engine Hits

Life Support

Gyro

Gyro

Gyro

Right Arm

- 1. Shoulder 2. **Upper Arm Actuator Lower Arm Actuator**
- 1-3 **Hand Actuator**
 - Medium Laser 5.
 - Roll Again 6.
 - Roll Again Roll Again 2.
- Roll Again 3.
- 4-6 Roll Again
 - Roll Again 5.
 - Roll Again

Right Torso

- Jump Jet
- Single Heat Sink
- 3. Single Heat Sink 1-3 Single Heat Sink
- Roll Again 5.

 - 6. Roll Again
 - Roll Again 1. Roll Again 2.
- Roll Again 4-6
 - Roll Again
 - 5.
 - Roll Again

Gyro Hits 00 **Sensor Hits** 00

000

1. Hip

Left Arm

Shoulder

Roll Again

Left Torso

Jump Jet

Roll Again

Left Leg

Ammo (SRM 2) 50

Single Heat Sink

Single Heat Sink

Single Heat Sink

2.

5.

6.

2.

3.

5.

6.

3.

5.

1.

2.

5.

1-3

4-6

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. SRM 2
- 6. Jump Jet

- Roll Again

Right Leg

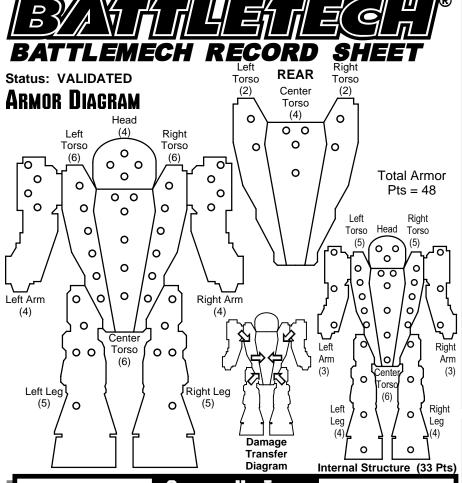
- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Jump Jet
- Roll Again 6.

Type: Wasp WSP-1A Mass: 20 tons Movement Points: Tech & Configuration: Walking: 6 **Inner Sphere** Running: Q Biped 'Mech Jumping: 6 (hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Type 1 Medium Laser 5 - 3 1 SRM 2 2 2/hit - 3 6 9 LL Ammo Type: Rounds: SRM 2 50 Total Heat Sinks: 10 Single 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (5)

'MECH DATA



	HEAT SCALE
_	** Avoid Inferno explosion on
30	Shutdown
29 28	Ammo Explosion, avoid on 8+ (** 12+)
27	Allillo Explosion, avoid on 6+ (12+)
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	-3 Movement Points
15	00
13	Shutdown, avoid on 4+ (** 6+) +2 Modifier to Fire
12	+2 Modifier to Fire
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	a -
3	4 (200mm
2	an activities.
1	1/m
	V



Mass: 20 tons Movement Points: Tech & Configuration: Walking: 6 **Inner Sphere** Running: Q **Biped 'Mech** Jumping: 6 (hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Type 1 Medium Laser 2 Small Laser 3 3 LT 1 2 1 Flamer 3 LL 2 2 1 Total Heat Sinks: 10 Single 000000000 Auto Eject: Weapon Heat: ☐ Operational ☐ Disabled (8)**WARRIOR DATA**

'MECH DATA

Type: Wasp WSP-1D

Name: **Gunnery Skill: Piloting Skill:** 6 Hits Taken 1 2 3 4 5 Consciousness # 3 7 10 11 Dead

HEAT SCALE 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 12 11 -2 Movement Points 10 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 2

1

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
- **Hand Actuator**
 - 5. Roll Again
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again Roll Again 5.

 - Roll Again 6.

Left Torso

- Jump Jet
- Single Heat Sink
- 3. **Small Laser** 1-3
 - Small Laser
 - Roll Again 5.
 - Roll Again
 - Roll Again 1.
 - Roll Again 2.
- Roll Again 4-6
 - 4. Roll Again 5. Roll Again
 - Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator
- Foot Actuator 4.
- 5. Jump Jet
- 6. Flamer

Head

- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

- Center Torso
- 1. Fusion Engine
- 2. **Fusion Engine**
- **Fusion Engine**
- 1-3
 - Gyro
 - 5. Gyro
 - 6. Gyro

 - Gyro
 - **Fusion Engine**
- **Fusion Engine** 4-6
- **Fusion Engine**
 - Jump Jet 5.
 - Jump Jet

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Arm

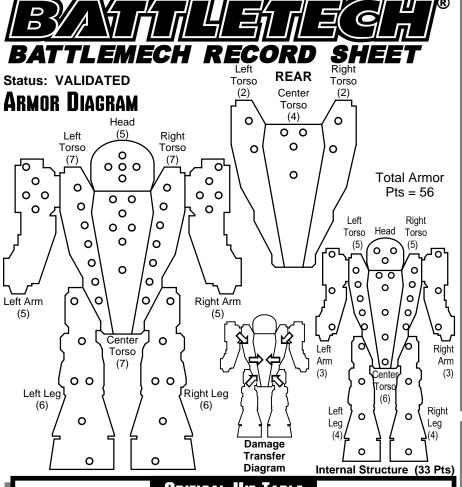
- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
- **Medium Laser**
 - Roll Again 5.
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - Roll Again 5.

 - Roll Again

Right Torso

- Jump Jet
- Single Heat Sink 2.
- 1-3 ^{3.} Single Heat Sink
 - Single Heat Sink
 - Single Heat Sink 5.
 - Single Heat Sink
 - Roll Again 1.
 - Roll Again 2.
- Roll Again 4-6
 - Roll Again
 - Roll Again 5.
 - Roll Again

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Jump Jet
- 6. Roll Again



Type: Wasp WSP-1K Mass: 20 tons Movement Points: Tech & Configuration: Walking: 6 **Inner Sphere** Running: Q **Biped 'Mech** Jumping: 6 (hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Type 1 Medium Laser 5 3 Machine Gun LT 2 2 3 1 Rounds: Ammo Type: **Machine Gun** 200 Total Heat Sinks: 10 Single 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (3)**WARRIOR DATA**

'MECH DATA

Name: **Gunnery Skill:** Piloting Skill: 6 Hits Taken 1 2 3 4 5 Consciousness # 3 7 10 11 Dead

HEAT SCALE

30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3 2 1

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3 **Hand Actuator**
 - 5. Roll Again
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
 - Roll Again 3.
- 4-6
 - Roll Again Roll Again 5.
 - Roll Again 6.

Left Torso

- Jump Jet
- Single Heat Sink
- 3. Single Heat Sink 1-3
 - Machine Gun
 - Ammo (MG) 200 5.
 - Roll Again
 - Roll Again 1.
 - Roll Again 2.
- Roll Again 4-6
 - 4. Roll Again
 - 5. Roll Again Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- Foot Actuator 4.
- 5. Jump Jet
- 6. Single Heat Sink

Head

- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- **Fusion Engine** 2.
- **Fusion Engine**
- 1-3
- Gyro
 - 5. Gyro
 - 6. Gyro

 - Gyro
- **Fusion Engine**
- **Fusion Engine** 4-6
- **Fusion Engine**
 - Jump Jet 5.
 - Jump Jet

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Arm

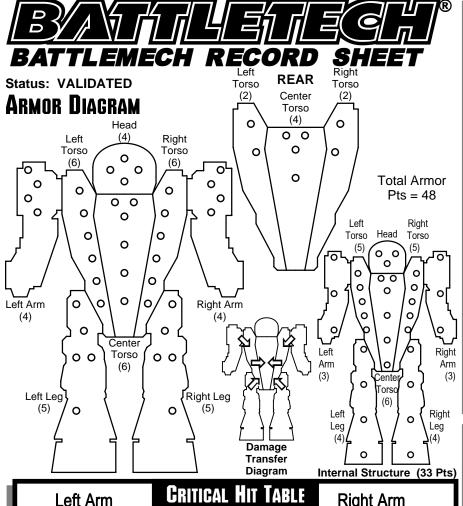
- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
 - **Medium Laser**
 - Roll Again 5.
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - Roll Again 5.

 - Roll Again

Right Torso

- Jump Jet
- Single Heat Sink
- 1-3 ^{3.} Single Heat Sink
- Roll Again
- Roll Again 5.
- 6. Roll Again
- Roll Again 1. Roll Again
- 2.
- Roll Again 4-6
 - Roll Again Roll Again 5.
 - Roll Again

- Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- Jump Jet
- 6. Single Heat Sink



Right Arm

- 1. Shoulder 2. **Upper Arm Actuator**
- **Lower Arm Actuator** 1-3
- SRM 4
 - Roll Again 5.
 - Roll Again 6.
 - Roll Again
 - Roll Again 2. Roll Again
- 3. 4-6
 - Roll Again
 - Roll Again 5.

Right Torso

Single Heat Sink

Single Heat Sink

Ammo (SRM 4) 25

Jump Jet

Roll Again

Center Torso

- 2. **Fusion Engine**
- 1-3

3.

- 5.
- Single Heat Sink Single Heat Sink
- 1-3 4. Roll Again
 - Roll Again 5.

Left Arm

Shoulder

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again Roll Again

Roll Again

Left Torso

Jump Jet

2.

5.

6.

2.

3.

5.

6.

3.

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

- Roll Again
- Roll Again 1.
- Roll Again 2.
- Roll Again 4-6
 - 4. Roll Again
 - Roll Again 5.
 - Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- Foot Actuator 4.
- 5. Jump Jet
- 6. Single Heat Sink

Life Support

Sensors

Cockpit

Roll Again

Head

- Sensors
- Life Support

- **Fusion Engine**
- **Fusion Engine**
- Gyro
- - Gyro
 - 6. Gyro
 - Gyro **Fusion Engine**
- **Fusion Engine**
- 4-6 **Fusion Engine**
 - Jump Jet 5.
 - Jump Jet

Life Support

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00

4-6 5.

1-3 ^{3.}

5.

6.

1.

2.

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- Jump Jet
- Single Heat Sink 6.

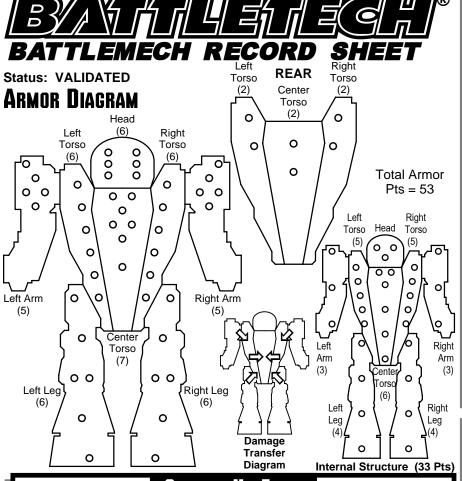
Mass: 20 tons Movement Points: Tech & Configuration: Walking: 6 **Inner Sphere** Running: Q **Biped 'Mech** Jumping: 6 (hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Qty Type 1 SRM 4 3 2/hit - 3 6 Ammo Type: Rounds: SRM 4 25 Total Heat Sinks: 10 Single 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (3)

'MECH DATA

Type: Wasp WSP-1L

WARRIOR **D**ATA Name: **Gunnery Skill:** Piloting Skill: 4 5 6 Hits Taken 1 2 3 Consciousness # 3 5 7 10 11 Dead

	HEAT SCALE
	** Avoid Inferno explosion on
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	4 (D) MO-
2	an activalar
1	1/1/05
0	V -



Type: Wasp WSP-1S Mass: 20 tons Movement Points: Tech & Configuration: Walking: 6 **Inner Sphere** Running: Q **Biped 'Mech** Jumping: 6 (hexes) Weapons Inventory: Type Loc Ht Dmg Min Sht Med Lng 1 Medium Pulse Laser RA 2 Small Laser 3 3 RT 1 2 1 Flamer 3 LT 2 2 1 Total Heat Sinks: 10 Single 000000000 Auto Eject: Weapon Heat: ☐ Operational ☐ Disabled (9)

'MECH DATA

WARRIOR DATA Name: **Gunnery Skill:** Piloting Skill: 6 Hits Taken 1 2 3 4 5 Consciousness # 3 7 10 11 Dead

HEAT SCALE 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3 2

1

CRITICAL HIT TABLE Left Arm

3.

2.

5. Gyro

6.

5.

1-3

4-6

Head

Life Support

Sensors

Cockpit Roll Again

Sensors

Life Support

1. Fusion Engine

Gyro

Gyro

Gyro

Center Torso

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Jump Jet

Jump Jet

Engine Hits

- Shoulder
- **Upper Arm Actuator** 2.
- Lower Arm Actuator 1-3
- **Hand Actuator**
 - 5. Ferro-Fibrous Ferro-Fibrous 6.

 - Ferro-Fibrous
 - Ferro-Fibrous 2.
- Ferro-Fibrous 3. 4-6
 - Ferro-Fibrous
 - 5. Ferro-Fibrous Roll Again 6.

Left Torso

- Single Heat Sink
- Single Heat Sink
- 3. Single Heat Sink
- 1-3 Flamer
 - Endo Steel 5.
 - Endo Steel

 - 1. Endo Steel 2. Endo Steel
- Endo Steel
- 4-6 4. Endo Steel
 - 5. Endo Steel
 - Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- 4. Jump Jet
- 5. Jump Jet

6.

Lower Leg Actuator Foot Actuator

Gyro Hits 00 **Sensor Hits** 00 Life Support

Right Arm 1. Shoulder

- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
 - **Medium Pulse Laser**
 - Ferro-Fibrous 5.
 - Ferro-Fibrous 6.
 - Ferro-Fibrous
 - Ferro-Fibrous 2.
- Ferro-Fibrous 3. 4-6
 - Ferro-Fibrous
 - Ferro-Fibrous 5.
 - Roll Again

Right Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink 1-3
- Small Laser
 - **Small Laser** 5. Endo Steel

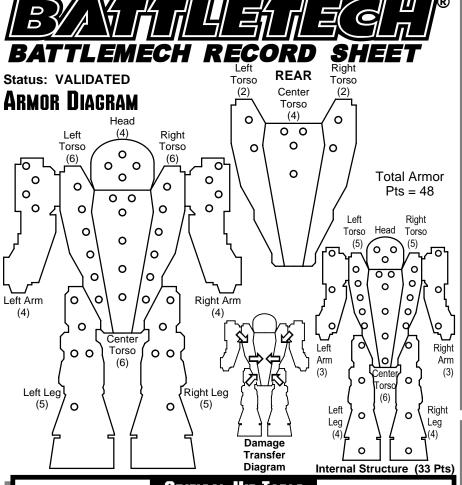
 - Endo Steel 1.
 - Endo Steel 2.
 - Endo Steel
 - Endo Steel Endo Steel 5.
 - Endo Steel

Right Leg

4-6

000

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Jump Jet
- 6. Jump Jet



Type: Wasp WSP-1W Mass: 20 tons Movement Points: Tech & Configuration: Walking: 6 **Inner Sphere** Running: Q Biped 'Mech Jumping: 6 (hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Qty Type 2 Small Laser 2 Small Laser 3 3 RT 1 2 2 Small Laser 3 LT 1 Total Heat Sinks: 10 Single 000000000 Auto Eject: Weapon Heat: ☐ Operational ☐ Disabled (6)**W**ARRIOR **D**ATA

'MECH DATA

Name: **Gunnery Skill:** Piloting Skill: 6 Hits Taken 1 2 3 4 5 Consciousness # 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+
	+3 Modifier to Fire
_	
	-3 Movement Points
	Shutdown, avoid on 4+
_	+2 Modifier to Fire
_	-2 Movement Points
_	
	+1 Modifier to Fire
	-1 Movement Point
	•
	1 2000000
	AN MEDICULAR
	1/A~0 ~
U	V
	29 28 27 26 25 24 23 22 21 20

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3 **Hand Actuator**
 - 5. Roll Again
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
 - Roll Again 3.
- 4-6 Roll Again
 - Roll Again 5.
 - Roll Again 6.

Left Torso

- Jump Jet
- Single Heat Sink
- 3. Single Heat Sink 1-3 Small Laser
 - Small Laser 5.

 - Roll Again
 - Roll Again 1.
 - Roll Again 2.
- Roll Again 4-6
- Roll Again
 - 5. Roll Again
 - Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- Foot Actuator 4.
- 5. Jump Jet
- 6. Single Heat Sink

Head

- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- 2. **Fusion Engine**
- **Fusion Engine** 1-3
- Gyro
 - 5. Gyro

 - 6. Gyro

 - Gyro **Fusion Engine**
- **Fusion Engine** 4-6
 - **Fusion Engine**
 - Jump Jet 5.
 - Jump Jet

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Arm

- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
- **Small Laser**
 - **Small Laser** 5.
 - Roll Again 6.
 - Roll Again
- Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - Roll Again 5.

 - Roll Again

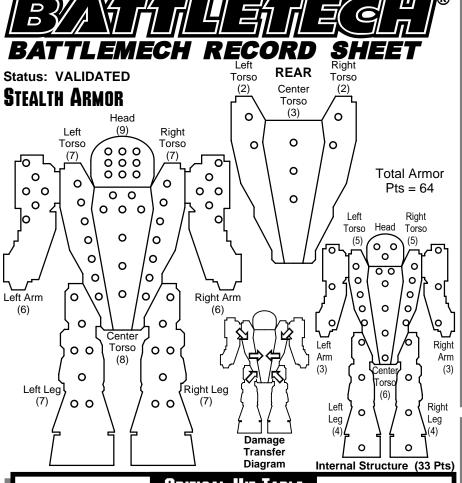
Right Torso

- Jump Jet
- Single Heat Sink
- 1-3 ^{3.} Single Heat Sink
- Small Laser
- **Small Laser** 5.
- 6. Roll Again
- Roll Again 1.
- Roll Again
- 2.

4-6

- Roll Again
- Roll Again
- 5. Roll Again
- Roll Again

- 1. Hip
- **Upper Leg Actuator**
- 3. Lower Leg Actuator
- **Foot Actuator** 4.
- Jump Jet
- Single Heat Sink 6.



Total Heat Sinks: 10 Single

000000000

Auto Eject:

☐ Operational

Name:								
Piloting Skill:								
1	2	3	4	5	6			
3	5	7	10	11	Dead			
	1 3	1 2	1 2 3	1 2 3 4	1 2 3 4 5			

'MECH DATA

Inner Sphere

Biped 'Mech

5

3 1/hit -

(hexes)

4

Weapon Heat:

(15)

5 11 18

12

Loc Ht Dmg Min Sht Med Lng

Movement Points: Tech & Configuration:

Type: Wasp WSP-3L

Mass: 20 tons

Weapons Inventory:

Rocket Launcher 10 (OS) RT

Walking: 6

Running: Q

Jumping: 6

Type

1 Guardian ECM

1 ER Medium Laser

Qty

WARRIOR **D**ATA

☐ Disabled

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	· 1000 m-
2	WATAWIE
1	48/00
0	V

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- Lower Arm Actuator 1-3
- Endo Steel
 - 5. Endo Steel Endo Steel 6.

 - Endo Steel
 - Endo Steel 2. Endo Steel
- 4-6 Stealth Armor
 - 5. Stealth Armor
 - Roll Again 6.

Left Torso

- Single Heat Sink
- Single Heat Sink
- 3. Jump Jet
- 1-3 Jump Jet
 - **Guardian ECM** 5.
 - Guardian ECM
 - 1. Endo Steel
 - 2. Endo Steel
- Endo Steel 4-6
 - Stealth Armor
 - 5. Stealth Armor Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Stealth Armor
- Stealth Armor 6.

Head

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

Center Torso

- 1. Fusion Engine
- **Fusion Engine** 2.
- **Fusion Engine** 1-3
- Gyro
 - 5. Gyro
 - 6. Gyro

 - Gyro
 - **Fusion Engine**
- **Fusion Engine** 4-6 **Fusion Engine**
 - Jump Jet 5.
 - Jump Jet

000 **Gyro Hits** 00

Engine Hits Sensor Hits 00 Life Support

Right Arm

- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
 - Single Heat Sink
 - Single Heat Sink 5.
 - 6. **ER Medium Laser**

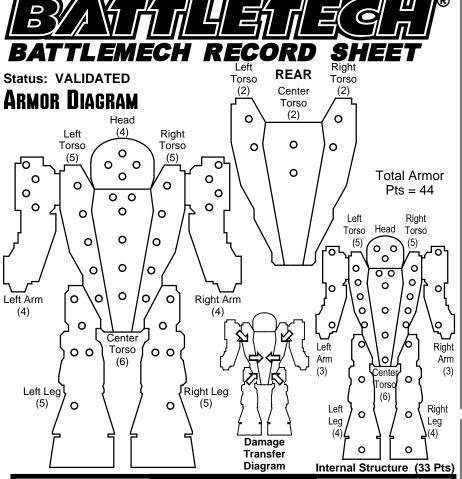
 - Endo Steel
- Endo Steel 2.
- Stealth Armor 3. 4-6
 - Stealth Armor
 - Roll Again 5.

 - Roll Again 6.

Right Torso

- Single Heat Sink
- Single Heat Sink
- 1-3 ^{3.} Jump Jet
- Jump Jet
 - Rocket Launcher 10 (OS) 5.
 - 6. Endo Steel
 - Endo Steel 1.
 - Endo Steel 2.
- Stealth Armor 4-6
 - Stealth Armor
 - 5. Roll Again
 - Roll Again

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Stealth Armor
- Stealth Armor 6.



Mass: 20 tons Movement Points: Tech & Configuration: Walking: 6 **Inner Sphere** Running: Q **Biped 'Mech** Jumping: 6 (hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Type 1 Medium Pulse Laser RA 6 1 SRM 2 RT 2 2/hit - 3 6 9 Ammo Type: Rounds: SRM 2 50 Total Heat Sinks: 10 Single 000000000 Auto Eject: Weapon Heat: ☐ Operational ☐ Disabled (6)**W**ARRIOR **D**ATA

Piloting Skill:

11 Dead

'MECH DATA

Type: Wasp WSP-3M

CRITICAL HIT TABLE Left Arm Right Arm Shoulder 1. Shoulder **Upper Arm Actuator** 2. **Upper Arm Actuator** 2. Head **Lower Arm Actuator** Lower Arm Actuator 1-3 1-3 **Hand Actuator Medium Pulse Laser** Life Support 5. Ferro-Fibrous 5. Ferro-Fibrous Sensors Ferro-Fibrous Ferro-Fibrous 6. 6. 3. Cockpit Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Sensors Ferro-Fibrous Ferro-Fibrous 2. 2. Life Support Ferro-Fibrous Ferro-Fibrous 3. 3. 4-6 4-6 Ferro-Fibrous Ferro-Fibrous Roll Again Center Torso Roll Again 5. 5. Roll Again Roll Again 6. 1. Fusion Engine **Fusion Engine** 2. Right Torso Left Torso **Fusion Engine** 1-3 Single Heat Sink Gyro Single Heat Sink

5. Gyro

6.

5.

4-6

Gyro

Gyro

Fusion Engine

Fusion Engine

Fusion Engine

Jump Jet

Jump Jet

Engine Hits

Sensor Hits

Life Support

Gyro Hits

Single Heat Sink

Single Heat Sink

CASE

Endo Steel

Upper Leg Actuator

Lower Leg Actuator

Foot Actuator

Jump Jet

Jump Jet

Left Leg

Ammo (SRM 2) 50

3.

4.

5.

1.

2.

5.

6.

4.

5.

6.

1. Hip

1-3

4-6

Consciousness # 3 7 10 HEAT SCALE ** Avoid Inferno explosion on.. 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ (** 12+) Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ (** 10+) 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ (** 8+) Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ (** 6+) 14 +2 Modifier to Fire 13 12 11 10 9 +1 Modifier to Fire 8 6 5 -1 Movement Point

Name:

Gunnery Skill:

Hits Taken

1 2 3 4 5 6

Hip

Single Heat Sink

Single Heat Sink

SRM 2

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Endo Steel

3.

5.

1.

2.

5.

3.

4.

6.

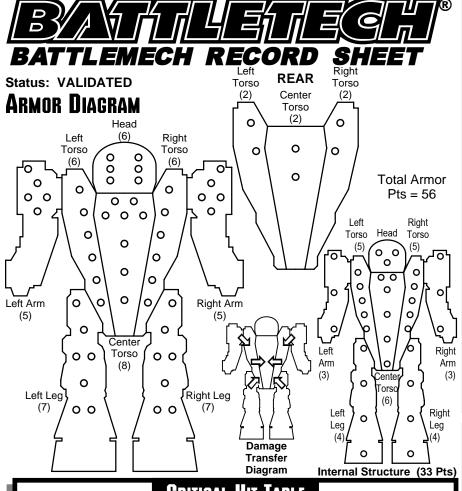
1-3

4-6

000

00

00





'MECH DATA

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 7 10 11 Dead

HEAT SCALE

30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 -1 Movement Point 5 4 3 2 1

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2. Lower Arm Actuator
- 1-3 **Hand Actuator**
- 5. Double Heat Sink
 - 6. Double Heat Sink

 - Double Heat Sink
 - Endo Steel 2.
- Endo Steel 3. 4-6
 - Endo Steel Endo Steel 5.
 - Roll Again 6.

Left Torso

- Light Fusion Engine
- **Light Fusion Engine**
- 3. Double Heat Sink 1-3
 - Double Heat Sink
 - Double Heat Sink 5.

 - Double Heat Sink
 - Double Heat Sink 1.
 - 2. **Double Heat Sink**
- Jump Jet 4-6
 - 4. Jump Jet
 - 5. Jump Jet
 - 6. Endo Steel

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Endo Steel 6.

Head

- Life Support
- Sensors
- 3. Cockpit
- TAG
- Sensors
- Life Support

Center Torso

- 1. Light Fusion Engine
- 2. **Light Fusion Engine**
- **Light Fusion Engine**
- - Gyro
 - 5. Gyro
 - 6. Gyro
 - Gyro
 - **Light Fusion Engine**
- **Light Fusion Engine**
- 4-6 **Light Fusion Engine**

 - Guardian ECM 5.
 - Guardian ECM

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Arm

- Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
- Double Heat Sink
 - **Double Heat Sink** 5.
 - Double Heat Sink
 - **ER Medium Laser**
- **ER Medium Laser** 2.
- 3. Endo Steel
- 4-6
 - Endo Steel
 - Endo Steel 5.
 - Endo Steel

Right Torso

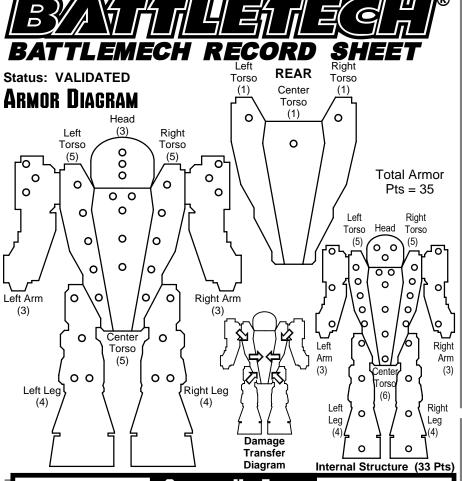
- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- 1-3 **Double Heat Sink**
 - Double Heat Sink 5.

 - Double Heat Sink
 - Double Heat Sink 1.
 - 2.
 - **Double Heat Sink**
 - Jump Jet 3. Jump Jet

4-6

- Jump Jet 5.
- Endo Steel

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel 6.



Type: Wasp WSP-3W Mass: 20 tons Movement Points: Tech & Configuration: Walking: 6 **Inner Sphere** Running: 9 Biped 'Mech Jumping: 6 (hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Qty Type 2 Small Pulse Laser 2 Small Laser 3 3 LT 2 2 Small Laser 3 LL 1 Total Heat Sinks: 10 Single 000000000 Auto Eject: Weapon Heat: ☐ Operational ☐ Disabled (8)**W**ARRIOR **D**ATA

'Mech Data

CRITICAL HIT TABLE Left Arm Right Arm Shoulder 1. Shoulder **Upper Arm Actuator** 2. **Upper Arm Actuator** 2. Head **Lower Arm Actuator Lower Arm Actuator** 1-3 1-3 **Hand Actuator Small Pulse Laser** Life Support 5. Ferro-Fibrous 5. **Small Pulse Laser** Sensors Ferro-Fibrous Ferro-Fibrous 6. Cockpit Roll Again Ferro-Fibrous Ferro-Fibrous Sensors Roll Again Ferro-Fibrous 2. 2. Life Support Roll Again Roll Again 3. 3. 4-6 4-6 Roll Again Roll Again

Center Torso

Fusion Engine

Jump Jet

Jump Jet

Name: **Gunnery Skill:** Piloting Skill: 6 Hits Taken 1 2 3 4 5 Consciousness # 7 10 11 Dead

HEAT SCALE

_ ,, , , ,		•
Roll Again	1. Fusion Engine	
. # T	2. Fusion Engine	
.eft Torso	1-3 3. Fusion Engine Gyro	
Single Heat Sink	1-3 4. Gyro	
Single Heat Sink	5. Gyro	
Single Heat Sink	6. Gyro	
Jump Jet Jump Jet	1. Gyro	
•	2. Fusion Engine	
Small Laser	1_6 3. Fusion Engine	

Right Torso				
1-3	1.	Single Heat Sink		
	2.	Single Heat Sink		
	3. 4.	Single Heat Sink		
	4.	Jump Jet		
	5.	Jump Jet		
	6.	Ferro-Fibrous		
	1.	Ferro-Fibrous		

Ferro-Fibrous

Ferro-Fibrous

Roll Again Roll Again

Roll Again

Dialet Las

Roll Again

Roll Again

5.

4-6

00

0

0

5.

6.

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
9	
8	+1 Modifier to Fire
7	
6	4.50
5	-1 Movement Point
4	00
3 2	1 2000000
1	an Mercural
<u> </u>	
	V

rerro-ribrous		
Ferro-Fibrous	Engine Hits	0
Roll Again	Gyro Hits	0
.eft Leg	Sensor Hits	0
Hip	Life Support	0
Upper Leg Actuator		

5.

6.

Roll Again

Left Torso Single Heat Si

Small Laser

Ferro-Fibrous

Ferro-Fibrous

Lower Leg Actuator

Foot Actuator

Small Laser

Small Laser

5.

6.

1-3 ^{3.}

5.

1.

2.

4.

5.

6.

1.

3.

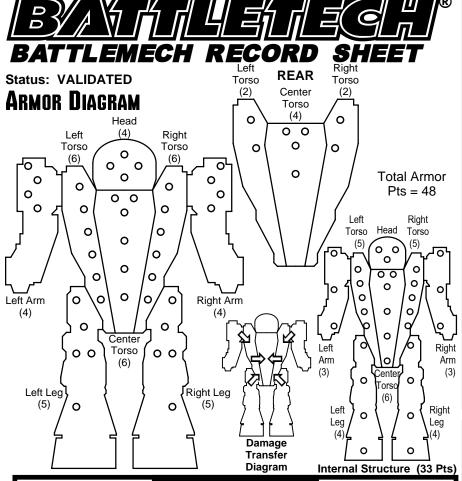
4. 5.

6.

4-6

Right Leg		
1.	Hip	
2.	Upper Leg Actuator	
3.	Lower Leg Actuator	
4.	Foot Actuator	
5.	Roll Again	

Roll Again



Type: Wasp WSP-7MAF Mass: 20 tons Movement Points: Tech & Configuration: Walking: 8 Inner Sphere Running: 12 **Biped 'Mech** Jumping: 8 (hexes) Weapons Inventory: Type Loc Ht Dmg Min Sht Med Lng Qty 1 ER Medium Laser 5 - 4 8 12 MML 5 LT LRM (24 salvos/ton) 1/hit 6 7 14 21 SRM (20 salvos/ton) 2/hit - 3 Rounds: Ammo Type: MML 5 Total Heat Sinks: 10 Double (20) 000000000 Auto Eject: Weapon Heat: ☐ Operational ☐ Disabled

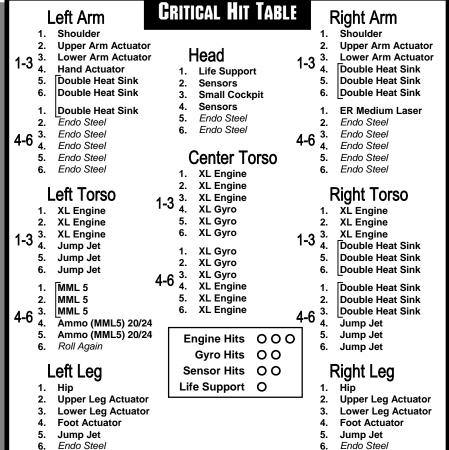
'MECH DATA

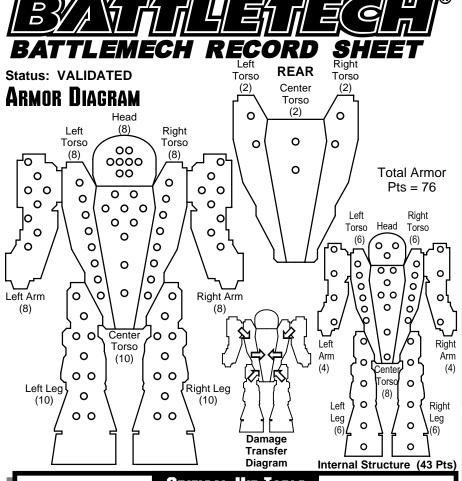
WARRIOR DATA						
Name:						
Gunnery Skill: Piloting Skill:			+1			
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

Shoulder **Upper Arm Actuator** 2. **Lower Arm Actuator** Double Heat Sink Double Heat Sink 5. Double Heat Sink **ER Medium Laser** Endo Steel 2. Endo Steel 3. Endo Steel Endo Steel 5. Endo Steel Right Torso 1. XL Engine XL Engine 2. XL Engine Double Heat Sink Double Heat Sink 5. **Double Heat Sink** Double Heat Sink 2. **Double Heat Sink** Double Heat Sink 3. Jump Jet 5. Jump Jet Jump Jet Right Leg 1. Hip **Upper Leg Actuator Lower Leg Actuator** 3. **Foot Actuator** 4. 5. Jump Jet Endo Steel 6.

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	• ()
2	CN A CLAYWAR
1	1/4/2000
0	V





Type: Locust IIC Mass: 25 tons Movement Points: Tech & Configuration: Walking: 8 Clan Running: 12 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 4 ER Small Laser 4 ER Small Laser 6 1 Medium Pulse Laser CT 12 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (20)

'MECH DATA

WARRIOR **D**ATA Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

HEAT SCALE

30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3 2 1

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- ER Small Laser 1-3
- **ER Small Laser** 5. **ER Small Laser**
 - 6. **ER Small Laser**
 - Roll Again
 - Roll Again 2.
 - Roll Again 3.
- 4-6 Roll Again
 - Roll Again 5.
 - Roll Again 6.

Left Torso

- Double Heat Sink
- Double Heat Sink
- 3. Endo Steel
- 1-3
 - 4. Endo Steel
 - Ferro-Fibrous 5. Ferro-Fibrous
 - Roll Again 1.
 - Roll Again 2.
- Roll Again
- 4-6 4. Roll Again
 - 5. Roll Again
 - Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Ferro-Fibrous 6.

Head

- Life Support
- Sensors
- 3. Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- 2. **Fusion Engine**
- **Fusion Engine**
- 1-3 Gyro
 - 5.
 - Gyro
 - 6. Gyro
 - Gyro
 - **Fusion Engine**
 - **Fusion Engine**
- 4-6 **Fusion Engine**

Life Support

- Medium Pulse Laser 5.

Endo Steel 4-6

Engine Hits 000 Gyro Hits 00 **Sensor Hits** 00

Right Arm

- 1. Shoulder **Upper Arm Actuator** 2.
- **ER Small Laser** 1-3
- **ER Small Laser**
 - **ER Small Laser** 5.
 - **ER Small Laser**

 - Roll Again
- Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - Roll Again 5.

 - Roll Again

Right Torso

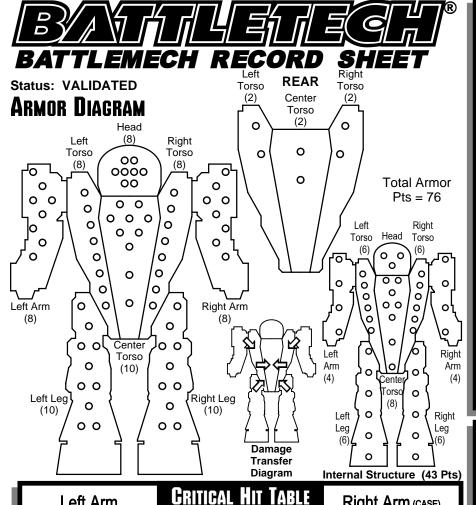
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- 1-3 ^{3.} Endo Steel
 - Ferro-Fibrous 5.
 - Ferro-Fibrous

 - Roll Again 1. Roll Again 2.

 - Roll Again Roll Again
 - 5. Roll Again
 - Roll Again

Right Leg

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Endo Steel Ferro-Fibrous 6.



Right Arm (CASE)

- **Upper Arm Actuator** 2.
- Streak SRM 2 1-3
 - Ammo (Streak 2) 50 5.

 - Roll Again
- Roll Again
 - Roll Again 5.
 - Roll Again

- **Fusion Engine**
- **Fusion Engine** 2.
- 1-3
- Gyro

 - 5.
 - 6.
- Double Heat Sink 4. Endo Steel

Double Heat Sink

Ferro-Fibrous 5. Ferro-Fibrous

Left Arm

Shoulder

Streak SRM 2

Streak SRM 2

Roll Again

Left Torso

Endo Steel

2.

5.

6.

2.

3.

5.

6.

3.

1-3

1-3

4-6

Upper Arm Actuator

- Roll Again 1.
- Roll Again 2.
- Roll Again 4-6
 - 4. Roll Again
 - 5. Roll Again
 - Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- Foot Actuator 4.
- 5. Endo Steel
- Ferro-Fibrous 6.

Life Support

- Sensors
- 3. Cockpit

Head

- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- - Gyro
 - Gyro

 - Gyro **Fusion Engine**
 - **Fusion Engine**
- 4-6
 - **Fusion Engine**
 - **ER Medium Laser** 5.
 - Endo Steel

Life Support

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00

- 1. Shoulder
- Streak SRM 2

 - Roll Again 6.
 - Roll Again
- Roll Again 2.
- 3. 4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Endo Steel
- 1-3 ^{3.} Endo Steel
 - Ferro-Fibrous 5.
 - Ferro-Fibrous
 - Roll Again 1.
 - Roll Again 2.

4-6

- Roll Again
- Roll Again
- 5. Roll Again Roll Again

- Right Leg
- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Endo Steel Ferro-Fibrous 6.

Name: **Gunnery Skill:**

Piloting Skill: Hits Taken 1 2 3 4 5 Consciousness # 3 5 7 10 11 Dead

Т		Cos	
	711	-1HM	16

'MECH DATA

Clan

Biped 'Mech

(hexes)

4 8 12

5

Weapon Heat:

(13)

6

15 10

Lốc Ht Dma Min Sht Med Lna

2 2/hit - 4

2 2/hit -

7

Movement Points: Tech & Configuration:

LA

CT

Rounds:

50

☐ Disabled

WARRIOR **D**ATA

Total Heat Sinks: 10 Double (20)

Type: Locust IIC 2 Mass: 25 tons

Walking: 8

Jumping: 0

Type

2 Streak SRM 2

2 Streak SRM 2

Ammo Type:

Streak SRM 2

Auto Eject:

☐ Operational

000000000

1 ER Medium Laser

Running: 12

Weapons Inventory:

	111461	UU:	
30	Shutdown		

29 28 27 Ammo Explosion, avoid on 8+

Shutdown, avoid on 10+ 26 25 -5 Movement Points

24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+

22 Shutdown, avoid on 8+ 21 -4 Movement Points 20

19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire

16 15 -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire

12 11 10 -2 Movement Points

13

6

5

4

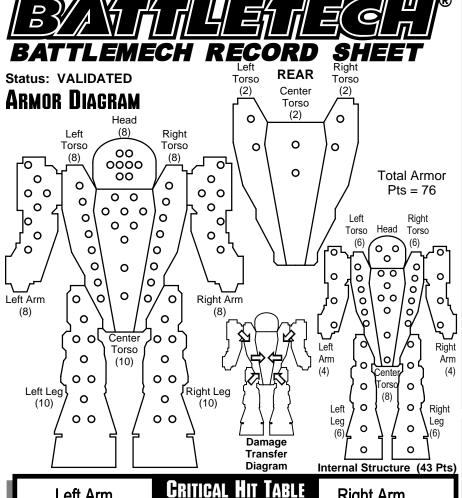
3

2

1

9 +1 Modifier to Fire 8

-1 Movement Point



- 2.
- 1-3 Roll Again
 - Roll Again 5.
 - Roll Again
 - Roll Again 2.
- Roll Again 3.
- Roll Again
 - Roll Again 5.

- 2. **Fusion Engine**
- 1-3

3.

- 5. Gyro
- Endo Steel 1-3 4. Endo Steel

Left Arm

Shoulder

Roll Again

Left Torso

Double Heat Sink

Double Heat Sink

2.

5.

6.

2.

3.

5.

6.

3.

1-3

4-6

Upper Arm Actuator

Small Pulse Laser

- Ferro-Fibrous 5. Ferro-Fibrous
- Roll Again 1. Roll Again 2.
- Roll Again
- 4-6 Roll Again
 - 5. Roll Again
 - Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- Foot Actuator 4.
- 5. Endo Steel
- Ferro-Fibrous 6.

Cockpit Ferro-Fibrous Sensors

Sensors

Life Support

Head

- Life Support

Center Torso

- **Fusion Engine**

- **Fusion Engine**
- Gyro
 - 6. Gyro
 - Gyro
 - **Fusion Engine**
- **Fusion Engine** 4-6
- **Fusion Engine**
 - **ER Large Laser** 5.

Engine Hits

Endo Steel

Gyro Hits 00 **Sensor Hits** 00 Life Support

000

- 1. Shoulder **Upper Arm Actuator**
- Small Pulse Laser

 - Roll Again
- 4-6

 - - Roll Again

Right Torso

- Double Heat Sink
- Double Heat Sink
- 1-3 ^{3.} Endo Steel
 - Endo Steel Ferro-Fibrous 5.
 - Ferro-Fibrous
 - Roll Again 1.
 - Roll Again
 - 2.
- Roll Again 4-6 Roll Again

 - 5. Roll Again
 - Roll Again

Right Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Endo Steel Ferro-Fibrous 6.

WARRIOR **D**ATA

Total Heat Sinks: 10 Double (20)

000000000

Auto Eject:

☐ Operational

0

Name: **Gunnery Skill:** Piloting Skill: 5 6 Hits Taken 1 2 3 4 Consciousness # 3 5 7 10 11 Dead

☐ Disabled

'MECH DATA

Clan

Biped 'Mech

3

12 10

(hexes)

6

25

15 8

Weapon Heat:

(16)

Loc Ht Dmg Min Sht Med Lng

Movement Points: Tech & Configuration:

CT

Type: Locust IIC 3 Mass: 25 tons

Walking: 8

Jumping: 0

Type

1 Small Pulse Laser

1 Small Pulse Laser

1 ER Large Laser

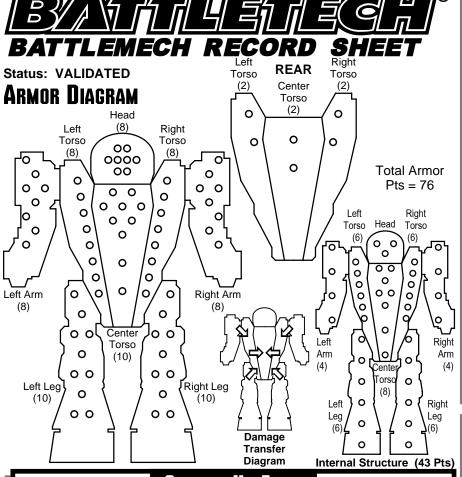
Qty

Running: 12

Weapons Inventory:

-						
1	77	ч	-	Λ	ı	
П	74	4 I	Ŋ	4		13

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
2	• 1 200 m=
2	ZW ACAYWER



Mass: 25 tons Movement Points: Tech & Configuration: Walking: 8 Clan Running: 12 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 3 Heavy Small Laser RA 3 Heavy Small Laser 3 6 1 2 1 ER Medium Laser 15 СТ 10 Total Heat Sinks: 12 Double (24) 000000000 00 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (23)**W**ARRIOR **D**ATA

'MECH DATA

Type: Locust IIC 4

Name: **Gunnery Skill:** Piloting Skill: 6 Hits Taken 1 2 3 4 5 Consciousness # 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	00
3	1 2000000
1	W. WELTHIER.
10	1/2°0 ~
	V

CRITICAL HIT TABLE

- Left Arm 1. Shoulder
- **Upper Arm Actuator** 2.
- **Heavy Small Laser** 1-3 **Heavy Small Laser**
 - Heavy Small Laser 5.
 - 6. Roll Again
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - 5. Roll Again 6.
 - Roll Again

Left Torso

- Double Heat Sink
- Double Heat Sink
- 3. Double Heat Sink 1-3 **Double Heat Sink**
 - Endo Steel 5.
 - 6. Endo Steel
 - Ferro-Fibrous 1.
 - 2. Ferro-Fibrous
- Roll Again 4-6 4. Roll Again
 - 5. Roll Again
 - Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Ferro-Fibrous 6.

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

- Center Torso **Fusion Engine**
- 2. **Fusion Engine**
- **Fusion Engine** 1-3
- Gyro

 - 5. Gyro
 - 6. Gyro

 - Gyro **Fusion Engine**
- **Fusion Engine**
- 4-6
 - **Fusion Engine**
 - **ER Medium Laser** 5.
 - Endo Steel

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Arm

- 1. Shoulder **Upper Arm Actuator** 2.
- **Heavy Small Laser** 1-3
 - **Heavy Small Laser**
 - **Heavy Small Laser** 5.
 - Roll Again

 - Roll Again
 - Roll Again 2.
- Roll Again 3.
- 4-6 Roll Again
 - Roll Again 5.
 - Roll Again

Right Torso

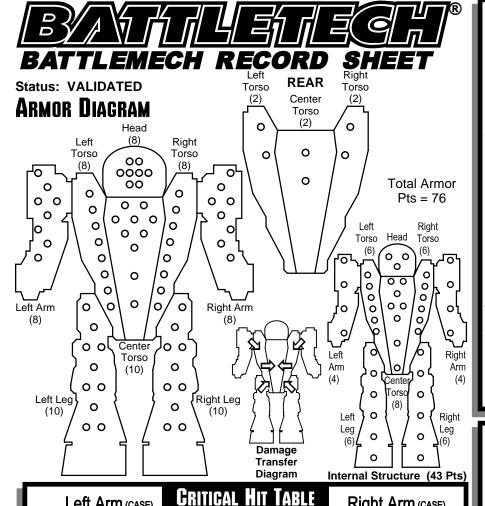
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 ^{3.} **Double Heat Sink**
 - Endo Steel 5.
 - Endo Steel
 - Ferro-Fibrous 1.
 - Ferro-Fibrous 2.
 - Roll Again

4-6

- Roll Again
- Roll Again 5.
- Roll Again

Right Leg

- **Upper Leg Actuator**
- **Lower Leg Actuator**
- **Foot Actuator** 4.
- 1. Hip
- 3.
- Endo Steel Ferro-Fibrous 6.



Right Arm (CASE)

Name:

Gunnery Skill:

Consciousness #

0

Hits Taken

1 2 3 4 5

3 5 7 10 11 Dead

- 1-3
 - Adv. Tact. Msl. 3

 - Roll Again 6.

 - Roll Again 2.
- Roll Again 3.
- Roll Again
 - Roll Again 5.
 - Roll Again

- 2.
- 1-3

3.

- 5.
- Ferro-Fibrous
- Ferro-Fibrous

4. Endo Steel

Left Arm (CASE)

Upper Arm Actuator

Adv. Tact. Msl. 3

Adv. Tact. Msl. 3

Ammo (ATM 3) 20

Shoulder

Roll Again

Left Torso

Endo Steel

Double Heat Sink

Double Heat Sink

2.

5.

6.

2.

3.

5.

6.

3.

5.

1-3

1-3

4-6

- Roll Again 1. Roll Again 2.
- Roll Again
- 4-6 Roll Again
 - 5. Roll Again
 - Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Ferro-Fibrous 6.

Life Support

Cockpit Ferro-Fibrous

Sensors

Life Support

- Sensors

Head

Center Torso

- **Fusion Engine**
- **Fusion Engine**
- **Fusion Engine**
- Gyro
 - Gyro
 - 6. Gyro
 - Gyro
 - **Fusion Engine**
- **Fusion Engine**
- 4-6

Life Support

- **Fusion Engine**
- **ER Medium Laser** 5.
- Endo Steel

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00

1. Shoulder

- 2. **Upper Arm Actuator**
- Adv. Tact. Msl. 3 3.

 - Ammo (ATM 3) 20 5.

 - Roll Again
- 4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- 1-3 ^{3.} Endo Steel
- Endo Steel Ferro-Fibrous 5.
 - Ferro-Fibrous
 - Roll Again 1.
 - Roll Again 2.
- Roll Again 4-6
 - Roll Again
 - 5. Roll Again
 - Roll Again

- Right Leg Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Ferro-Fibrous 6.

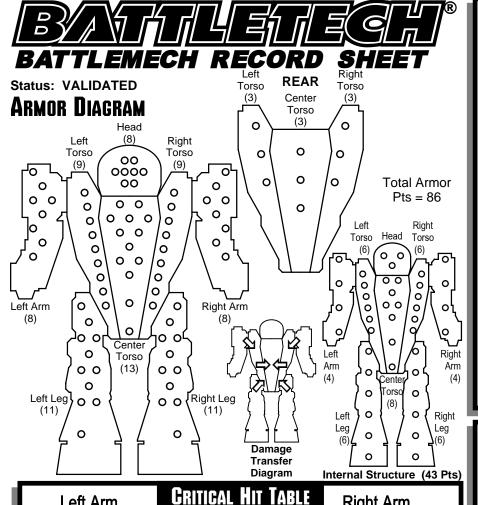
Type: Locust IIC 5 Mass: 25 tons Movement Points: Tech & Configuration: Walking: 8 Clan Running: 12 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 Adv. Tact. Msl. 3 2 2/hit 4 5 10 **ER ATM Ammo** 1/hit 4 9 18 27 HE ATM Ammo 3/hit -1 Adv. Tact. Msl. 3 2 2/hit 4 5 10 1 ER Medium Laser 7 5 10 Rounds: Ammo Type: Adv. Tact. Msl. 3 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (9)**W**ARRIOR **D**ATA

'MECH DATA

	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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	. 12000-
2	AN ACAY WER

Piloting Skill:

6



- 1. Shoulder
- 2.
- 1-3

 - Roll Again
- 4-6
 - Roll Again 5.

Center Torso

- 2. **Fusion Engine**
- 1-3
- Gyro
- 5.
- Double Heat Sink Endo Steel
- 3. 1-3 4. Endo Steel
 - Ferro-Fibrous
 - 5.

Left Arm

Shoulder

Roll Again

Roll Again

Roll Again

Roll Again Roll Again

Roll Again

Left Torso

Double Heat Sink

2.

5.

6.

2.

5.

1-3

4-6

Upper Arm Actuator

Heavy Machine Gun

Heavy Machine Gun

Heavy Machine Gun

Machine Gun Array

- Ferro-Fibrous
- Roll Again 1.
- Roll Again 2.
- Roll Again 4-6
 - Roll Again 5. Roll Again
 - Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Ferro-Fibrous 6.

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

- **Fusion Engine**

- **Fusion Engine**

 - Gyro
 - 6. Gyro
 - Gyro
 - **Fusion Engine**
- Fusion Engine 4-6
- **Fusion Engine**
 - **ER Medium Laser** 5.
 - Endo Steel

4-6 Engine Hits 000

Gyro Hits 00 **Sensor Hits** 00 Life Support

- **Upper Arm Actuator**
- **Heavy Machine Gun**
 - **Heavy Machine Gun**
 - Heavy Machine Gun 5.
 - **Machine Gun Array**
- Roll Again 2.
- Roll Again 3.
- Roll Again
- - Roll Again

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- 1-3 ^{3.} Ammo (HMG) 100
- Endo Steel
 - Endo Steel 5.
 - Ferro-Fibrous
 - Ferro-Fibrous 1.
 - Roll Again 2.
 - Roll Again
 - Roll Again
 - 5. Roll Again
 - Roll Again

Right Leg

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Endo Steel Ferro-Fibrous 6.

Name:						
Gunnery Skill:		_ Pi	loting	Skill		
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

☐ Disabled

WARRIOR **D**ATA

'MECH DATA

Clan

Biped 'Mech

7

Rounds:

Total Heat Sinks: 10 Double (20)

10

Weapon Heat:

(5)

(hexes)

Loc Ht Dmg Min Sht Med Lng

Movement Points: Tech & Configuration:

Type: Locust IIC 6 Mass: 25 tons

Walking: 8

Jumping: 0

Type

Ammo Type:

Qty

Running: 12

Weapons Inventory:

3 Heavy Machine Gun RA

1 Machine Gun Array RA

3 Heavy Machine Gun LA

1 Machine Gun Array LA

1 ER Medium Laser CT

Heavy Machine Gun 100

000000000

Auto Eject:

☐ Operational

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	

2 Movement Points

+1 Modifier to Fire

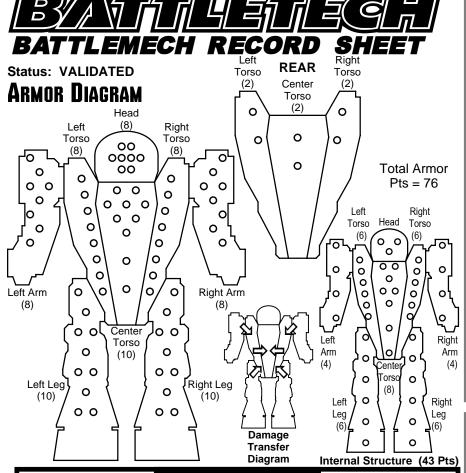
6

5

3

1

-1 Movement Point



Type: Locust IIC 7 Mass: 25 tons Movement Points: Tech & Configuration: Walking: 8 Clan Running: 12 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Qty Type 3 AP Gauss Rifle 3 AP Gauss Rifle 3 6 9 1 ER Medium Laser 15 CT 10 5 1 Targeting Computer Ammo Type: Rounds: **AP Gauss Rifle** 40 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (11)WADDING DATA

'MECH DATA

WANNIUN DAIA						
Name:						
Gunnery Skill:	Gunnery Skill: Piloting Skill:					
Hits Taken	1	2	3	4	5	6
Consciousness # 3 5 7 10 11				Dead		

V' 0

CRITICAL HIT TABLE

- Left Arm (CASE) Shoulder
- **Upper Arm Actuator** 2.
- **AP Gauss Rifle** 1-3 **AP Gauss Rifle**
 - 5. **AP Gauss Rifle**
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - Roll Again 5.
 - Roll Again 6.

Left Torso

- Ammo (APGR) 40
- Endo Steel
- 3. Endo Steel
- 1-3 4. Endo Steel
 - Ferro-Fibrous 5.
 - Ferro-Fibrous
 - Ferro-Fibrous 1.
 - Roll Again 2.
- Roll Again 4-6 Roll Again
 - 5. Roll Again
 - Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. **Double Heat Sink** 6. Double Heat Sink

Head

- Life Support
- Sensors
- 3. Cocknit
- **Targeting Computer**
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- **Fusion Engine** 2.
- **Fusion Engine**
- 1-3
 - Gyro
 - 5. Gyro
 - 6. Gyro

 - Gyro **Fusion Engine**
 - **Fusion Engine**
- 4-6

Life Support

- **Fusion Engine**
- **ER Medium Laser** 5.

Endo Steel

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00

Right Arm (CASE)

- 1. Shoulder **Upper Arm Actuator** 2.
- **AP Gauss Rifle**
- 1-3 **AP Gauss Rifle**
 - 5. **AP Gauss Rifle**
 - Roll Again

 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - Roll Again 5.

 - Roll Again

Right Torso

- Endo Steel 1.
- Endo Steel 2.
- 1-3 ^{3.} Endo Steel
 - Ferro-Fibrous Ferro-Fibrous 5.
 - Ferro-Fibrous

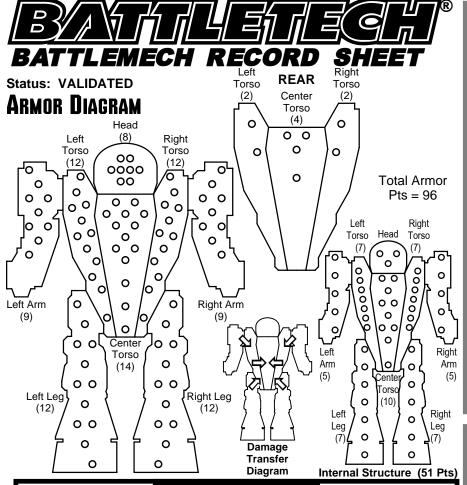
 - Ferro-Fibrous 1. Roll Again 2.
- Roll Again 4-6
 - Roll Again
 - 5. Roll Again
 - Roll Again

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Double Heat Sink
- 6. **Double Heat Sink**

HEAT SCALE

30	Snutdown
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3_	4 (D) M==
1	CN A CLAVA TAR.
1	TAMOS STORY



Type: Valkyrie VLK-QA Mass: 30 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 5 (hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Type 1 Medium Laser 3 5 - 3 6 1 LRM 10 LT 4 1/hit 6 7 14 21 Rounds: Ammo Type: **LRM 10** 12 Total Heat Sinks: 11 Single 000000000 0 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled **W**ARRIOR **D**ATA

'MECH DATA

Name: **Gunnery Skill:** Piloting Skill: 6 Hits Taken 1 2 3 4 5 Consciousness # 3 7 10 11 Dead

HEAT SCALE

30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3 2 1

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3 **Hand Actuator**
 - 5. Roll Again
 - Roll Again 6.

 - Roll Again
 - Roll Again 2. Roll Again
- 3. 4-6
 - Roll Again 5. Roll Again

 - Roll Again 6.

Left Torso

- Single Heat Sink
- Single Heat Sink
- 3. LRM 10 1-3
- 4. LRM 10
 - 5.
 - Roll Again
 - Roll Again
 - 1. Roll Again
- Roll Again 2.
- Roll Again 4-6
 - 4. Roll Again 5. Roll Again
 - Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Jump Jet 6. Jump Jet

Head

- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- 2. **Fusion Engine**
- **Fusion Engine**
- 1-3
 - Gyro
 - 5. Gyro
 - 6. Gyro
 - Gyro
- **Fusion Engine**
- **Fusion Engine** 4-6
- **Fusion Engine**
- Jump Jet 5.

Life Support

Single Heat Sink

4-6 Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00

Right Arm

- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator**
- 1-3
 - **Medium Laser**
 - Roll Again 5.
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
- Roll Again
- Roll Again 5.

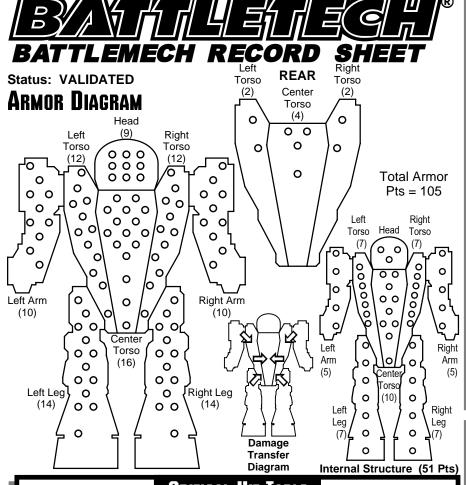
 - Roll Again

Right Torso

- Single Heat Sink
- Single Heat Sink
- 3. Ammo (LRM 10) 12
- 1-3 Roll Again
 - Roll Again 5.
 - 6. Roll Again
 - Roll Again 1.
 - Roll Again 2.
 - Roll Again
 - Roll Again
 - Roll Again 5.
 - Roll Again

Right Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Jump Jet 6. Jump Jet
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Name:

WARRIOR DATA Gunnery Skill: Dilatina Skill-6 Dead

Rounds:

12

☐ Disabled

Total Heat Sinks: 10 Single

000000000

Auto Eject:

☐ Operational

'MECH DATA

Inner Sphere

Biped 'Mech

6

(hexes)

- 2

Weapon Heat:

(8)

4 1/hit 6 7 14

Lốc Ht Dma Min Sht Med Lna

Type: Valkyrie VLK-QD

Movement Points: Tech & Configuration:

Mass: 30 tons

Weapons Inventory:

1 Medium Pulse Laser RA

1 LRM 10 w/ Artemis IV LT

Walking: 5

Running: 8

Jumping: 5

Type

Ammo Type:

LRM 10

Hits Taken	1	2	3	4	5	
nsciousness#	3	5	7	10	11	
Ī	A	Sc	ALL			

30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 13 +2 Modifier to Fire 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3 2 1

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- Lower Arm Actuator 1-3
- **Hand Actuator**
 - 5. Ferro-Fibrous
 - Ferro-Fibrous 6.
 - Ferro-Fibrous
 - Ferro-Fibrous 2.
- Ferro-Fibrous 3. 4-6
 - Ferro-Fibrous
 - 5. Ferro-Fibrous 6.
 - Roll Again

Left Torso

- Single Heat Sink
- Single Heat Sink
- 3. LRM 10 1-3
 - 4. LRM 10
 - Artemis IV FCS 5.
 - Endo Steel
 - 1. Endo Steel
 - 2. Endo Steel
- Endo Steel
- 4-6 Endo Steel
 - 5. Endo Steel
 - Endo Steel

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Jump Jet
- 6. Jump Jet

Head

- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- **Fusion Engine**
- 2. **Fusion Engine**
- 1-3
- Gyro

 - 5. Gyro
 - 6. Gyro
 - Gyro
 - **Fusion Engine**
- **Fusion Engine** 4-6
 - **Fusion Engine**

Gyro Hits

Sensor Hits

Life Support

- Jump Jet 5.
- Roll Again

4-6 Engine Hits

00

000 00

Roll Again Right Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.

Right Arm

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Right Torso

Single Heat Sink

Single Heat Sink

Ammo (LRM 10) 12

Roll Again

CASE

Endo Steel

Upper Arm Actuator

Lower Arm Actuator

Medium Pulse Laser

1. Shoulder

2.

5.

6.

2.

3.

5.

1-3

4-6

1-3 ^{3.}

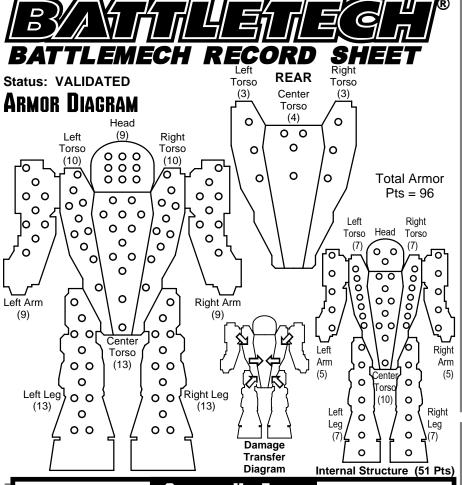
5.

1.

2.

5.

- Jump Jet
- 6. Jump Jet



Mass: 30 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 5 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Type 1 ER Medium Laser 5 - 4 8 12 1 LRM 15 w/ Artemis IV LT 5 1/hit 6 7 14 21 1 Targeting Computer Rounds: Ammo Type: **LRM 15** 16 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (10)**W**ARRIOR **D**ATA Name:

Gunnery Skill:

Consciousness #

Hits Taken

'MECH DATA

Type: Valkyrie VLK-QD1

CRITICAL HIT TABLE Left Arm Right Arm Shoulder 1. Shoulder **Upper Arm Actuator Upper Arm Actuator** 2. 2. Head Lower Arm Actuator **Lower Arm Actuator** 1-3 1-3 **Hand Actuator ER Medium Laser** Life Support 5. Endo Steel 5. Endo Steel Sensors Endo Steel Endo Steel 6. 6. 3. Cockpit Roll Again Endo Steel Endo Steel Sensors Endo Steel Endo Steel 2. 2. Life Support Endo Steel Endo Steel 3. 3. 4-6 4-6 Endo Steel Endo Steel 5. Endo Steel Center Torso 5. Endo Steel 6. Roll Again Roll Again 1. XL Engine 2. XL Engine Left Torso Right Torso XL Engine 3. 1-3 XL Engine Gyro 1. XL Engine 5. Gyro XL Engine XL Engine 2. 1-3 3. 3. XL Engine 6. Gyro XL Engine 1-3 Double Heat Sink Double Heat Sink Gyro Double Heat Sink **Double Heat Sink** 5. 5. XL Engine 2. Double Heat Sink **Double Heat Sink** XL Engine 3. **LRM 15** XL Engine Double Heat Sink 1. LRM 15 5. Jump Jet 2. **Double Heat Sink** Targeting Computer 4-6 LRM 15 **Double Heat Sink** 4-6 Artemis IV FCS Double Heat Sink 5. Ammo (LRM 15) 8 5. **Double Heat Sink** Engine Hits 000 Ammo (LRM 15) 8 Double Heat Sink **Gyro Hits** 00 Left Leg **Sensor Hits** 00 Right Leg Life Support 1. Hip 1. Hip **Upper Leg Actuator Upper Leg Actuator** Lower Leg Actuator 3. **Lower Leg Actuator** 3. Foot Actuator **Foot Actuator** 4. 4. 5. Jump Jet Jump Jet 6. Jump Jet 6. Jump Jet

	MEAT SUALE
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
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2	CN ACAMAR
1	4XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
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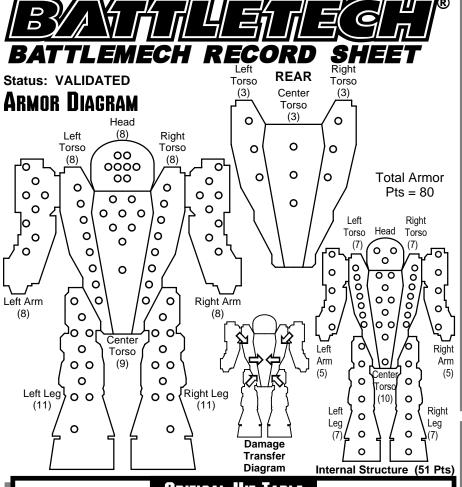
Piloting Skill:

10 11 Dead

2 3 4 5

3

6



Type: Valkyrie VLK-QD2 Mass: 30 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 5 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Type 1 ER Medium Laser 5 - 4 8 12 2 Light AC/2 LT 2 6 12 18 1 Targeting Computer Rounds: Ammo Type: Light AC/2 45 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled **W**ARRIOR **D**ATA

'MECH DATA

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 7 10 11 Dead

HEAT SCALE 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3 2 1

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- Lower Arm Actuator 1-3
 - **Hand Actuator**
 - 5. Endo Steel Endo Steel 6.

 - Endo Steel
 - Endo Steel 2. Endo Steel 3.
- 4-6
 - Endo Steel 5. Endo Steel
 - 6. Roll Again

Left Torso

- XL Engine
- XL Engine
- 3. XL Engine 1-3
 - Double Heat Sink Double Heat Sink 5.

 - Double Heat Sink
 - Light AC/2 1.
 - Light AC/2 2.
- **Targeting Computer** 4-6
- Targeting Computer
 - Targeting Computer 5.
 - Ammo (LAC/2) 45

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Jump Jet
- 6. Jump Jet

Head

- Life Support
- Sensors
- 3.
- Cockpit Roll Again
- Sensors
- Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- XL Engine
- 1-3
 - Gyro
 - 5. Gyro
 - 6. Gyro

 - Gyro
 - XL Engine 2.
 - XL Engine

 - XL Engine
 - 5. Jump Jet
 - 6. Roll Again

Life Support

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00

Right Arm

- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3 **ER Medium Laser**
 - 5. Endo Steel

 - Endo Steel 6.
 - Endo Steel
 - Endo Steel 2.
- Endo Steel 3. 4-6
- Endo Steel
- 5. Endo Steel

 - Roll Again

Right Torso

- XL Engine 1.
- XL Engine 2.
- 1-3 3. XL Engine Double Heat Sink
 - Double Heat Sink 5.
 - **Double Heat Sink**

 - Double Heat Sink 1.
 - 2. Double Heat Sink
 - **Double Heat Sink** 3.
 - Double Heat Sink
 - 5.
 - **Double Heat Sink Double Heat Sink**

Right Leg

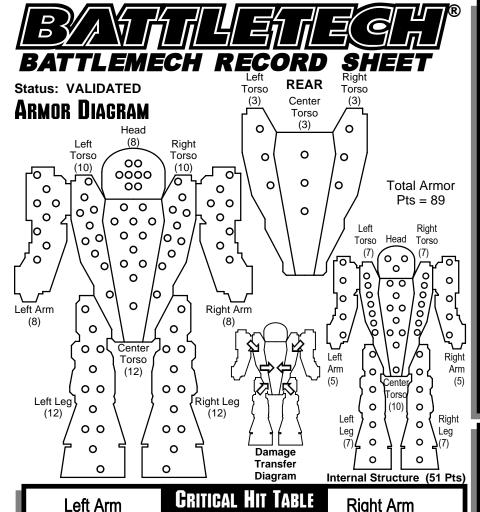
1.

4-6

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.

Hip

- Jump Jet
- 6. Jump Jet



Head

3.

2.

5. Gyro

6.

5.

1-3

4-6

Life Support

Sensors

Cockpit Ferro-Fibrous

Sensors

Life Support

Center Torso

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Jump Jet

Jump Jet

Gyro

Gyro

Gyro

Right Arm 1. Shoulder

- **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 **Hand Actuator**
 - 5. Double Heat Sink 6. Double Heat Sink
 - **Double Heat Sink**
 - Endo Steel 2.
 - Endo Steel 3.
- 4-6 Endo Steel
 - Ferro-Fibrous 5.
 - Ferro-Fibrous

- Right Torso LRM 5
- Ammo (LRM 5) 24
- CASE
- 1-3 ^{3.} Ferro-Fibrous
 - Ferro-Fibrous 5.
 - 6. Ferro-Fibrous
 - Ferro-Fibrous 1. Ferro-Fibrous
 - 2.
 - Endo Steel Endo Steel

4-6

- 5. Endo Steel
- Endo Steel

Left Leg

1. Shoulder

2.

5.

6.

2.

5.

6.

3.

5.

1.

2.

5.

1-3

4-6

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

ER Medium Laser

ER Medium Laser

Endo Steel

Endo Steel

Endo Steel

Roll Again Roll Again

Roll Again

Left Torso

Double Heat Sink

Double Heat Sink

Double Heat Sink

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Ferro-Fibrous

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Jump Jet 6. Jump Jet

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Leg

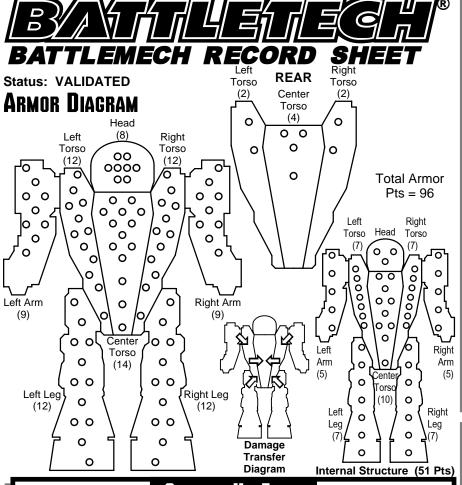
- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Jump Jet
- 6. Jump Jet

Type: Valkyrie VLK-QD3 Mass: 30 tons Movement Points: Tech & Configuration: Walking: 7 Inner Sphere Running: 11 Biped 'Mech Jumping: 6 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Type 2 ER Medium Laser 5 - 4 8 12 1 LRM 5 RT 2 1/hit 6 7 14 21 Ammo Type: Rounds: LRM 5 24 Total Heat Sinks: 10 Double (20) 000000000 Auto Eject: Weapon Heat: ☐ Operational ☐ Disabled (12)

'MECH DATA

Warrior Data						
Name:						
Gunnery Skill: Piloting Skill:						
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

	HEAT SCALE
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
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	onataown, avoid on or
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	• (2 200 mag
2	ANGENIEG.
1	1//
0	V



Mass: 30 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 5 (hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Qty Type 1 Flamer 3 2 - 1 2 1 LRM 10 LT 4 1/hit 6 7 14 21 Rounds: Ammo Type: **LRM 10** 12 Total Heat Sinks: 11 Single 000000000 0 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled **W**ARRIOR **D**ATA

'MECH DATA

Type: Valkyrie VLK-QF

Name: **Gunnery Skill:** Piloting Skill: 6 Hits Taken 1 2 3 4 5 Consciousness # 3 7 10 11 Dead

HEAT SCALE 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 13 +2 Modifier to Fire 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3 2 1

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
- **Hand Actuator**
 - 5. Roll Again
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again 5. Roll Again
 - 6.
 - Roll Again

Left Torso

- Single Heat Sink
- Single Heat Sink
- 3. LRM 10 1-3
- 4. LRM 10
 - Roll Again 5.
 - Roll Again
 - 1. Roll Again
 - Roll Again 2.
- Roll Again 4-6 4. Roll Again
 - 5. Roll Again
 - Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Jump Jet 6. Jump Jet

Head

- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- **Fusion Engine**
- 2. **Fusion Engine**
- 1-3
- Gyro
 - 5.
 - Gyro
 - 6. Gyro
 - Gyro
- **Fusion Engine**
- **Fusion Engine** 4-6
 - **Fusion Engine**
 - Jump Jet 5.
 - Single Heat Sink

Life Support

4-6 Engine Hits 000 Gyro Hits 00 **Sensor Hits** 00

Right Arm

- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator**
- 1-3 Flamer
- Roll Again 5.
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3.
- 4-6 Roll Again
 - Roll Again 5.

 - Roll Again

Right Torso

- Single Heat Sink
- Single Heat Sink
- 3. Ammo (LRM 10) 12
- 1-3 Roll Again
 - Roll Again 5.
 - 6. Roll Again
 - Roll Again 1.
 - Roll Again
 - 2.
 - Roll Again
 - Roll Again Roll Again 5.

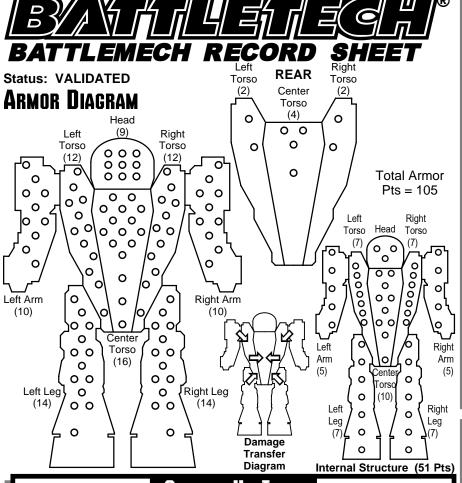
 - Roll Again

Right Leg

- **Upper Leg Actuator**
- 4.
- Jump Jet 6. Jump Jet

Permission to photocopy for personal use.

- **Foot Actuator**
- Hip
- **Lower Leg Actuator** 3.



Type: Valkyrie VLK-QS5 Mass: 30 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 5 (hexes) Weapons Inventory: Type Loc Ht Dmg Min Sht Med Lng Qty 1 Medium Laser 3 5 - 3 6 MML 9 w/ Artemis IV RT LRM (13 salvos/ton) 1/hit 6 7 14 21 SRM (11 salvos/ton) 2/hit - 3 Ammo Type: Rounds: MML 9 Total Heat Sinks: 10 Single 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (8)**W**ARRIOR **D**ATA

'MECH DATA

Name: **Gunnery Skill:** Piloting Skill: 5 6 Hits Taken 1 2 3 4 Consciousness # 7 10 11 Dead

HEAT COALE

	IIIAI OUALL
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	4 (200mm
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1	1//
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CRITICAL HIT TABLE

Life Support

Small Cockpit Sensors

Single Heat Sink

Single Heat Sink

Center Torso

Fusion Engine Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Ferro-Fibrous

000

Jump Jet

Engine Hits

Gyro

Gyro

Gyro

Sensors

Head

3.

2.

5. Gyro

6.

5.

1-3

4-6

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
 - **Hand Actuator**
 - 5. Endo Steel Endo Steel 6.

 - Endo Steel
 - Endo Steel 2. Endo Steel 3.
- 4-6 Ferro-Fibrous
 - 5. Ferro-Fibrous
 - Ferro-Fibrous 6.

Left Torso

- Single Heat Sink
- Endo Steel
- 3. Endo Steel 1-3
 - 4. Endo Steel
 - Endo Steel 5.
 - Ferro-Fibrous
 - Ferro-Fibrous 1.
 - 2. Ferro-Fibrous
- Ferro-Fibrous 4-6
 - Ferro-Fibrous
 - 5. Ferro-Fibrous Roll Again

Left Leg

- 1. Hip
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Jump Jet 6. Jump Jet

Upper Leg Actuator

Gyro Hits 00 **Sensor Hits** 00 Life Support

Right Arm 1. Shoulder

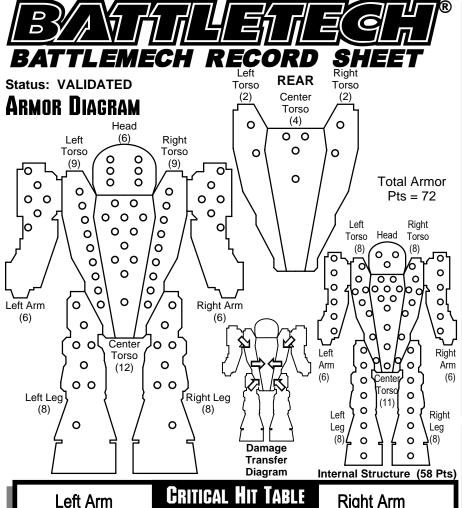
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
 - **Medium Laser**
 - Endo Steel 5. Endo Steel
 - 6.
 - Endo Steel
 - Endo Steel 2.
- Endo Steel 3.
- 4-6 Ferro-Fibrous
 - 5. Ferro-Fibrous
 - Ferro-Fibrous 6.

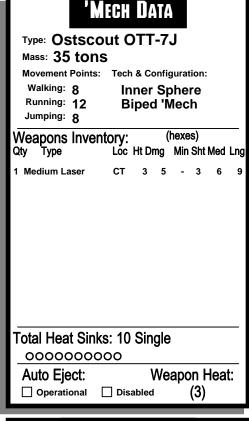
Right Torso

- Single Heat Sink 1.
- MML 9 2.
- 3. MML 9
- 1-3 MML 9
 - MML 9 5.
 - MML 9
 - **Artemis IV FCS** 1.
 - 2. Ammo (MML 9) 11/13
- Ammo (MML 9) 11/13 4-6
 - CASE
 - Ferro-Fibrous 5.
 - Roll Again

Right Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Jump Jet
- 6. Jump Jet







HEAT SCALE 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3 2 1

CRITICAL HIT TABLE

- Shoulder
- **Upper Arm Actuator** 2.
- Lower Arm Actuator 1-3
- Roll Again
 - 5. Roll Again Roll Again 6.
 - Roll Again
 - Roll Again 2.
 - Roll Again 3.
- 4-6 Roll Again
 - Roll Again 5.
 - Roll Again 6.

Left Torso

- Jump Jet
- Jump Jet
- 3. Jump Jet 1-3
 - 4. Jump Jet
 - Roll Again 5.
 - Roll Again
 - Roll Again 1.
 - Roll Again 2.
- Roll Again 4-6 4. Roll Again
 - 5. Roll Again
 - Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Roll Again Roll Again 6.

Head

- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- **Fusion Engine** 2.
- **Fusion Engine**
- 1-3
- Gyro
 - 5.
 - Gyro 6. Gyro
 - Gyro
 - **Fusion Engine**
- Fusion Engine 4-6
- **Fusion Engine**
 - Medium Laser 5.
 - Roll Again

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Arm

- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
- Roll Again
 - Roll Again 5.
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
 - Roll Again 3.
- 4-6 Roll Again

 - Roll Again 5.

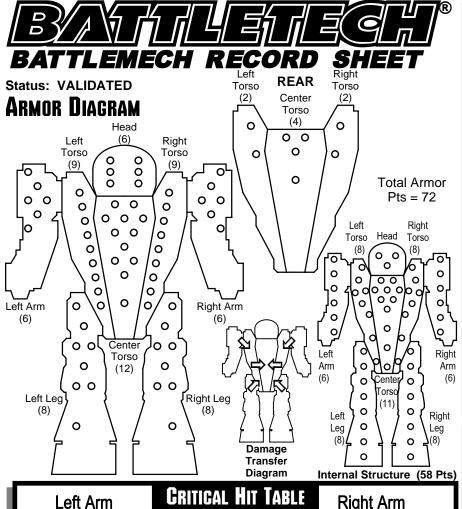
 - Roll Again

Right Torso

- Jump Jet
- Jump Jet 2.
- 1-3 ^{3.} Jump Jet
- Jump Jet
 - Roll Again 5. Roll Again
 - 6.
 - Roll Again 1. Roll Again
 - 2.
- Roll Again 4-6
 - Roll Again 5. Roll Again
 - Roll Again

Right Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Roll Again
- Roll Again 6.



Head

3.

2.

5. Gyro

6.

5. **TAG**

6.

1-3

4-6

Life Support

Sensors

Cockpit Roll Again

Sensors

Life Support

1. Fusion Engine

Gyro

Gyro

Gyro

Center Torso

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Roll Again

Engine Hits

Sensor Hits

Gyro Hits

Right Arm

- 1. Shoulder **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 Roll Again
 - Roll Again 5. Roll Again
 - Roll Again Roll Again 2.
- Roll Again 3. 4-6 Roll Again
 - Roll Again 5.
 - Roll Again

Right Torso

- 1. Jump Jet Jump Jet 2.
- 1-3 ^{3.} 4. Jump Jet Jump Jet
- Roll Again 5. 6. Roll Again
- **Fusion Engine** Roll Again 1. Roll Again 2.

000

00

00

- Roll Again 4-6 Roll Again 5. Roll Again
 - Roll Again

Right Leg

'MECH DATA

Type: Ostscout OTT-7K

Mass: 35 tons

Movement Points: Tech & Configuration: Walking: 8 Inner Sphere Running: 12 **Biped 'Mech** Jumping: 8

(hexes) Weapons Inventory:

Loc Ht Dmg Min Sht Med Lng Qty Type - 5 9 15 1 TAG

Total Heat Sinks: 10 Single

000000000 Auto Eject: Weapon Heat:

☐ Operational ☐ Disabled

WARRIOR DATA						
Name:						
Gunnery Skill: Piloting Skill:						
Hits Taken	1	2	3	4	5	6
Consciousness #	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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	a -
3	4 (200mm
2	an seixular
1	1/40
0	V

Roll Again 5. Roll Again 6. Left Torso Jump Jet Jump Jet 3. Jump Jet 1-3 4. Jump Jet Roll Again 5. Roll Again Roll Again 1. Roll Again 2. Roll Again 4-6 4. Roll Again Roll Again 5. Roll Again Left Leg 1. Hip 3.

4.

5.

6.

1. Shoulder

Roll Again

2.

5.

6.

2.

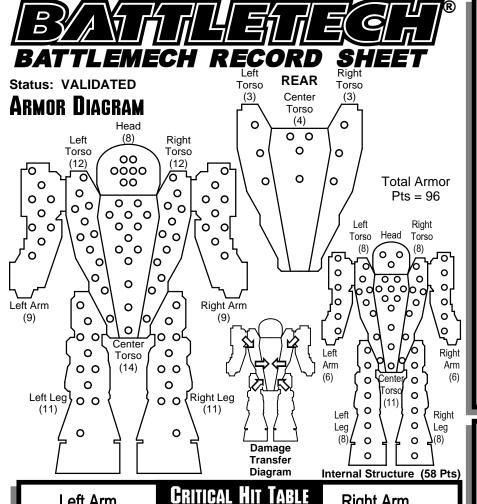
3.

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator



- 1. Shoulder **Upper Arm Actuator** 2.
- Lower Arm Actuator 1-3 **ER Medium Laser**
 - Endo Steel 5.
 - Endo Steel 6.
 - Endo Steel Roll Again 2.
- Roll Again 3.
 - Roll Again
 - 5. Roll Again

XL Engine

XL Engine

XL Engine

Jump Jet

Jump Jet

Jump Jet

Jump Jet

Roll Again

Right Torso

1.

2.

5.

6.

1.

2.

1-3 ^{3.}

- 2. XL Engine
- XL Engine
- 1-3
- XL Engine
- XL Engine XL Engine
- 1-3 ^{3.} 4. Jump Jet

Left Arm

Shoulder

Endo Steel

Endo Steel

Endo Steel

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Left Torso

2.

5.

6.

2.

3.

5.

6.

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

ER Medium Laser

- 5. Jump Jet
- Jump Jet
- 1. Jump Jet
- Beagle Active Probe
- Beagle Active Probe
- 4-6 Guardian ECM
 - **Guardian ECM** 5. Endo Steel

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Endo Steel 6.

- 4-6 Center Torso
- 1. XL Engine

Head

3.

Life Support

Sensors

Cockpit TAG

Sensors

Life Support

- - Gyro
 - 5. Gyro
 - 6. Gyro

 - Gyro
- 2. XL Engine
- XL Engine 3. XL Engine
 - **ER Small Laser** 5.

Life Support

- Endo Steel
- Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00

Improved C³ CPU Improved C³ CPU 4-6 Endo Steel

- Endo Steel 5.
- Roll Again

Right Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Endo Steel Endo Steel 6.

WARRIOR DATA

Total Heat Sinks: 10 Single

000000000

Name:						
Gunnery Skill:		. Pi	loting	Skill	:	
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

☐ Disabled

'MECH DATA

Inner Sphere

Biped 'Mech

(hexes)

Weapon Heat:

(12)

12

6

5

Lốc Ht Dma Min Sht Med Lna

Type: Ostscout OTT-9CS

Movement Points: Tech & Configuration:

LT

Mass: 35 tons

Weapons Inventory:

Walking: 8

Jumping: 8

Type

1 ER Medium Laser

1 ER Medium Laser

1 Improved C3 CPU

1 Guardian ECM

1 ER Small Laser

Auto Eject:

☐ Operational

1 TAG

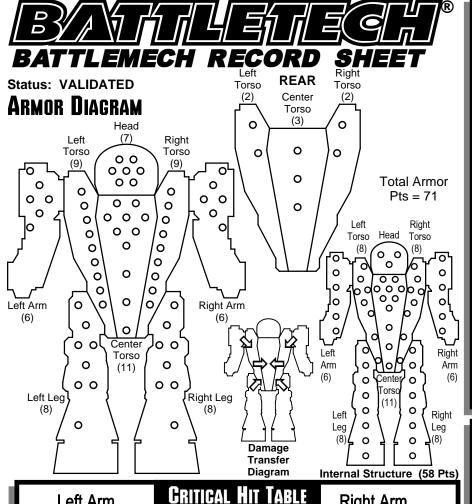
1 Beagle Active Probe LT

Qty

Running: 12

HEAT SCALE	
	-

30	Shutdown
29	Silutuowii
28	Ammo Explosion, avoid on 8+
27	Author Explosion, avoid on or
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
9	
8	+1 Modifier to Fire
7	
6	4.00
5	-1 Movement Point
4	00
2	1/200000
1	CAN ELIZABLE
6	
	· ·



- 1. Shoulder **Upper Arm Actuator** 2.
- Lower Arm Actuator 1-3 **ER Medium Laser**
 - Endo Steel 5.
 - Endo Steel 6.
 - Endo Steel Ferro-Fibrous 2.
- Ferro-Fibrous 3. 4-6
 - Ferro-Fibrous
 - 5. Ferro-Fibrous
 - Ferro-Fibrous

Center Torso

- **Light Fusion Engine**

- Light Fusion Engine **Light Fusion Engine**
- Jump Jet

Left Arm

Shoulder

Endo Steel

Endo Steel

Endo Steel

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Left Torso

2.

5.

6.

2.

3.

5.

6.

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

ER Medium Laser

- 1-3 ^{3.} _{4.} Jump Jet
 - Jump Jet 5.

 - Jump Jet
 - **Guardian ECM** 1.
 - Guardian ECM 2.
- Endo Steel 4-6
 - Endo Steel 5. Ferro-Fibrous
 - Ferro-Fibrous

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. **Anti-Personnel Pod**
- Endo Steel 6.

1. Light Fusion Engine

4-6

- **Light Fusion Engine**
- Gyro

Head

3.

Life Support

Sensors

Cockpit TAG

Sensors

Life Support

- Gyro 5.
- Gyro
- Gyro **Light Fusion Engine**
- **Light Fusion Engine**
- **Light Fusion Engine**
- Endo Steel 5.
- Endo Steel

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Torso

- 1. Light Fusion Engine
- **Light Fusion Engine**
- 1-3 ^{3.} Jump Jet
 - Jump Jet
 - Jump Jet 5.
 - Jump Jet
 - Beagle Active Probe 1. 2. Beagle Active Probe
 - Endo Steel
 - Endo Steel
 - Ferro-Fibrous 5.
 - Ferro-Fibrous

Right Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Endo Steel
- **Anti-Personnel Pod** 6.

(hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 ER Medium Laser 1 ER Medium Laser 12 1 Beagle Active Probe RT 1 Guardian ECM 1 TAG HD 15 1 Anti-Personnel Pod LL 1 Anti-Personnel Pod RL Total Heat Sinks: 10 Single 000000000

'MECH DATA

Inner Sphere

Biped 'Mech

Type: Ostscout OTT-9S

Movement Points: Tech & Configuration:

Mass: 35 tons

Walking: 8

Jumping: 8

Auto Eject:

☐ Operational

Running: 12

WARRIOR **D**ATA

☐ Disabled

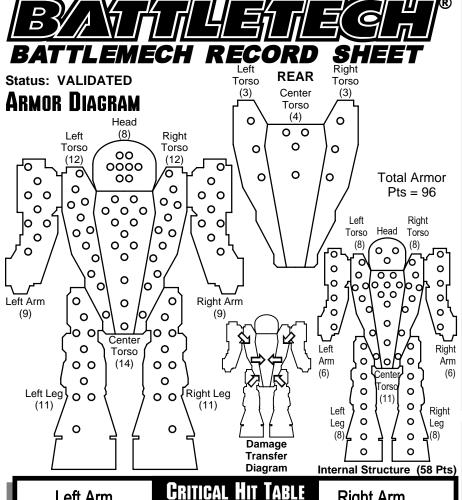
Weapon Heat:

(10)

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

HEAT SCALE

1	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
	9	
	8	+1 Modifier to Fire
	7	
	6	4 Manager Paint
	<u>5</u>	-1 Movement Point
	3	00
	2	1 2000000
	1	W TENNIAK
	0	η ν- 0 -0
		· · ·



- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3 **ER Medium Laser**
 - Improved C3 CPU 5. Improved C3 CPU
 - Endo Steel
- Endo Steel 2. Endo Steel 3.
- 4-6 Endo Steel
 - 5. Endo Steel Roll Again

Center Torso 1. XL Engine

XL Engine 2.

XL Gyro

XL Engine

XL Engine

XL Engine

Engine Hits

Sensor Hits

Life Support

Gyro Hits

Head

3.

Life Support

Sensors

Cockpit Roll Again

Sensors

Life Support

- XL Engine 1-3 XL Gyro
- 5. XL Gyro 6. XL Gyro

5.

- Improved Jump Jet XL Gyro Improved Jump Jet XL Gyro 2.
- 6. Improved Jump Jet
- Improved Jump Jet 1. Improved Jump Jet
- Improved Jump Jet 4-6 Improved Jump Jet

Left Arm

Shoulder

Endo Steel

Roll Again

Left Torso

XL Engine

XL Engine

XL Engine

2.

5.

6.

2.

3.

5.

6.

3.

5.

1-3

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

ER Medium Laser

Improved Jump Jet 5. Endo Steel

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. 6. Improved Jump Jet
- **Improved Jump Jet**

Right Torso

- XL Engine 1. XL Engine 2.
- 1-3 3. XL Engine **Improved Jump Jet**
 - Improved Jump Jet 5. Improved Jump Jet
 - Improved Jump Jet 2. Improved Jump Jet
 - Improved Jump Jet **Improved Jump Jet**
 - Improved Jump Jet 5. Endo Steel

Right Leg

Hip

4-6

000

00

00

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- **Improved Jump Jet**
- 6. Improved Jump Jet

MECH DATA

Type: Ostscout OTT-10CS

Mass: 35 tons

Movement Points: Tech & Configuration: Walking: 8 Inner Sphere Running: 12 **Biped 'Mech** Jumping: 10

(hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type

1 ER Medium Laser 4 1 Improved C3 CPU RA

1 ER Medium Laser 12 LA

Total Heat Sinks: 10 Double (20) 000000000

> 1 2 3 4 5 6

3 5 7 10 11 Dead

Name:

Hits Taken

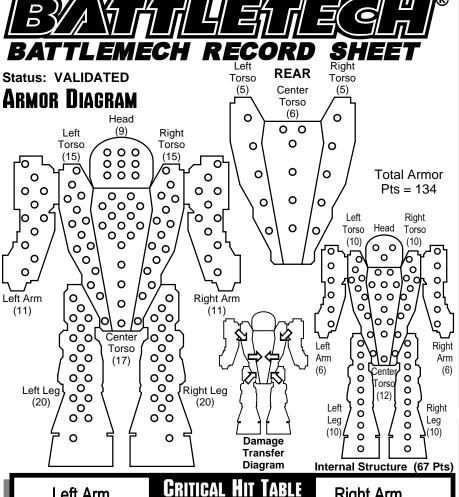
Consciousness #

0

Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (10)

WARRIOR **D**ATA **Gunnery Skill:** Piloting Skill:

	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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	• 1 200 m=
2	AEWY (A)
1	A V V CONTROL



Right Arm 1. Shoulder

- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
 - **Hand Actuator**
 - Ferro-Fibrous 5.
 - Roll Again 6.
 - Roll Again
- Roll Again 2. Roll Again 3.
- 4-6 Roll Again
 - 5. Roll Again

 - Roll Again 6.

Center Torso

Fusion Engine

Fusion Engine

Fusion Engine

ER Large Laser

Roll Again

Life Support

Life Support

Sensors

Cocknit **ER Small Laser**

Sensors

- **Fusion Engine**
- 2. **Fusion Engine**
- **Fusion Engine**

Gyro

Gyro

Head

3.

Left Torso (CASE) 1-3 Gyro

4-6

5. Gyro

6.

2.

5.

Jump Jet

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

6.

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Ferro-Fibrous

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Double Heat Sink

Double Heat Sink

- Jump Jet Jump Jet
- 1-3 ^{3.} 4. LRM 5
 - LRM 5 5.
 - Ammo (LRM 5) 24
 - Endo Steel 1.
 - 2. Ferro-Fibrous
- Ferro-Fibrous 4-6 4. Ferro-Fibrous

 - 5. Roll Again
 - Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- Foot Actuator 4.
- 5. Endo Steel Endo Steel 6.
- Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Torso (CASE)

- Jump Jet
- Jump Jet 2.
- Jump Jet
- 1-3 ^{3.} _{4.} LRM 5

 - LRM 5 5.
 - Ammo (LRM 5) 24
 - Endo Steel 1.
 - 2. Endo Steel
- Ferro-Fibrous 4-6
 - Ferro-Fibrous
 - Roll Again 5.
 - Roll Again

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Endo Steel 6.
- Endo Steel

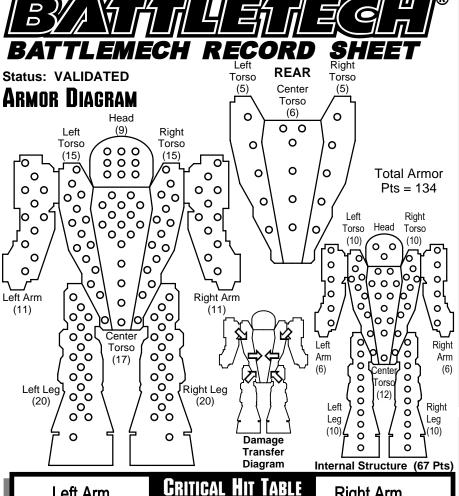
Mass: 40 tons Movement Points: Tech & Configuration: Walking: 6 Clan Running: Q **Biped 'Mech** Jumping: 6 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 2 LRM 5 2 1/hit - 7 14 2 LRM 5 2 1/hit - 7 14 LT 21 1 ER Large Laser CT 12 10 25 8 15 1 ER Small Laser HD 5 Rounds: Ammo Type: LRM 5 48 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (22)

'MECH DATA

Type: Griffin IIC

WARRIOR **D**ATA Name: **Gunnery Skill: Piloting Skill:** 6 Hits Taken 1 2 3 4 5 Consciousness # 3 5 7 10 11 Dead

	MEAT SCALE
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
3	00
2	11 2000000
1	ANGAMER.
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- 1. Shoulder **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 **Hand Actuator**
 - Ferro-Fibrous 5.
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - 5. Roll Again
 - Roll Again

Right Torso (CASE)

- Jump Jet 1.
- Jump Jet 2.
- Jump Jet
- 1-3 ^{3.} Streak SRM 2
 - Streak SRM 2 5.
 - Ammo (Streak 2) 50
 - Endo Steel 1.
 - 2. Endo Steel
- Ferro-Fibrous 4-6
 - Ferro-Fibrous
 - Roll Again 5.

 - Roll Again

Left Leg

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

6.

1.

2.

3.

5.

1.

2.

4.

5.

1-3

4-6

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Ferro-Fibrous

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Jump Jet

Jump Jet

Jump Jet

Streak SRM 2

Streak SRM 2

Endo Steel

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Roll Again

Roll Again

Ammo (Streak 2) 50

Double Heat Sink

Double Heat Sink

Left Torso (CASE)

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Endo Steel 6.

ER Small Laser Sensors

Life Support

Cocknit

Sensors

Head

- Life Support

Center Torso

- **Fusion Engine**
- **Fusion Engine** 2.
- **Fusion Engine**
- 1-3 Gyro

3.

- - 5. Gyro 6. Gyro

 - Gyro
 - **Fusion Engine** 2.
- **Fusion Engine** 4-6
 - **Fusion Engine**
 - **ER Large Laser** 5.

Life Support

Roll Again

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00

Right Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Endo Steel
- Endo Steel 6.

WARRIOR **D**ATA

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

'MECH DATA

Clan

Biped 'Mech

(hexes)

12

25

8

8 15

Weapon Heat:

(22)

Lốc Ht Dma Min Sht Med Lna

2 2/hit - 4

2 2/hit -

10

5

Movement Points: Tech & Configuration:

LT

CT

HD

Rounds:

100

☐ Disabled

Total Heat Sinks: 10 Double (20)

Type: Griffin IIC 2 Mass: 40 tons

Walking: 6

Running: Q

Jumping: 6

Type

2 Streak SRM 2

2 Streak SRM 2

1 ER Large Laser

1 ER Small Laser

Ammo Type:

Streak SRM 2

Auto Eject:

☐ Operational

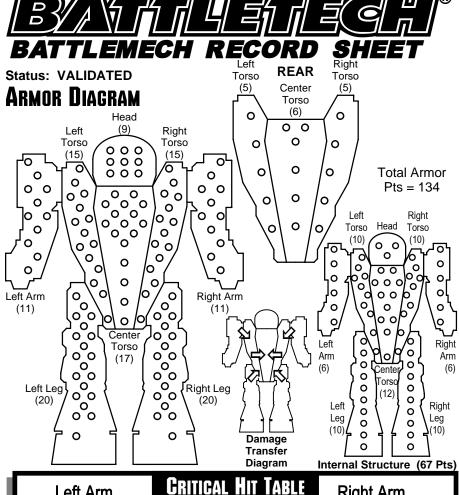
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Qty

Weapons Inventory:

HEAT SCALE

1	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
	9	
	8	+1 Modifier to Fire
	7	
	6	
	5	-1 Movement Point
	4	
	3	4 (D) MO-
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- 1. Shoulder **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 **Hand Actuator** Ferro-Fibrous 5.
 - Roll Again 6.
- Roll Again Roll Again 2.
- Roll Again 3. 4-6 Roll Again
 - 5. Roll Again
 - Roll Again 6.

Fusion Engine Fusion Engine Right Torso (CASE)

000

00

00

2.

- 2. Left Torso (CASE) **Fusion Engine** 1-3 Gyro
 - 5. Gyro

Head

Life Support

Heavy Small Laser

Sensors

Cocknit

Sensors

Life Support

Center Torso

- 6. Gyro
- Gyro **Fusion Engine**
- **Fusion Engine Fusion Engine**
- **ER Large Laser** Roll Again

Gyro Hits

Sensor Hits

Life Support

Ferro-Fibrous Ferro-Fibrous Engine Hits Roll Again

Left Leg

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

6.

1.

2.

3.

5.

1.

2.

5.

1-3

4-6

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Ferro-Fibrous

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Jump Jet

Jump Jet

Jump Jet

Streak SRM 2

Endo Steel

Ferro-Fibrous

Heavy Medium Laser

Heavy Medium Laser

Ammo (Streak 2) 50

Double Heat Sink

Double Heat Sink

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- **Foot Actuator** 4.
- 5. Endo Steel
- Endo Steel 6.

- Jump Jet 1. Jump Jet
- 1-3 3. Jump Jet Heavy Medium Laser
 - Heavy Medium Laser 5. Streak SRM 2
 - Ammo (Streak 2) 50 1.

 - Endo Steel 2. Endo Steel
- 4-6 Ferro-Fibrous
 - Ferro-Fibrous 5.
 - Roll Again

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Endo Steel
- Endo Steel 6.

'MECH DATA Type: Griffin IIC 3 Mass: 40 tons Movement Points: Tech & Configuration: Walking: 6 Clan Running: Q **Biped 'Mech** Jumping: 6 (hexes) Weapons Inventory: Type Loc Ht Dmg Min Sht Med Lng Qty 1 Heavy Medium Laser RT 7 10 1 Streak SRM 2 2 2/hit 12 1 Heavy Medium Laser LT 10 1 Streak SRM 2 2 2/hit 1 ER Large Laser CT 12 10 8 15 25 1 Heavy Small Laser HD 6 1 Ammo Type: Rounds: Streak SRM 2 100

Warrior Data							
Name:							
Gunnery Skill: Piloting Skill:							
Hits Taken 1 2 3 4 5 6							
Consciousness #	3	5	7	10	11	Dead	

☐ Disabled

Weapon Heat:

(33)

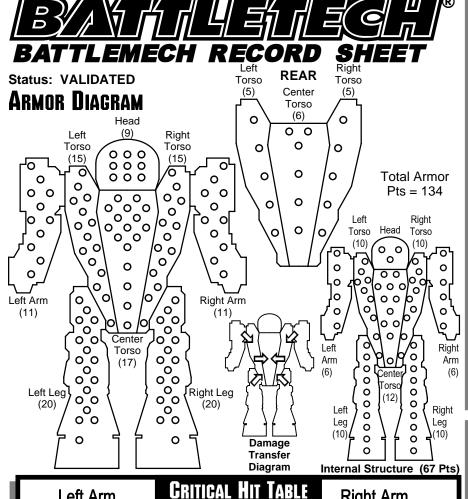
Total Heat Sinks: 10 Double (20)

000000000

Auto Eject:

☐ Operational

30 Shutdown 29 28 Ammo Explosion, avoid on 8+ 27 26 Shutdown, avoid on 10+ 25 -5 Movement Points +4 Modifier to Fire Ammo Explosion, avoid on 6+ Shutdown, avoid on 8+ 21 20 -4 Movement Points Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire 10 -2 Movement Points 9 8 +1 Modifier to Fire 7 6 -1 Movement Points		HEAT SCALE
29 28 27 26 Shutdown, avoid on 10+ 25 -5 Movement Points +4 Modifier to Fire Ammo Explosion, avoid on 6+ Shutdown, avoid on 8+ 21 20 -4 Movement Points Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire 11 10 -2 Movement Points 9 8 +1 Modifier to Fire -1 Movement Points 9 -1 Movement Points		
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 Ammo Explosion, avoid on 4+ 18 Shutdown, avoid on 6+ 17 -4 Modifier to Fire 16 -3 Movement Points Shutdown, avoid on 4+ 13 +2 Modifier to Fire 16 -2 Movement Points 9 +1 Modifier to Fire 7 -6 -1 Movement Point		Shutdown
27 28 29 20 25 24 4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ Shutdown, avoid on 8+ 21 20 -4 Movement Points Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 4 Movement Points Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 4 Modifier to Fire 15 -3 Movement Points Shutdown, avoid on 4+ 13 12 11 10 -2 Movement Points 9 8 +1 Modifier to Fire 7 6 5 -1 Movement Point		
26 Shutdown, avoid on 10+ 25 -5 Movement Points 24 +4 Modifier to Fire Ammo Explosion, avoid on 6+ Shutdown, avoid on 8+ 21 -4 Movement Points 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 17 16 -3 Movement Points 14 Shutdown, avoid on 4+ 13 -2 Movement Points 14 Shutdown, avoid on 4+ 15 -2 Movement Points 16 -1 Movement Points 17 -2 Movement Points 18 -1 Modifier to Fire 19 -1 Movement Points -1 Movement Points		Ammo Explosion, avoid on 8+
25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 4 Movement Points 5 Ammo Explosion, avoid on 4+ 18 Shutdown, avoid on 6+ 17 16 -3 Movement Points 14 Shutdown, avoid on 4+ 13 Shutdown, avoid on 4+ 14 Modifier to Fire 15 -2 Movement Points 16 -1 Movement Points 17 6 -1 Movement Point		
24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 21 Shutdown, avoid on 8+ 21 -4 Movement Points 29 -4 Movement Points Ammo Explosion, avoid on 4+ 3 Modifier to Fire 16 -3 Movement Points Shutdown, avoid on 4+ 13 Shutdown, avoid on 4+ 14 Hodifier to Fire 15 -2 Movement Points 16 -1 Movement Points 17 -6 -1 Movement Point		
23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 20 -4 Movement Points Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire 11 10 -2 Movement Points 9 +1 Modifier to Fire 7 6 5 -1 Movement Point		•• • ••
22 Shutdown, avoid on 8+ 21 20 -4 Movement Points Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 17 +3 Modifier to Fire 16 -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire 11 -2 Movement Points 9 +1 Modifier to Fire 7 6 -1 Movement Point		
21 20 -4 Movement Points Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire -2 Movement Points +1 Modifier to Fire -1 Movement Points -2 Movement Points -3 Movement Points -1 Movement Points -1 Movement Point		• ′
20 -4 Movement Points Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire 11 10 -2 Movement Points 9		Shutdown, avoid on 8+
19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 17 16 15 -3 Movement Points Shutdown, avoid on 4+ 13 14 +2 Modifier to Fire 11 10 -2 Movement Points 9 +1 Modifier to Fire 7 6 5 -1 Movement Point		
18 Shutdown, avoid on 6+ 17 16 15 -3 Movement Points Shutdown, avoid on 4+ 13 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 7 6 5 -1 Movement Point		
17 16 15 -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire 12 11 10 -2 Movement Points 9 8 +1 Modifier to Fire 7 6 5 -1 Movement Point		
-3 Movement Points -3 Movement Points -3 Movement Points -3 Movement Points -4 Modifier to Fire -2 Movement Points -1 Modifier to Fire -1 Movement Point		
15 -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire 11		+3 Modifier to Fire
Shutdown, avoid on 4+ 13 +2 Modifier to Fire 11 10 -2 Movement Points 9 +1 Modifier to Fire 7 6 5 -1 Movement Point	16	
+2 Modifier to Fire 12 11 10 -2 Movement Points 9 8 +1 Modifier to Fire 7 6 5 -1 Movement Point	15	-3 Movement Points
12 11 10 -2 Movement Points 9 8 +1 Modifier to Fire 7 6 5 -1 Movement Point	14	Shutdown, avoid on 4+
11	13	+2 Modifier to Fire
10 -2 Movement Points 9 8 +1 Modifier to Fire 7 6 5 -1 Movement Point	12	
9 8 +1 Modifier to Fire 7 6 5 -1 Movement Point	11	
+1 Modifier to Fire 7 6 5 -1 Movement Point	10	-2 Movement Points
7 6 5 -1 Movement Point	9	
6 5 -1 Movement Point		+1 Modifier to Fire
5 -1 Movement Point	7	
	6	
4	5	-1 Movement Point
<u> </u>	4	
3		· Man-
2 MACAMER	2	AN ACKYMBR
1 48000000000000000000000000000000000000	1	4XM22000
0	0	V



- 2.
- 1-3 **Hand Actuator**
 - Ferro-Fibrous 5.
- 4-6 Roll Again
 - 5. Roll Again

Center Torso

- 2. **Fusion Engine**
- 1-3
- Jump Jet 1. Jump Jet

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

6.

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Ferro-Fibrous

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Double Heat Sink

Double Heat Sink

Left Torso (CASE)

- 3. Jump Jet
- 1-3 4. Adv. Tact. Msl. 3
 - 5.
 - Adv. Tact. Msl. 3
 - Ammo (ATM 3) 20
 - 1. Endo Steel
 - 2. Ferro-Fibrous
- Ferro-Fibrous 4-6
 - Ferro-Fibrous
 - 5. Roll Again Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Endo Steel 6.

Head

- Life Support
- Sensors
- 3. Cocknit
- **ER Small Laser**
- Sensors
- Life Support

- **Fusion Engine**

- **Fusion Engine**
- Gyro
 - 5. Gyro

 - 6. Gyro
 - Gyro
 - **Fusion Engine** 2.
- **Fusion Engine** 4-6
 - **Fusion Engine**
 - **ER Large Laser** 5.
 - Roll Again

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

- 1. Shoulder **Upper Arm Actuator**
- **Lower Arm Actuator**

 - Roll Again 6.
 - Roll Again
- Roll Again 2.
- Roll Again 3.
- - Roll Again

Right Torso (CASE)

- Jump Jet
- Jump Jet 2.
- 1-3 ^{3.} _{4.} Jump Jet
 - Adv. Tact. Msl. 3
 - Adv. Tact. Msl. 3 5.
 - Ammo (ATM 3) 20
 - Ammo (ATM 3) 20 1.
 - Endo Steel
 - 2.
- Endo Steel 4-6
 - Ferro-Fibrous
 - Ferro-Fibrous 5.
 - Roll Again

Right Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Endo Steel
- Endo Steel 6.

WARRIOR **D**ATA

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

☐ Disabled

'MECH DATA

Clan

Biped 'Mech

(hexes)

2 2/hit 4 5 10

18 27

5

8 15 25

Weapon Heat:

(18)

1/hit 4 9

3/hit -

2 2/hit 4

10

5

HD

Total Heat Sinks: 10 Double (20)

Rounds:

Lốc Ht Dma Min Sht Med Lna

Movement Points: Tech & Configuration:

Type: Griffin IIC 4 Mass: 40 tons

Walking: 6

Running: Q

Jumping: 6

Type

1 Adv. Tact. Msl. 3

ER ATM Ammo

HE ATM Ammo

1 Adv. Tact. Msl. 3

1 ER Large Laser

1 ER Small Laser

Adv. Tact. Msl. 3

Auto Eject:

☐ Operational

000000000

Ammo Type:

Qty

Weapons Inventory:

ш		401	т.
П	741	-1147	

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

+1 Modifier to Fire

8

6

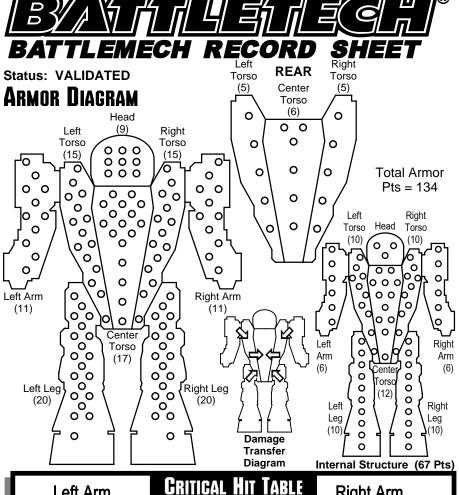
5 4

3

1

0

-1 Movement Point



Right Arm 1. Shoulder

- 2. **Lower Arm Actuator**
- **Hand Actuator**
 - Endo Steel 5.

 - Roll Again 2.
 - - Roll Again

Center Torso

- 2. **Fusion Engine**
- Improved Jump Jet
- Improved Jump Jet 3. Improved Jump Jet

Left Torso (CASE)

1-3 Improved Jump Jet

Left Arm

Shoulder

2.

5.

6.

2.

5.

6.

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Endo Steel

Endo Steel

Roll Again

Roll Again

Roll Again

Ferro-Fibrous

Double Heat Sink

Double Heat Sink

- 5.
- Improved Jump Jet Improved Jump Jet
- **Light Machine Gun** 1.
- **Light Machine Gun**
- **Light Machine Gun**
- 4-6 4. Ammo (LMG) 100
 - 5. Endo Steel
 - Ferro-Fibrous

Left Leg

- 1. diH
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Ferro-Fibrous 6.

Life Support

Life Support

Sensors

Cocknit **ER Large Laser**

Sensors

- **Fusion Engine**

- **Fusion Engine**

Head

- Gyro

 - 5. Gyro

 - 6. Gyro

 - Gyro **Fusion Engine**
 - **Fusion Engine**
- **Fusion Engine**
 - Improved Jump Jet
 - Improved Jump Jet

Engine Hits OOO Gyro Hits 00 **Sensor Hits** 00 Life Support

- **Upper Arm Actuator**
- 1-3
 - - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again 3.
- 4-6

 - 5. Roll Again

 - Roll Again

Right Torso

- Improved Jump Jet Improved Jump Jet
- Improved Jump Jet 1-3
 - Improved Jump Jet Improved Jump Jet 5.
 - Improved Jump Jet
 - **ER Small Laser** 1.
 - 2. **Light Machine Gun**
 - **Light Machine Gun**
 - **Light Machine Gun**
 - Endo Steel
 - 5.
 - Ferro-Fibrous

Right Leg

Hip

4-6

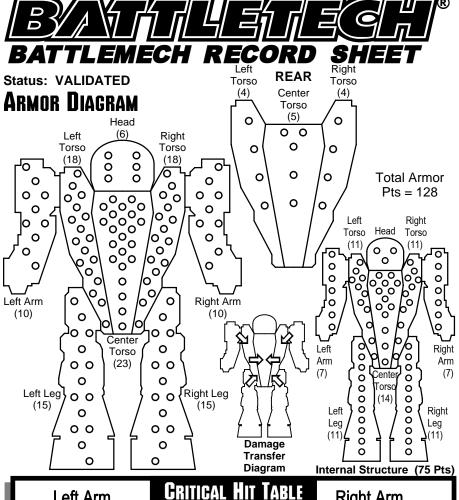
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Endo Steel
- Ferro-Fibrous 6.

Type: Griffin IIC 5 Mass: 40 tons Movement Points: Tech & Configuration: Walking: 6 Clan Running: Q **Biped 'Mech** Jumping: 7 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 ER Small Laser 3 Light Machine Gun RT 6 6 3 Light Machine Gun LT 1 ER Large Laser HD 10 15 Ammo Type: Rounds: **Light Machine Gun** 100 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (14)

'MECH DATA

Warrior Data							
Name:							
Gunnery Skill: Piloting Skill:							
Hits Taken	1	2	3	4	5	6	
Consciousness #	3	5	7	10	11	Dead	

	HEAT SCALE
30	Shutdown
29 28	Ammo Explosion, avoid on 8+
27	Allillo Explosion, avoid on or
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
11	-2 Movement Points
9	-2 Movement Foints
8	+1 Modifier to Fire
7	TI MOGINE TO THE
6	
5	-1 Movement Point
4	
3	.
2	AC CONSTRUCTION
1	4×M2
0	V



Right Arm 1. Shoulder

- **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 **Hand Actuator**
 - 5. Large Laser Large Laser
 - **Medium Laser** Machine Gun 2.
- Roll Again 3. 4-6
- Roll Again Roll Again 5.
- Roll Again

Center Torso **Fusion Engine**

Life Support

Life Support

Sensors

Cockpit Roll Again

Sensors

2. **Fusion Engine**

Head

3.

- **Fusion Engine** 1-3
- Gyro 5. Gyro 6. Gyro
- Jump Jet Roll Again Roll Again
- 5. Roll Again

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

6.

1.

3.

1-3 4.

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Medium Laser

Machine Gun

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Left Torso

Jump Jet

Jump Jet

- 1. Roll Again Roll Again 2.
- Roll Again 4-6 4. Roll Again
 - Roll Again 5. Roll Again
 - Left Leg
 - 1. diH
 - **Upper Leg Actuator**
 - Lower Leg Actuator 3.
 - Foot Actuator 4.
 - 5. Roll Again Roll Again 6.

- Gyro
- **Fusion Engine** 2. **Fusion Engine**
- 4-6 **Fusion Engine** Ammo (MG) 200 5.
 - Roll Again

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Torso

- Jump Jet Jump Jet 2.
- 1-3 ^{3.} Jump Jet
- Roll Again Roll Again 5.
 - 6. Roll Again
 - Roll Again 1. Roll Again 2.
- Roll Again 3. 4-6 Roll Again
 - 5. Roll Again Roll Again

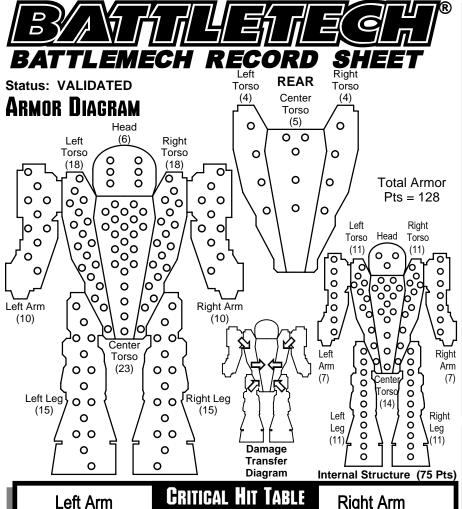
Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Roll Again
- Roll Again 6.

'MECH DATA Type: Phoenix Hawk PXH-1 Mass: 45 tons Movement Points: Tech & Configuration: Walking: 6 Inner Sphere Running: Q **Biped 'Mech** Jumping: 6 (hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Qty Type 1 Large Laser 5 10 Medium Laser RA 9 3 1 Machine Gun RA Medium Laser 1 Machine Gun 2 3 LA 1 2 Rounds: Ammo Type: **Machine Gun** 200 Total Heat Sinks: 10 Single 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (14)

WARRIOR DATA								
Name:								
Gunnery Skill:		. Pi	loting	Skill				
Hits Taken	1	2	3	4	5	6		
Consciousness #	3	5	7	10	11	Dead		

	HEAT SCALE
	Chartelesses
30 29	Shutdown
28	Ammo Explosion, avoid on 8+
27	Annio Explosion, avoid on or
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+ +2 Modifier to Fire
12	+2 Modifier to Fire
11	
10	-2 Movement Points
9	2 MOVEMENT FORMS
8	+1 Modifier to Fire
7	The mount of the
6	
5	-1 Movement Point
4	
3	
2	AC A€AVA/ B R
1	48/40
0	V



Head

3.

2.

5. Gyro

6.

5.

6.

1-3

4-6

Life Support

Sensors

Cockpit Roll Again

Sensors

Life Support

Center Torso

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Roll Again

Roll Again

Engine Hits

Gyro

Gyro

Gyro

Right Arm

- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3 **Hand Actuator**
 - 5. Large Laser
 - Large Laser **Medium Laser**
 - Roll Again 2.
- Roll Again 3. 4-6 Roll Again
 - Roll Again 5.

Right Torso

Roll Again

- Jump Jet Jump Jet 2.
- 1-3 ^{3.} Jump Jet
- Roll Again Roll Again 5.
 - 6. Roll Again Roll Again 1.
 - Roll Again 2. Roll Again
- 4-6 Roll Again 5. Roll Again
 - Roll Again

Gyro Hits Sensor Hits 00 Right Leg

000

00

- Life Support
 - 1. Hip
 - **Upper Leg Actuator Lower Leg Actuator** 3.
 - **Foot Actuator** 4. Single Heat Sink
 - Roll Again 6.

MECH DATA

Type: Phoenix Hawk PXH-1D

Mass: 45 tons

Movement Points: Tech & Configuration: Walking: 6 Inner Sphere Running: Q **Biped 'Mech** Jumping: 6

(hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Type

Qty 1 Large Laser 5 10 1 Medium Laser RA 3 6 9

9 1 Medium Laser LA

Total Heat Sinks: 12 Single 000000000 00

Name:

1 0

Weapon Heat: Auto Eject:

☐ Operational ☐ Disabled (14)

WARRIOR **D**ATA

Gunnery Skill:		. Pi	loting	Skill	:	
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Ţ	EAT	SCALE	Ī

3	0	Shutdown
2	9	
2	8	Ammo Explosion, avoid on 8+
2	7	•
2	6	Shutdown, avoid on 10+
2	5	-5 Movement Points
2	4	+4 Modifier to Fire
2	3	Ammo Explosion, avoid on 6+
2	2	Shutdown, avoid on 8+
2	1	
2	0	-4 Movement Points
1	9	Ammo Explosion, avoid on 4+
1	8	Shutdown, avoid on 6+
1	7	+3 Modifier to Fire
1	6	
1	5	-3 Movement Points
1	4	Shutdown, avoid on 4+
1	3	+2 Modifier to Fire
1	2	
1	1	
1	0	-2 Movement Points
Lá	•	
T 8	3	+1 Modifier to Fire
7	7	
1	6	
	5	-1 Movement Point
	1	
	3	a Como
	. –	

Left Leg 1. Hip

- Lower Leg Actuator 3.
- **Foot Actuator** 4.

Shoulder

2.

5.

6.

2.

3.

5.

6.

3.

5.

1.

2.

4.

5.

1-3 4.

4-6

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Medium Laser

Roll Again

Left Torso

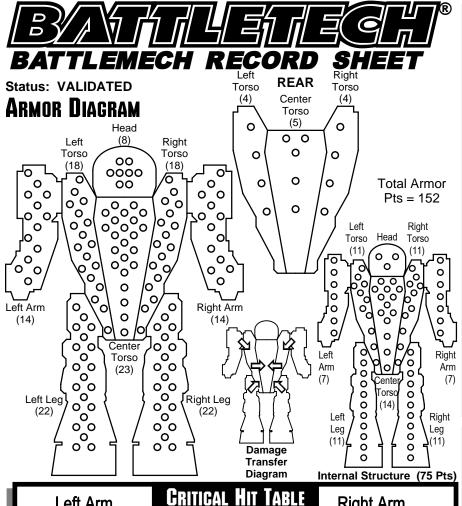
Jump Jet

Jump Jet

Jump Jet

Roll Again

- **Upper Leg Actuator**
- 5. Single Heat Sink 6. Roll Again



Type: Phoenix Hawk PXH-1K Mass: 45 tons Movement Points: Tech & Configuration: Walking: 6 Inner Sphere Running: Q **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 Large Laser 5 10 Medium Laser 9 RA 9 1 Medium Laser LA 3 6 1 Small Laser СТ 2 Total Heat Sinks: 13 Single 000000000 000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (15)

MECH DATA

WARRIOR **D**ATA Name: **Gunnery Skill:** Piloting Skill: 6 Hits Taken 1 2 3 4 5 Consciousness # 3 7 10 11 Dead

HEAT SCALE

Left Arm Right Arm Shoulder 1. Shoulder **Upper Arm Actuator Upper Arm Actuator** 2. 2. Head **Lower Arm Actuator Lower Arm Actuator** 1-3 1-3 **Hand Actuator Hand Actuator** Life Support 5. **Medium Laser** 5. Large Laser Sensors Roll Again 6. Large Laser 3. Cockpit Roll Again Roll Again **Medium Laser** Sensors Roll Again Roll Again 2. 2. Life Support Roll Again Roll Again 3. 3. 4-6 4-6 Roll Again Roll Again Center Torso Roll Again 5. Roll Again 5. Roll Again Roll Again 6. **Fusion Engine** 2. **Fusion Engine** Left Torso Right Torso **Fusion Engine** 1-3 Roll Again Gyro 1. Roll Again Roll Again 5. Gyro Roll Again 2. 3. Roll Again 6. Gyro 3. Roll Again 1-3 1-3 4. Roll Again Roll Again Gyro Roll Again Roll Again 5. 5. **Fusion Engine** 2. Roll Again 6. Roll Again **Fusion Engine** 4-6 **Fusion Engine** Roll Again 1. Roll Again 1. Single Heat Sink Roll Again 5. Roll Again 2. 2. Small Laser Roll Again Roll Again 4-6 4-6 4. Roll Again Roll Again 5. Roll Again 5. Roll Again Engine Hits 000 Roll Again Roll Again **Gyro Hits** 00 **Sensor Hits** 00 Left Leg Right Leg Life Support 1. Hip 1. Hip **Upper Leg Actuator Upper Leg Actuator** Lower Leg Actuator **Lower Leg Actuator** 3. 3.

Foot Actuator

Roll Again

Single Heat Sink

4.

5.

6.

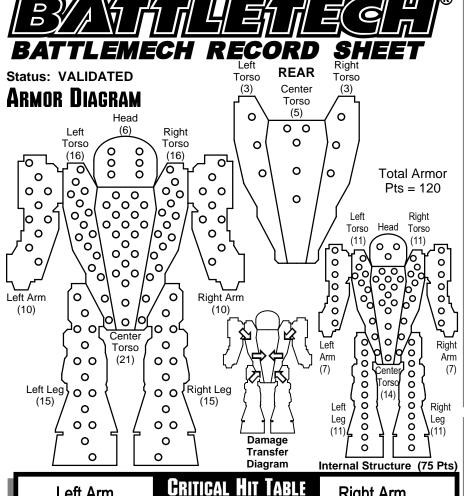
·	
30 Shutdown	
29	
28 Ammo Explosion, avoid on 8+	
27	
26 Shutdown, avoid on 10+	
25 -5 Movement Points	
24 +4 Modifier to Fire	
23 Ammo Explosion, avoid on 6+	
22 Shutdown, avoid on 8+	
21	
20 -4 Movement Points	
19 Ammo Explosion, avoid on 4+	
18 Shutdown, avoid on 6+	
17 +3 Modifier to Fire	
16	
15 -3 Movement Points	
14 Shutdown, avoid on 4+	
13 +2 Modifier to Fire	
12	
11	
10 -2 Movement Points	
9	
8 +1 Modifier to Fire	
7	
6	
5 -1 Movement Point	
4	
3 (Promos	
2 ANNEXWER	
1 4 MASSING	
o V	

4.

6.

Foot Actuator

Single Heat Sink Roll Again



Right Arm 1. Shoulder

- 2.
 - **Lower Arm Actuator** 1-3
 - - ER Large Laser

 - 2. Endo Steel 3.
 - 4-6 Endo Steel
 - Roll Again

- 1. XL Engine
- 2. XL Engine
- XL Engine
- - 5. Gyro
 - 6. Gyro
- Jump Jet
- Jump Jet 5.

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

1-3 ^{3.} _{4.}

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Medium Pulse Laser

Hand Actuator

ER Large Laser

ER Large Laser

Endo Steel

Endo Steel

Roll Again Roll Again

Roll Again

Left Torso

XL Engine

XL Engine

XL Engine

- Jump Jet
- Double Heat Sink 1.
- Double Heat Sink
- Double Heat Sink 4-6
 - Ammo (AMS) 12
 - Ammo (AMS) 12 5. Endo Steel

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Endo Steel 6.

Life Support

Center Torso

Life Support

Sensors

Cockpit Roll Again

Sensors

Head

- 1-3
- Gyro

 - Gyro
 - XL Engine
- XL Engine
- XL Engine
 - Endo Steel 5.
 - Endo Steel

Life Support

4-6 Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00

- **Upper Arm Actuator**
- **Hand Actuator**
 - 5. **ER Large Laser**

 - **Medium Pulse Laser**
- **Anti-Missile System**
- - Roll Again 5.

Right Torso 1. XL Engine

- XL Engine
- 2. XL Engine
- 1-3 ^{3.} _{4.} Jump Jet
 - Jump Jet 5.
 - Jump Jet
 - Double Heat Sink
 - 2. Double Heat Sink
 - Double Heat Sink
 - Endo Steel
 - Endo Steel 5.
 - Endo Steel

Right Leg

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Endo Steel
- Endo Steel 6.

WARRIOR **D**ATA

Total Heat Sinks: 12 Double (24)

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 7 10 11 Dead

☐ Disabled

Rounds:

00

Weapon Heat:

(33)

MECH DATA

Inner Sphere

Biped 'Mech

(hexes)

7 14

Lốc Ht Dma Min Sht Med Lna

Type: Phoenix Hawk PXH-3D

Movement Points: Tech & Configuration:

Mass: 45 tons

Weapons Inventory:

1 Medium Pulse Laser RA

1 Anti-Missile System RA

Medium Pulse Laser LA

Anti-Missile System

Auto Eject:

☐ Operational

3 2

000000000

Walking: 6

Running: Q

Jumping: 6

Type

1 ER Large Laser

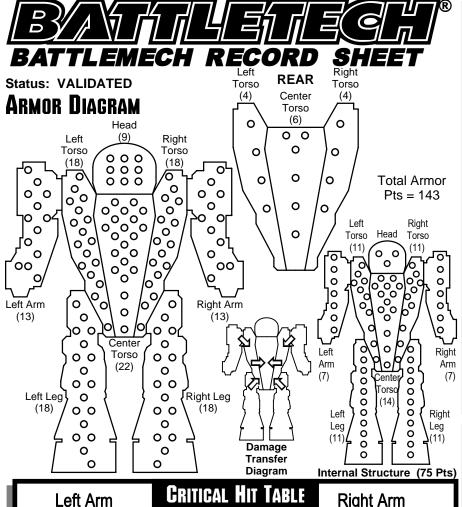
1 ER Large Laser

Ammo Type:

Qty

HEAT SCALE

3	0	Shutdown
2	9	
2	8	Ammo Explosion, avoid on 8+
2	7	
2	6	Shutdown, avoid on 10+
2	5	-5 Movement Points
2	4	+4 Modifier to Fire
2	3	Ammo Explosion, avoid on 6+
2	2	Shutdown, avoid on 8+
2	1	
2	0	-4 Movement Points
1	9	Ammo Explosion, avoid on 4+
1	8	Shutdown, avoid on 6+
1	7	+3 Modifier to Fire
	6	
1	5	-3 Movement Points
1	4	Shutdown, avoid on 4+
1	3	+2 Modifier to Fire
1	2	
1	1	
_	0	-2 Movement Points
١	•	
L		+1 Modifier to Fire
_	7	
	<u> </u>	
5	5	-1 Movement Point



Head

3.

2.

3. 1-3

> 5. Gyro

6.

5.

4-6

Life Support

Sensors

Cockpit Roll Again

Sensors

1. XL Engine

Gyro

Gyro

Gyro

XL Engine

XL Engine

XL Engine

XL Engine

XL Engine

Ferro-Fibrous

Ferro-Fibrous

Life Support

Center Torso

Right Arm 1. Shoulder

- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
- **Hand Actuator** 5. **ER Large Laser**
 - ER Large Laser

 - **Medium Pulse Laser**
 - Ferro-Fibrous 2. Ferro-Fibrous 3.
- 4-6 Roll Again
 - Roll Again 5.
 - Roll Again

Right Torso

- 1. XL Engine
- XL Engine 2. XL Engine
- 1-3 ^{3.} Jump Jet
- Jump Jet 5.

4-6

- 6. Jump Jet
- Double Heat Sink
- 2. Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous 5.
- Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.

Shoulder

2.

5.

6.

2.

3.

5.

6.

1-3 ^{3.} _{4.}

4-6

5.

1.

5.

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Medium Pulse Laser

Hand Actuator

ER Large Laser

ER Large Laser

Ferro-Fibrous

Ferro-Fibrous

Roll Again

Roll Again

Roll Again

Left Torso

XL Engine

XL Engine

XL Engine

Jump Jet

Jump Jet

Jump Jet

Double Heat Sink

Double Heat Sink

Double Heat Sink

Ferro-Fibrous

Ferro-Fibrous

Roll Again

- 5. Ferro-Fibrous
- Ferro-Fibrous 6.

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Ferro-Fibrous
- Ferro-Fibrous 6.

MECH DATA Type: Phoenix Hawk PXH-3K Mass: 45 tons Movement Points: Tech & Configuration: Walking: 6 **Inner Sphere** Running: Q **Biped 'Mech** Jumping: 6 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 ER Large Laser 12 - 7 14 1 Medium Pulse Laser RA 1 ER Large Laser 19 Medium Pulse Laser LA Total Heat Sinks: 12 Double (24) 000000000 00

Warrior Data							
Name:	Name:						
Gunnery Skill:		. Pi	loting	Skill:	:		
Hits Taken	1	2	3	4	5	6	
Consciousness #	3	5	7	10	11	Dead	

☐ Disabled

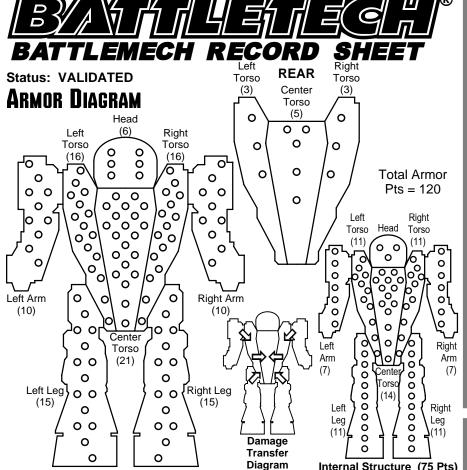
Weapon Heat:

(32)

Auto Eject:

☐ Operational

	HEAT SCALE
30 29	Shutdown
28	Ammo Explosion, avoid on 8+
26 25	Shutdown, avoid on 10+ -5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22 21	Shutdown, avoid on 8+
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
9	
8	+1 Modifier to Fire
6	4 Marramant Baint
5	-1 Movement Point
3	00
2	1/ 2000000
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Running: 9 **Biped 'Mech** Jumping: 6 (hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Qty Type 7 14 1 ER Large Laser 12 1 Medium Pulse Laser RA 1 Anti-Missile System RA 1 ER Large Laser 19 LA 1 Medium Pulse Laser LA Machine Gun Ammo Type: Rounds: Anti-Missile System 24 200 **Machine Gun** Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (33)**WARRIOR DATA**

'MECH DATA

Inner Sphere

Type: Phoenix Hawk PXH-3M

Movement Points: Tech & Configuration:

Mass: 45 tons

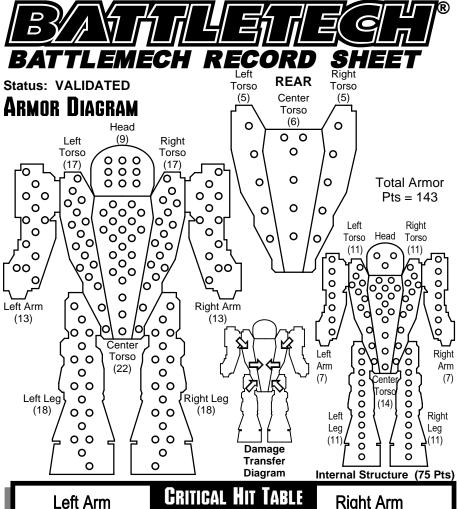
Walking: 6

Name: **Gunnery Skill:** Piloting Skill: 1 5 6 Hits Taken 2 3 4 5 7 Consciousness # 10 11 Dead

							nai oti aotai o (i o i to
Left Arm		CRITICAL HIT TABLE			Right Arm		
	1.	Shoulder				1.	Shoulder
	2.	Upper Arm Actuator		laad		2.	Upper Arm Actuator
1-3	3.	Lower Arm Actuator	- 1	Head	1-3	3.	Lower Arm Actuator
1-3	4.	Hand Actuator	1.	Life Support	1-3	4.	Hand Actuator
	5.	ER Large Laser	2.	Sensors		5.	ER Large Laser
	6.	ER Large Laser	3.	Cockpit		6.	ER Large Laser
	1.	Medium Pulse Laser		Roll Again		1.	Medium Pulse Laser
	2.	Machine Gun	5.	Sensors		2.	Anti-Missile System
4-6	3.	Endo Steel	6.	Life Support	4-6	3.	Endo Steel
4-0	4.	Endo Steel			4-0	4.	Endo Steel
	5.	Endo Steel	(Center Torso		5.	Roll Again
	6.	Endo Steel	4	YI Engine		6.	Roll Again

Roll Again 6.

1-3	3.	Lower Arm Actuator		•	nead	4	1-3	3.	Lower Arm Actuator			
1-0	4.	Hand Actuator		1.	Life Support	t '	1-0			L		Tillere Access
	5.	ER Large Laser		2.	Sensors			5.	ER Large Laser	ш		HEAT SCALE
	6.	ER Large Laser		3.	Cockpit			6.	ER Large Laser	ш		
	1.	Medium Pulse Laser		4.	Roll Again			1.	Medium Pulse Laser	ш		
	2.	Machine Gun		5.	Sensors			2.	Anti-Missile System	ш	30	Shutdown
	3.	Endo Steel		6.	Life Support	t		_	Endo Steel	ш	29	Chataonh
4-6	4.	Endo Steel				4	1-6	4.	Endo Steel	ш	28	Ammo Explosion, avoid on 8+
	5.	-		(Center To)reA		5.	Roll Again	ш	27	, , , , , , , , , , , , , , , , , , ,
	6.	Endo Steel						6.	Roll Again	ш	26	Shutdown, avoid on 10+
	٥.	Lindo Oloci		1.	XL Engine			υ.	rton riguni	ш	25	-5 Movement Points
	1	.eft Torso		2.	XL Engine				Right Torso	ш	24	+4 Modifier to Fire
	L		1-3	3.	XL Engine			Γ	•	ш	23	Ammo Explosion, avoid on 6+
	1.		. •					1.	XL Engine	ш	22	Shutdown, avoid on 8+
	2.	XL Engine		5.	Gyro			2.	XL Engine	ш	21 20	-4 Movement Points
1-3	3.	XL Engine		6.	Gyro	4	1-3	3.	XL Engine	ш	19	-4 Movement Points Ammo Explosion, avoid on 4+
1-0	4.	Jump Jet		1.	Gyro		1-0	4.	Jump Jet	ш	18	Shutdown, avoid on 6+
	5.	Jump Jet		2.	XL Engine			5.	Jump Jet	ш	17	+3 Modifier to Fire
	6.	Jump Jet		3.	XL Engine			6.	Jump Jet	ш	16	+5 modifier to the
	1.	Ammo (AMS) 12	4-6	4	XL Engine			1.	Endo Steel	ш	15	-3 Movement Points
	2.	Ammo (AMS) 12		5.	Roll Again			2.	Endo Steel	ш	14	Shutdown, avoid on 4+
	_	Ammo (MG) 200		6.	Roll Again			3.	Endo Steel	ш	13	+2 Modifier to Fire
4-6	3. 4.	Endo Steel		٠.	rion rigani	4	1-6	3. 4.	Endo Steel	ш	12	
	4 . 5.	Endo Steel	Г	_			1	5 .	Endo Steel	ш	11	
	6.	CASE		E	ngine Hits	000		6.	Endo Steel	ш	10	-2 Movement Points
	0.	CAGL			Gyro Hits	00		υ.	Lindo Steel	ш	9	4.55 1101 4 50
	1	off Log		٠.	ensor Hits	00			Diaht Loa	ш	8	+1 Modifier to Fire
	L	.eft Leg						ľ	Right Leg	ш	6	
	1.	Hip		Lif	e Support	0		1.	Hip	ш	5	-1 Movement Point
	2.	Upper Leg Actuator	_				•	2.	Upper Leg Actuator		4	· moromone · one
	3.	Lower Leg Actuator						3.	Lower Leg Actuator		3	. M
	4.	Foot Actuator						4.	Foot Actuator		2	AC CONTRACT
	5.	Roll Again						5.	Roll Again		1	4×V22000
	6.	Roll Again						6.	Roll Again		0	V



- Shoulder **Upper Arm Actuator** 2. Lower Arm Actuator
- 1-3 **Hand Actuator** 5. Double Heat Sink
 - 6. Double Heat Sink
 - **Double Heat Sink** Large Pulse Laser 2.
- Large Pulse Laser 3. 4-6
- Endo Steel 5. Endo Steel
- Endo Steel

2.

5.

1. XL Engine XL Engine Right Torso

- XL Engine Gyro 1. XL Engine Gyro
- XL Engine 1-3 ^{3.} Gyro XL Engine Jump Jet
- Gyro Jump Jet 5. XL Engine Jump Jet XL Engine
- XL Engine **ER Small Laser** 1. Endo Steel 2. **ER Small Laser**
- Targeting Computer Roll Again **Targeting Computer** Endo Steel 3. 4-6 Endo Steel Roll Again
 - Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00

Head

3.

2.

5.

6.

1-3

Life Support

Sensors

Cockpit Endo Steel

Sensors

Life Support

Center Torso

Left Leg Life Support

- 1. diH **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel Endo Steel 6.

Shoulder

2.

5.

6.

2.

5.

6.

3.

5.

1.

5.

1-3

4-6

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Double Heat Sink

Double Heat Sink

Double Heat Sink

Endo Steel

Endo Steel

Endo Steel

Left Torso

XL Engine

XL Engine

XL Engine

Jump Jet

Jump Jet

Jump Jet

Roll Again

Roll Again

Targeting Computer

Medium Pulse Laser

Medium Pulse Laser

- Right Leg Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3. **Foot Actuator** 4.
- Endo Steel Endo Steel 6.

Roll Again

Roll Again

MECH DATA

Type: Phoenix Hawk PXH-3PL Mass: 45 tons

Movement Points: Tech & Configuration: Walking: 6 Inner Sphere Running: Q **Biped 'Mech** Jumping: 6

(hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng

- 1 Large Pulse Laser 2 Medium Pulse Laser LA 6
- 2 ER Small Laser 5
- 1 Targeting Computer

Total Heat Sinks: 12 Double (24)

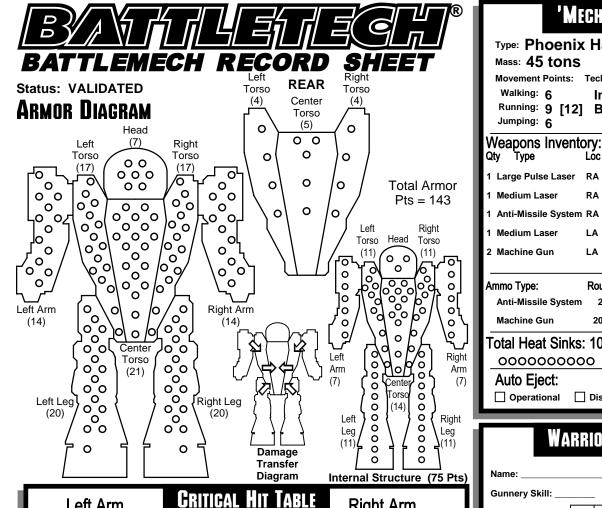
000000000 00 Auto Eject:

Weapon Heat:

☐ Operational ☐ Disabled (22)

WARRIOR **D**ATA Name: **Gunnery Skill: Piloting Skill:** 6 Hits Taken 2 3 4 5 Consciousness # 3 5 7 10 11 Dead

	MEAL SUALE
30	Shutdown
29 28 27	Ammo Explosion, avoid on 8+
26 25	Shutdown, avoid on 10+ -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
9	
8	+1 Modifier to Fire
7	
6	4 Marramant Baint
5	-1 Movement Point
3	00
2	1 2000000
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	V



- 2.
- **Lower Arm Actuator** 1-3
- **Hand Actuator**
- Anti-Missile System 2.
- 4-6
 - - Roll Again 5.

- XL Engine
- 2.
- 1-3
- XL Engine XL Engine 6.
- 3. 4. Jump Jet

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

6.

1-3

4-6

1-3

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Medium Laser

Machine Gun

Machine Gun

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Roll Again

Left Torso

XL Engine

- Jump Jet 5.
- Jump Jet
- Ammo (AMS) 12 1.
- Ammo (AMS) 12 2.
- Ammo (MG) 200 4-6
- 4. CASE
 - Ferro-Fibrous 5.
 - Ferro-Fibrous 6.

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Roll Again Roll Again 6.

1. Shoulder

- Head Life Support
- Sensors
- 3.
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1. XL Engine
- XL Engine 3.
- Gyro
- 5. Gyro
- Gyro
- Gyro
- 2. XL Engine
- XL Engine
- 4-6
 - XL Engine 5. MASC
 - MASC
 - 4-6 Engine Hits 000 **Gyro Hits** 00

Sensor Hits 00 Life Support

- **Upper Arm Actuator**
- - 5. Large Pulse Laser

 - Large Pulse Laser
 - **Medium Laser**
- Ferro-Fibrous 3.
- Ferro-Fibrous
- - Roll Again 6.

Right Torso

- 1. XL Engine
- XL Engine 2. XL Engine
- 1-3 ^{3.} Jump Jet
- Jump Jet 5.
 - 6. Jump Jet

 - Ferro-Fibrous 1. Ferro-Fibrous 2.
 - Ferro-Fibrous 3.
 - Ferro-Fibrous
 - Ferro-Fibrous 5.
 - Ferro-Fibrous

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Roll Again
- Roll Again 6.

Medium Laser 9 RA 1 Anti-Missile System RA Medium Laser 2 Machine Gun 2 3 LA Ammo Type: Rounds: Anti-Missile System 24 **Machine Gun** 200 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Disabled (17)☐ Operational **W**ARRIOR **D**ATA

'MECH DATA

Inner Sphere

(hexes)

10

Loc Ht Dmg Min Sht Med Lng

Type: Phoenix Hawk PXH-3S

Movement Points: Tech & Configuration:

Running: 9 [12] Biped 'Mech

Mass: 45 tons

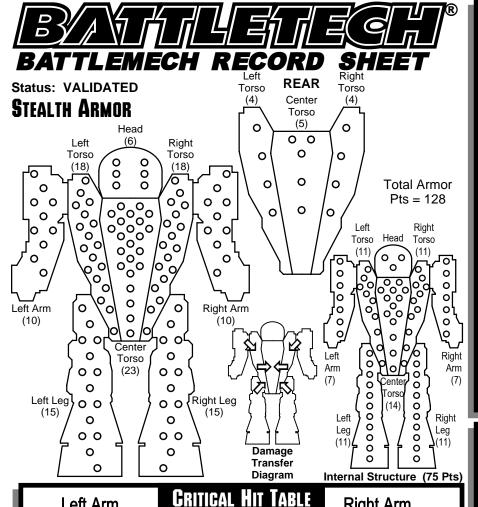
Walking: 6

Jumping: 6

Type

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Object days as a second and 40 c
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+
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	0-
3	1 200mm
1	an retrivitar
1 0	1/MO ~
	V



- 2.
- 1-3 **Hand Actuator**
- 4-6

 - Stealth Armor

Center Torso

- **Fusion Engine** 2.
- 1-3

6.

3.

- **Double Heat Sink**
- Double Heat Sink 5.
- Double Heat Sink
- Endo Steel 1.

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

6.

1.

3.

1-3

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Machine Gun

Endo Steel

Endo Steel

Endo Steel

Roll Again

Left Torso

Jump Jet

Jump Jet

Jump Jet

Stealth Armor

Stealth Armor

ER Medium Laser

- 2. Endo Steel
- Endo Steel
- 4-6 Endo Steel
 - Stealth Armor 5.
 - Stealth Armor

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Stealth Armor
- Stealth Armor 6.

Life Support

Life Support

Sensors

Cockpit Roll Again

Sensors

- **Fusion Engine**

- **Fusion Engine**

Head

- Gyro
 - 5.
 - Gyro
 - 6. Gyro
 - Gyro
 - **Fusion Engine** 2.
- **Fusion Engine** 4-6
- **Fusion Engine**
- Ammo (MG) 100 5. Roll Again
 - 4-6 Engine Hits 000

Gyro Hits 00 **Sensor Hits** 00 Life Support

Right Arm

- 1. Shoulder **Upper Arm Actuator**
- **Lower Arm Actuator**
 - 5. ER Large Laser
 - ER Large Laser
 - **ER Medium Laser**
 - Machine Gun 2.
 - Endo Steel 3.
 - Endo Steel
 - 5. Stealth Armor

Right Torso

- Jump Jet 1.
- Jump Jet 2.
- 3. Jump Jet 1-3
- Guardian ECM
 - **Guardian ECM** 5.
 - -Endo Steel
 - Endo Steel 1.
 - Endo Steel 2.
 - Endo Steel 3.
 - Endo Steel
 - 5. Stealth Armor
 - Stealth Armor

Right Leg

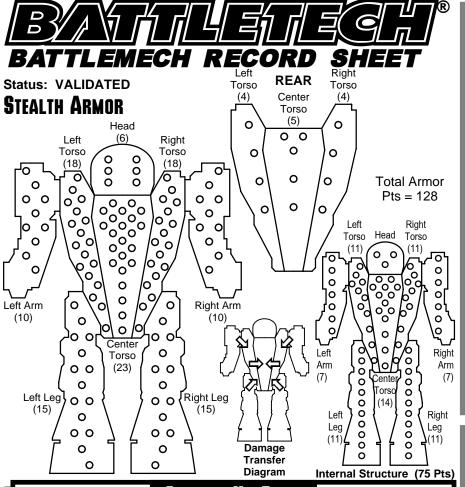
- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Stealth Armor
- Stealth Armor 6.

Type: Phoenix Hawk PXH-4L Mass: 45 tons Movement Points: Tech & Configuration: Walking: 6 Inner Sphere Running: Q **Biped 'Mech** Jumping: 6 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 ER Large Laser 7 14 1 ER Medium Laser RA 12 1 Machine Gun RA 3 1 ER Medium Laser Machine Gun LA 3 6 1 Guardian ECM RT Ammo Type: Rounds: **Machine Gun** 100 Total Heat Sinks: 11 Double (22) 000000000 Weapon Heat: Auto Eject: ☐ Disabled (32)☐ Operational **W**ARRIOR **D**ATA

'MECH DATA

Name: **Gunnery Skill: Piloting Skill:** 6 Hits Taken 1 2 3 4 5 Consciousness # 3 5 7 10 11 Dead

	HEAT SCALE
30	Shutdown
29 28 27	Ammo Explosion, avoid on 8+
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
9	. 4 Maralifica de Fina
8	+1 Modifier to Fire
5	-1 Movement Point
4	- i wovement romt
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2	1/ 1000000
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Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (30)**W**ARRIOR **D**ATA Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

'Mech Data

Inner Sphere

Biped 'Mech

10 10

(hexes)

5 10

8

12

12

Lốc Ht Dma Min Sht Med Lna

Type: Phoenix Hawk PXH-5L

Movement Points: Tech & Configuration:

LA

LT

Rounds:

20

Total Heat Sinks: 10 Double (20)

Mass: 45 tons

Weapons Inventory:

Walking: 6

Running: Q

Jumping: 5

Type

1 ER Medium Laser

1 ER Medium Laser

1 Guardian ECM

Ammo Type:

Plasma Rifle

000000000

1 Plasma Rifle

Qty

HEAT SCALE 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 13 +2 Modifier to Fire 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8

6

5

4

3

2

1

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CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2. Lower Arm Actuator
- 1-3 **Hand Actuator**
 - 5. **ER Medium Laser**
 - 6. Endo Steel

 - Endo Steel
 - Endo Steel 2. Endo Steel
- 3. 4-6 Stealth Armor
 - 5. Stealth Armor
 - 6. Roll Again

Left Torso

- Jump Jet 1.
- Jump Jet
- 3. Guardian ECM 1-3 4. Guardian ECM
 - Endo Steel 5.
 - 6. Endo Steel

 - 1. Endo Steel
 - 2. Endo Steel
- Stealth Armor 4-6 4. Stealth Armor
 - 5. Roll Again
 - Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- Foot Actuator 4.
- 5. Stealth Armor
- Stealth Armor 6.

Head

- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- **Fusion Engine**
- 2.
- **Fusion Engine** 1-3
 - Gyro
 - 5. Gyro
 - 6. Gyro

 - Gyro **Fusion Engine**
- **Fusion Engine** 4-6
 - **Fusion Engine**
 - Jump Jet 5.
 - Roll Again

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Arm

- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
 - **Hand Actuator**
 - 5. Plasma Rifle
 - Plasma Rifle
 - **ER Medium Laser**
 - Endo Steel 2.
- Endo Steel 3. 4-6
 - Stealth Armor
 - 5. Stealth Armor

 - Roll Again

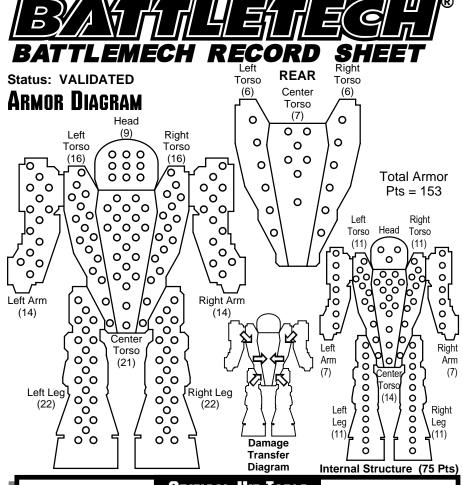
Right Torso

- Jump Jet 1.
- Jump Jet 2.
- 3. Ammo (PR) 10
- 1-3 Ammo (PR) 10
 - Endo Steel 5.
 - Endo Steel
 - Endo Steel 1.
 - 2. Endo Steel
 - Stealth Armor
 - Stealth Armor
 - Roll Again 5.
 - Roll Again

Right Leg

4-6

- **Upper Leg Actuator**
- 3.
- 4.
- Hip
- **Lower Leg Actuator Foot Actuator**
- 5. Stealth Armor
- Stealth Armor 6.



Mass: 45 tons Movement Points: Tech & Configuration: Walking: 6 Inner Sphere Running: Q **Biped 'Mech** Jumping: 6 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 ER PPC - 7 14 2 ER Medium Laser 12 2 ER Medium Laser CT 12 1 Targeting Computer Total Heat Sinks: 12 Double (24) 000000000 00 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (35)**W**ARRIOR **D**ATA

Name:

Gunnery Skill:

Consciousness #

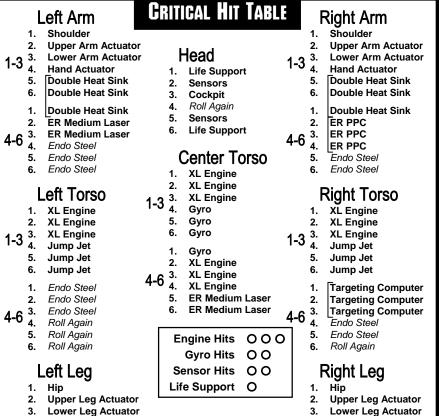
Hits Taken

1 | 2 | 3 | 4 | 5

3 | 5 | 7 | 10 | 11 | Dead

MECH DATA

Type: Phoenix Hawk PXH-6D



Foot Actuator

Endo Steel

Endo Steel

4.

5.

6.

	HEAT SCALE
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
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	Silutuowii, avoid oii o+
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	+5 Modifier to Fire
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	• 1 200 m =
2	CHAYAYA R
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Piloting Skill:

6

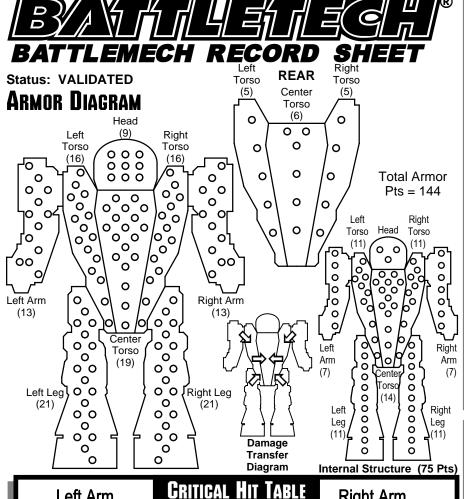
4.

6.

Foot Actuator

Endo Steel

Endo Steel



Head

3.

2.

3. 1-3

> 5. Gyro

6.

2.

5.

4-6

Life Support

Sensors

Cockpit Endo Steel

Sensors

1. XL Engine

Gyro

Gyro

Gyro

XL Engine

XL Engine

XL Engine

XL Engine

XL Engine

Jump Jet

Endo Steel

Life Support

Center Torso

Right Arm

- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3 **Hand Actuator**
 - 5. **ER Large Laser**
 - ER Large Laser
 - Endo Steel
- Roll Again 2. Roll Again 3.
- 4-6 Roll Again
 - Roll Again 5.
 - Roll Again

- Right Torso XL Engine 1.
- XL Engine 2.
- 1-3 ^{3.} XL Engine
- Jump Jet
- Jump Jet 5.

4-6

- Improved C³ CPU
 - Improved C³ CPU 1.
- Endo Steel
- 2. Endo Steel
- Endo Steel
- 5. Endo Steel
- Endo Steel

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

6.

3.

5.

6.

1.

2.

4.

5.

6.

1-3 4.

4-6

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Endo Steel

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Left Torso

XL Engine

XL Engine

XL Engine

Jump Jet

Jump Jet

Improved Narc

Improved Narc

Improved Narc

Ammo (iNarc) 4

Ammo (iNarc) 4

Ammo (iNarc) 4

Endo Steel

ER Medium Laser

ER Medium Laser

- 5. Endo Steel
- Endo Steel 6.

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Leg

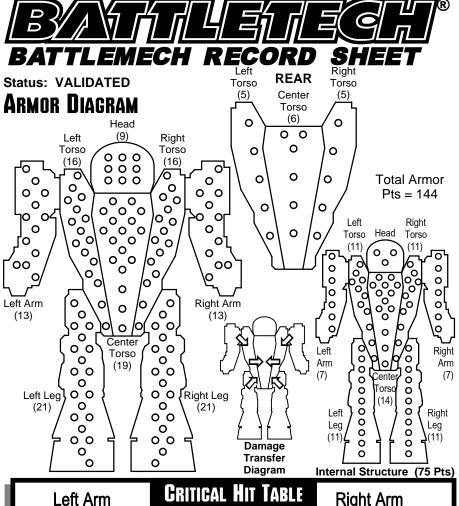
- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Endo Steel 6.

Type: Phoenix Hawk PXH-7CS Mass: 45 tons Movement Points: Tech & Configuration: Walking: 6 **Inner Sphere** Running: Q **Biped 'Mech** Jumping: 5 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 ER Large Laser 12 - 7 14 2 ER Medium Laser LA 8 12 1 Improved C3 CPU RT 1 Improved Narc LT 15 Rounds: Ammo Type: Improved Narc 12 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: (22)☐ Operational ☐ Disabled

MECH DATA

WARRIOR DATA							
Name:	Name:						
Gunnery Skill: Piloting Skill:							
Hits Taken 1 2 3 4 5 6							
Consciousness # 3 5 7 10 11 Dead						Dead	

	HEAT SCALE
30	Shutdown
28 27	Ammo Explosion, avoid on 8+
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
9	4.88 100 4 50
8	+1 Modifier to Fire
7	
5	-1 Movement Point
4	- i wovernent Point
3	00
2	16 2000000
1	CAMER.
<u> </u>	ا ک کیرا
	V



Right Arm

- 1. Shoulder **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 **Hand Actuator** Snub-Nose PPC 5.
 - Snub-Nose PPC
 - Endo Steel
 - Endo Steel 2. Endo Steel
- 4-6 Light Ferro-Fibrous
 - 5. Light Ferro-Fibrous
 - Light Ferro-Fibrous

1. Light Fusion Engine **Light Fusion Engine** Right Torso

1-3

Light Fusion Engine Gyro

Head

3.

2.

Life Support

Sensors

Cocknit C3 Slave Unit

Sensors

Life Support

Center Torso

Light Fusion Engine

Light Fusion Engine

Improved Jump Jet

Improved Jump Jet

Engine Hits OOO

00

00

Gyro Hits

Sensor Hits

Life Support

- 5. Gyro
- 6. Gyro
- Improved Jump Jet Gyro Improved Jump Jet **Light Fusion Engine**
- 5. Improved Jump Jet
- Improved Jump Jet 1. Improved Jump Jet
- Improved Jump Jet 4-6 4. Improved Jump Jet

Shoulder

2.

5.

6.

2.

5.

1-3

4-6

1-3 ^{3.}

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Endo Steel

Endo Steel

Endo Steel

Left Torso

ER Medium Laser

Light Ferro-Fibrous

Light Ferro-Fibrous

Light Ferro-Fibrous

Light Ferro-Fibrous

Light Fusion Engine

Light Fusion Engine

Improved Jump Jet

- Endo Steel 5.
- Endo Steel

Left Leg

- 1. diH
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel Endo Steel 6.

- Light Fusion Engine
- **Light Fusion Engine** Improved Jump Jet
- Improved Jump Jet Improved Jump Jet 5.
- Improved Jump Jet
- Improved Jump Jet 2. Improved Jump Jet
- Improved Jump Jet 4-6 4. Improved Jump Jet
 - Endo Steel 5. Endo Steel

Right Leg

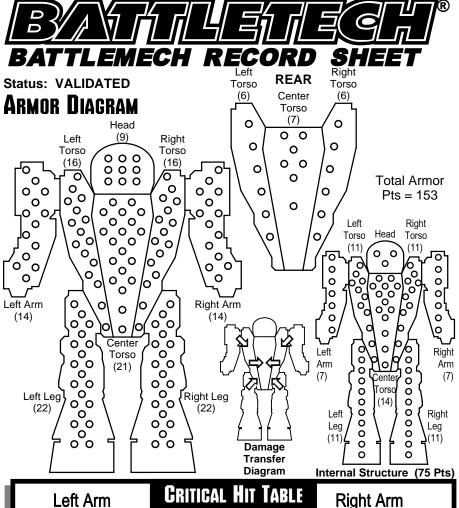
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Endo Steel
- Endo Steel 6.

Type: Phoenix Hawk PXH-7K Mass: 45 tons Movement Points: Tech & Configuration: Walking: 6 Inner Sphere Running: Q **Biped 'Mech** Jumping: 9 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 Snub-Nose PPC RA 10 10/8/5 - 9 13 1 ER Medium Laser 12 1 C3 Slave Unit HD Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (15)

'MECH DATA

WARRIOR DATA							
Name:							
Gunnery Skill: Piloting Skill:							
Hits Taken 1 2 3 4 5 6						6	
Consciousness # 3 5 7 10 11					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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	a -
3	4 (200 WC)
2	an reliving
1	1000
0	V



Right Arm

- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3 **Hand Actuator**
 - Large Pulse Laser 5.
 - Large Pulse Laser
 - Ferro-Fibrous
 - Ferro-Fibrous 2. Ferro-Fibrous 3.
- 4-6 Ferro-Fibrous
 - Ferro-Fibrous 5.
 - Ferro-Fibrous

4-6

- Left Torso Light Fusion Engine Gyro
- **Light Fusion Engine** 5.
- 3. Jump Jet

Shoulder

2.

5.

6.

2.

3.

5.

6.

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Medium Laser

Medium Laser

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

- 1-3 Medium Laser
 - Ferro-Fibrous 5.
 - Endo Steel
 - 1. Endo Steel
 - 2. Endo Steel
- Endo Steel 4-6
 - Endo Steel
 - 5. Endo Steel Endo Steel

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Jump Jet
- 6. Jump Jet

- 1. Light Fusion Engine
- **Light Fusion Engine**

Center Torso

- **Light Fusion Engine**

- Gyro

Head

3.

Life Support

Sensors

Cocknit Small Laser

Sensors

Life Support

- 6. Gyro
- Gyro
- **Light Fusion Engine**
- **Light Fusion Engine**
- 4-6
- **Light Fusion Engine**
- 5. MASC MASC
 - **Engine Hits** 000 **Gyro Hits** 00

Sensor Hits 00 Life Support

- Right Torso
- 1. Light Fusion Engine **Light Fusion Engine**
- 3. Jump Jet 1-3
 - Medium Laser Ferro-Fibrous 5.
 - Endo Steel
 - Endo Steel 1.
 - Endo Steel 2.
 - Endo Steel Endo Steel
 - Endo Steel 5.
 - Endo Steel

Right Leg

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Jump Jet 6. Jump Jet

000000000 Weapon Heat: Auto Eject:

Total Heat Sinks: 10 Double (20)

WARRIOR **D**ATA

☐ Disabled

MECH DATA

Inner Sphere

3

1

(23)

(hexes)

9

9

3

Loc Ht Dmg Min Sht Med Lng

Type: Phoenix Hawk PXH-7S

Movement Points: Tech & Configuration:

Running: 9 [12] Biped 'Mech

LA

RT

LT

HD

Mass: 45 tons

Weapons Inventory:

Walking: 6

Jumping: 6

Type

2 Medium Laser

1 Medium Laser

Medium Laser

☐ Operational

Ö

1 Small Laser

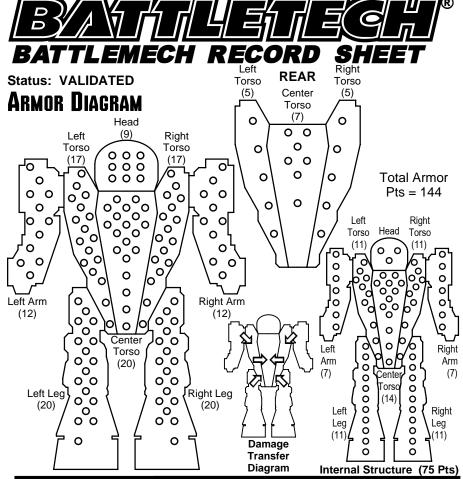
1 Large Pulse Laser

Qty

Name:						
Gunnery Skill: Piloting Skill:						
Hits Taken	1	2	3	4	5	6
Consciousness #	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
9	
8	+1 Modifier to Fire
7	
6	4 Management Dalies
5	-1 Movement Point
3	00
2	1 200000
1	an Merringer.



Movement Points: Tech & Configuration: Walking: 6 Clan Running: Q **Biped 'Mech** Jumping: 6 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 Medium Pulse Laser RA 1 Medium Pulse Laser LA 12 2 Streak SRM 2 12 2 2/hit 2 Streak SRM 2 2 2/hit 1 ER Small Laser 2 CT 5 6 1 ER Medium Laser HD 7 - 5 10 15 Ammo Type: Rounds: Streak SRM 2 100 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Disabled (23)☐ Operational **W**ARRIOR **D**ATA

'MECH DATA

Type: Shadow Hawk IIC

Mass: 45 tons

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

HEAT SCALE

Shutdown
Ammo Explosion, avoid on 8+
•
Shutdown, avoid on 10+
-5 Movement Points
+4 Modifier to Fire
Ammo Explosion, avoid on 6+
Shutdown, avoid on 8+
-4 Movement Points
Ammo Explosion, avoid on 4+
Shutdown, avoid on 6+
+3 Modifier to Fire
-3 Movement Points
Shutdown, avoid on 4+
+2 Modifier to Fire
-2 Movement Points
+1 Modifier to Fire
-1 Movement Point
_
• 1000 man
CH ACCAYUNTER
1/1/0
V

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2. Lower Arm Actuator
- 1-3 **Hand Actuator**
 - 5. Medium Pulse Laser
 - 6. Roll Again
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Torso (CASE)

- Jump Jet 1.
- Jump Jet 2.
- 3. Jump Jet 1-3
 - Streak SRM 2
 - Streak SRM 2 5.
 - Ammo (Streak 2) 50
 - 1. Endo Steel
 - 2. Endo Steel
- Ferro-Fibrous 4-6
- 4. Ferro-Fibrous
 - 5. Roll Again
 - Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Ferro-Fibrous 6.

Head

- 1. Life Support
- Sensors
- 3. Cocknit
- **ER Medium Laser**
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- **Fusion Engine**
- 2.
- **Fusion Engine**
- 1-3 Gyro
 - 5. Gyro
 - 6. Gyro

 - Gyro
 - **Fusion Engine**
- **Fusion Engine** 4-6
 - **Fusion Engine**
 - **ER Small Laser** 5.

Life Support

Ferro-Fibrous

4-6 000

Engine Hits **Gyro Hits** 00 **Sensor Hits** 00

Right Arm

- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator**
- 1-3 **Hand Actuator**
 - Medium Pulse Laser 5.

 - 6. Endo Steel
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
- Roll Again
- 5. Roll Again

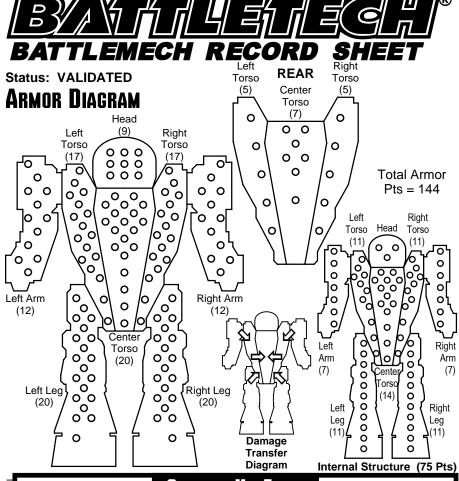
 - Roll Again

Right Torso (CASE)

- Jump Jet 1.
- Jump Jet 2.
- 1-3 ^{3.} Jump Jet
 - Streak SRM 2
 - Streak SRM 2 5.
 - Ammo (Streak 2) 50
 - 1. Endo Steel
 - 2. Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again 5.
 - Roll Again

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.

- Endo Steel
- Ferro-Fibrous 6.



Mass: 45 tons Movement Points: Tech & Configuration: Walking: 6 Clan Running: Q **Biped 'Mech** Jumping: 6 (hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Qty Type 1 Small Pulse Laser 1 Small Pulse Laser 6 LA 1 ER Large Laser 25 RT 8 15 1 ER Large Laser 1 ER Small Laser СТ 5 6 1 Small Pulse Laser 6 3 HD Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (32)**W**ARRIOR **D**ATA

Name:

Gunnery Skill:

Consciousness #

Hits Taken

1 2 3 4 5

3 5 7 10 11 Dead

'Mech Data

Type: Shadow Hawk IIC 2

CRITICAL HIT TABLE Right Arm 1. Shoulder **Upper Arm Actuator** 2. Head **Lower Arm Actuator** 1-3 **Hand Actuator** Life Support 5. Small Pulse Laser Sensors 6. Endo Steel 3. Cocknit **Small Pulse Laser** Roll Again Sensors Roll Again 2.

Left Arm Shoulder **Upper Arm Actuator** 2. Lower Arm Actuator 1-3 **Hand Actuator** 5. **Small Pulse Laser** 6. Roll Again Roll Again Roll Again 2. Life Support Roll Again Roll Again 3. 3. 4-6 4-6 Roll Again Roll Again Center Torso Roll Again 5. Roll Again 5. Roll Again 6. Roll Again 6. **Fusion Engine** 2. **Fusion Engine** Left Torso Right Torso **Fusion Engine** 1-3 Jump Jet Gyro Jump Jet 1. 5. Gyro Jump Jet Jump Jet 2. 3. Jump Jet 6. Gyro 3. Jump Jet 1-3 1-3 4. **ER Large Laser ER Large Laser** Gyro Endo Steel Endo Steel 5. 5. **Fusion Engine** Endo Steel Endo Steel **Fusion Engine** 4-6 **Fusion Engine** Ferro-Fibrous 1. Ferro-Fibrous 1. **ER Small Laser** 5. Ferro-Fibrous 2. Ferro-Fibrous 2. Ferro-Fibrous Roll Again Roll Again 4-6 4-6 4. Roll Again Roll Again 5. Roll Again Roll Again 5. Engine Hits 000 Roll Again Roll Again **Gyro Hits** 00 **Sensor Hits** 00 Left Leg Right Leg Life Support 1. Hip Hip **Upper Leg Actuator Upper Leg Actuator Lower Leg Actuator Lower Leg Actuator** 3. 3. Foot Actuator **Foot Actuator** 4. 4.

5.

6.

Endo Steel

Ferro-Fibrous

	HEAT SCALE
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
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	Silutuowii, avoid oii o+
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	+5 Modifier to Fire
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
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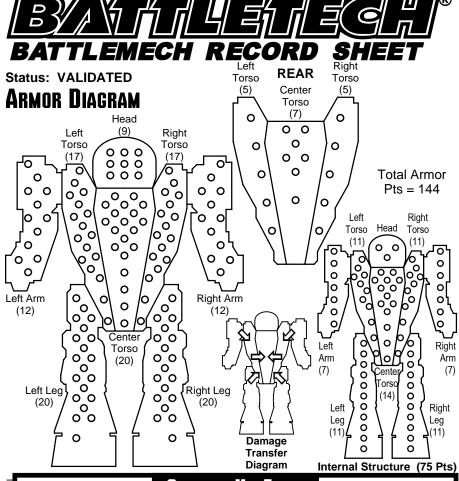
Piloting Skill:

6

6.

Endo Steel

Ferro-Fibrous



Movement Points: Tech & Configuration: Walking: 6 Clan Running: Q **Biped 'Mech** Jumping: 6 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 Micro Pulse Laser 1 ER Micro Laser RA 1 Micro Pulse Laser 3 LA 1 ER Micro Laser 1 Heavy Large Laser RT 16 10 1 Medium Pulse Laser CT Total Heat Sinks: 14 Double (28) 000000000 0000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (26)**W**ARRIOR **D**ATA

'MECH DATA

Type: Shadow Hawk IIC 3

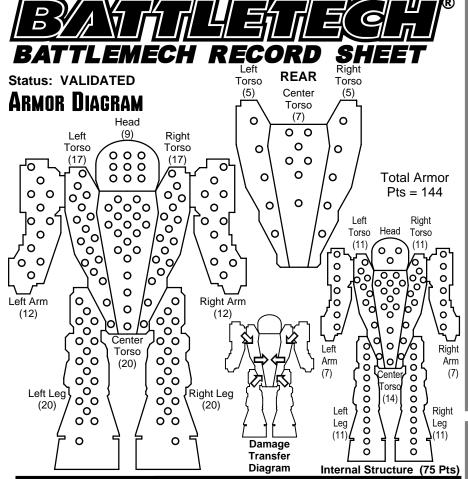
Mass: 45 tons

Name: **Gunnery Skill: CRITICAL HIT TABLE** Piloting Skill: Left Arm Right Arm Hits Taken 1 2 3 4 5 Shoulder 1. Shoulder Consciousness # 7 10 11 Dead **Upper Arm Actuator Upper Arm Actuator** 2. Head Lower Arm Actuator **Lower Arm Actuator** 1-3 **Hand Actuator Hand Actuator** Life Support HFAT SCALE Micro Pulse Laser 5. Double Heat Sink Sensors **ER Micro Laser** Double Heat Sink 3. Cockpit

2. 1-3 5. 6. Roll Again Roll Again Micro Pulse Laser Sensors Roll Again **ER Micro Laser** 2. 2. Life Support Roll Again Endo Steel 3. 3. 4-6 4-6 Roll Again Roll Again Center Torso Roll Again 5. Roll Again 5. Roll Again Roll Again 6. **Fusion Engine** 2. **Fusion Engine** Left Torso Right Torso **Fusion Engine** 1-3 Jump Jet Gyro Jump Jet 1. 1. 5. Gyro Jump Jet Jump Jet 2. 3. Jump Jet 6. Gyro 3. Jump Jet 1-3 1-3 **Double Heat Sink Double Heat Sink** Gyro Double Heat Sink Double Heat Sink 5. 5. **Fusion Engine** Double Heat Sink Heavy Large Laser **Fusion Engine** Double Heat Sink **Fusion Engine** 1. 1. Heavy Large Laser Medium Pulse Laser 2. Endo Steel 2. Heavy Large Laser Ferro-Fibrous Endo Steel Endo Steel 4-6 4-6 Ferro-Fibrous Endo Steel Ferro-Fibrous 5. Ferro-Fibrous 5. Engine Hits OOO Roll Again Ferro-Fibrous **Gyro Hits** 00 Left Leg **Sensor Hits** 00 Right Leg Life Support 1. Hip Hip **Upper Leg Actuator Upper Leg Actuator Lower Leg Actuator Lower Leg Actuator** 3. 3. Foot Actuator **Foot Actuator** 4. 4. 5. Endo Steel Endo Steel Ferro-Fibrous Ferro-Fibrous 6. 6.

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	
9	
8 +1 Modifier to Fire	
7	
6	
5 -1 Movement Point	
4	
$\frac{3}{2}$	
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6



CRITICAL HIT TABLE

Life Support

Sensors

Cockpit Roll Again

Sensors

Life Support

Center Torso

Fusion Engine

Head

3.

2.

5.

6.

Right Arm 1. Shoulder

- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3 **Hand Actuator**
- Medium Pulse Laser 5.

 - 6. Endo Steel
 - Roll Again
- Roll Again 2. Roll Again 3.
- 4-6 Roll Again
 - Roll Again 5.
 - Roll Again

Fusion Engine Fusion Engine

- Gyro
- Gyro Gyro
- Gyro **Fusion Engine** 2.
- Ammo (ATM 6) 10
 - Fusion Engine 4-6

1-3

- **Fusion Engine** Endo Steel
- **ER Medium Laser** 5. 2. Endo Steel Ferro-Fibrous
- Ferro-Fibrous Ferro-Fibrous
- 5. Roll Again

Left Arm

Shoulder

Roll Again

Jump Jet

Jump Jet

Jump Jet

Left Torso (CASE)

Ammo (ATM 6) 10

Ammo (ATM 6) 10

2.

5.

6.

2.

3.

5.

6.

1.

2.

3.

5.

1.

1-3

4-6

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Medium Pulse Laser

Hand Actuator

Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel Ferro-Fibrous 6.
- Gyro Hits 00 **Sensor Hits** 00 Life Support

Engine Hits OOO

Right Torso

- Jump Jet 1.
- Jump Jet 2.
- Jump Jet
- 1-3 3. Adv. Tact. Msl. 6
 - Adv. Tact. Msl. 6 5.
 - Adv. Tact. Msl. 6
 - Endo Steel 1.
 - Endo Steel 2.
- Ferro-Fibrous 4-6
 - Ferro-Fibrous
 - Roll Again 5.
 - Roll Again

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Endo Steel
- Ferro-Fibrous 6.

'MECH DATA Type: Shadow Hawk IIC 4 Mass: 45 tons Movement Points: Tech & Configuration: Walking: 6 Clan Running: Q **Biped 'Mech** Jumping: 6 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 Medium Pulse Laser RA Medium Pulse Laser LA 12 1 Adv. Tact. Msl. 6 15 4 2/hit 4 10 **ER ATM Ammo** 1/hit 4 **HE ATM Ammo** 3/hit - 3 6 7 - 5 10 1 ER Medium Laser 15 CT Ammo Type: Rounds: Adv. Tact. Msl. 6 30 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject:

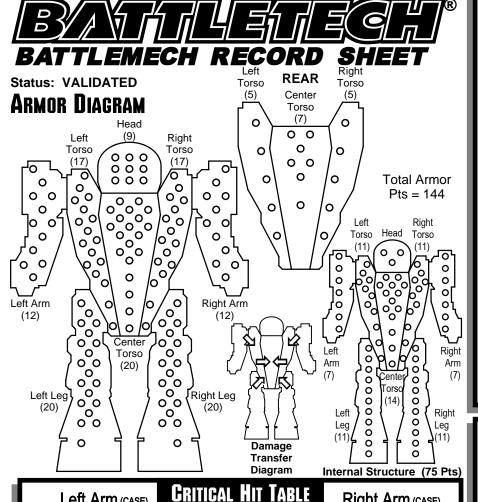
Warrior Data							
Name:							
Gunnery Skill: Piloting Skill:							
Hits Taken	Hits Taken 1 2 3 4 5 6						
Consciousness # 3 5 7 10 11 Dead						Dead	

☐ Disabled

(17)

☐ Operational

	HEAL SUALE
	Chartelesses
30	Shutdown
29 28	Amma Fynlasian avaid an 0.
27	Ammo Explosion, avoid on 8+
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	00
3	1 2000000
1	CH WELDWIER.
10	
	V



Right Arm (CASE)

- 1. Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator**
- **Hand Actuator**
- 4-6 Roll Again

- **Fusion Engine** 2.
- 1-3

3.

- 5. Jump Jet Jump Jet
- 3. Ammo (PC) 10

Left Arm (CASE)

Hand Actuator

Plasma Cannon

AP Gauss Rifle

Ammo (PC) 10

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Left Torso

Jump Jet

Upper Arm Actuator

Lower Arm Actuator

Shoulder

2.

5.

6.

2.

3.

5.

6.

1.

2.

1-3

1-3

4-6

- Ammo (APGR) 40 5.
- Endo Steel
- 1. Ferro-Fibrous
- 2. Ferro-Fibrous
- Roll Again 4-6
 - 4. Roll Again
 - Roll Again 5.
 - Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Ferro-Fibrous 6.

Life Support

Life Support

Sensors

- Cockpit Roll Again
- Sensors

Head

Center Torso

- **Fusion Engine**

- **Fusion Engine**
- Gyro

 - Gyro
 - 6. Gyro
 - Gyro
 - **Fusion Engine**
- **Fusion Engine** 4-6
- **Fusion Engine**
 - **AP Gauss Rifle** 5.
 - Ferro-Fibrous

4-6 Engine Hits OOO

Gyro Hits 00 **Sensor Hits** 00 Life Support

- 1-3
 - Plasma Cannon 5.
 - **AP Gauss Rifle**

 - Ammo (PC) 10
 - Endo Steel 2.
- Roll Again 3.
- Roll Again 5.

 - Roll Again

Right Torso

- Jump Jet
- Jump Jet 2.
- 1-3 3. Jump Jet
 - Endo Steel Endo Steel 5.
 - Endo Steel
 - Ferro-Fibrous 1.
 - 2. Ferro-Fibrous
 - Roll Again
 - Roll Again

 - Roll Again 5.
 - Roll Again

- Right Leg 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Endo Steel Ferro-Fibrous 6.

WARRIOR **D**ATA

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

'MECH DATA

Clan

Biped 'Mech

(hexes)

6 12

6 12

Weapon Heat:

(17)

9

9

6

18

Lốc Ht Dma Min Sht Med Lna

Type: Shadow Hawk IIC 5

Movement Points: Tech & Configuration:

RA

LA

СТ

Rounds:

30

40

☐ Disabled

Total Heat Sinks: 10 Double (20)

Mass: 45 tons

Weapons Inventory:

Walking: 6

Running: Q

Jumping: 6

Type

1 Plasma Cannon

1 AP Gauss Rifle

1 Plasma Cannon

1 AP Gauss Rifle

1 AP Gauss Rifle

Plasma Cannon

AP Gauss Rifle

Auto Eject:

☐ Operational

000000000

Ammo Type:

Qty

ויו	EAT SCA	П	Г
	LAI DUA	15	ŀ

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	-2 Movement Daints

- Shutdown, avoid on 4+ +2 Modifier to Fire
- 11 10 -2 Movement Points 9 +1 Modifier to Fire

14

13

12

8

6

5 4

3

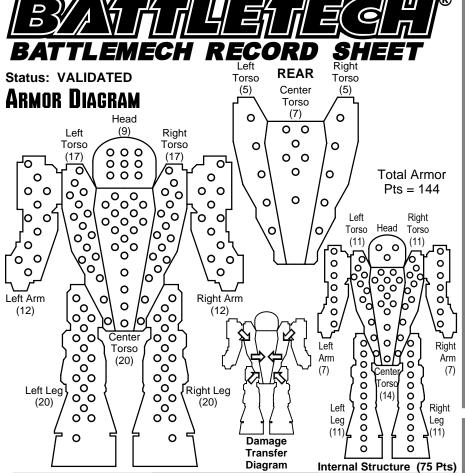
2

1

0

-1 Movement Point





CRITICAL HIT TABLE

Life Support

Small Pulse Laser

Sensors

Cocknit

Sensors

Life Support

Center Torso

Head

3.

2.

3.

5.

6.

1-3

Right Arm

- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3 **Hand Actuator**
 - Medium Pulse Laser 5.
 - 6. Endo Steel
 - Endo Steel
 - Ferro-Fibrous 2. Roll Again 3.
- 4-6 Roll Again
 - Roll Again 5.
 - Roll Again

1. XL Engine XL Engine Right Torso

5.

1.

2.

5.

- XL Engine Gyro
- XL Engine Gyro XL Engine 2.
- 1-3 ^{3.} Gyro Jump Jet
- Gyro
- XL Engine
- HAG 20 HAG 20
- XL Engine 4-6 HAG 20 XL Engine
- **ER Small Laser** 5. HAG 20 Roll Again
- HAG 20 Ammo (HAG20) 6
- Ammo (HAG20) 6 5.
- Ammo (HAG20) 6

Left Leg

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

6.

3.

5.

1.

2.

1-3 4.

4-6

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Medium Pulse Laser

Hand Actuator

Endo Steel

Ferro-Fibrous

Ferro-Fibrous

Roll Again

Roll Again

Roll Again

Roll Again

XL Engine

XL Engine

Jump Jet

HAG 20

Left Torso (CASE)

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Jump Jet 6. Jump Jet

4-6 Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Roll Again Right Leg

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Jump Jet
- 6. Jump Jet

'MECH DATA Type: Shadow Hawk IIC 6 Mass: 45 tons Movement Points: Tech & Configuration: Walking: 6 Clan Running: Q **Biped 'Mech** Jumping: 6 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 Medium Pulse Laser RA 1 Medium Pulse Laser LA 12 1 HAG 20 24 16 1 ER Small Laser 1 Small Pulse Laser 3 6 HD Rounds: Ammo Type: **HAG 20** 18 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject:

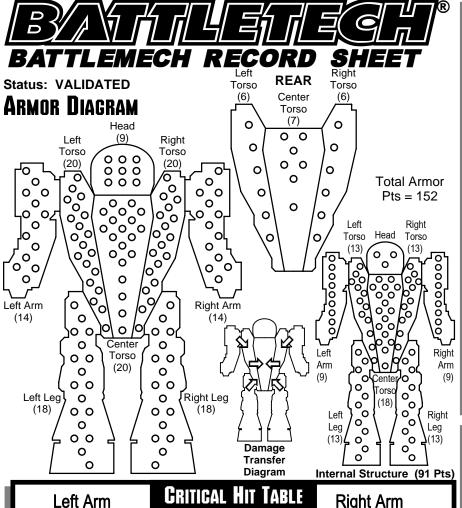
Warrior Data						
Name:						
Gunnery Skill: Piloting Skill:						
Hits Taken	1	2	3	4	5	6
Consciousness #	5	7	10	11	Dead	

☐ Disabled

(16)

☐ Operational

	HEAT SCALE
30	Shutdown
28 27	Ammo Explosion, avoid on 8+
26 25	Shutdown, avoid on 10+ -5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
21	Shutdown, avoid on 8+
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	-2 Movement Points
9	-2 Movement Points
8	+1 Modifier to Fire
7	TI Mounter to The
6	
5	-1 Movement Point
4	
3	. 1200
2	ACAYAYAR
1	1/1/05
0	V



Mass: 55 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 5 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Type 1 Large Pulse Laser RA10 9 - 3 7 10 1 LRM 20 RT 6 1/hit 6 7 14 21 Rounds: Ammo Type: **LRM 20** 12 Total Heat Sinks: 14 Double (28) 000000000 0000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (16)**W**ARRIOR **D**ATA

'MECH DATA

Type: Griffin GRF-1DS

Right Arm 1. Shoulder **Upper Arm Actuator** Lower Arm Actuator **Hand Actuator** Double Heat Sink Double Heat Sink

Name:

Gunnery Skill:

Consciousness #

Hits Taken

1 2 3 4 5 6

3

HEAT SCALE

Double Heat Sink Large Pulse Laser 2. Large Pulse Laser 3.

4-6 Roll Again Roll Again 5.

2.

5.

6.

1-3

Center Torso

1. XL Engine 2. XL Engine

Head

3.

Life Support

Sensors

Cockpit Roll Again

Sensors

Life Support

XL Engine 3. 1-3 Gyro 5. Gyro 6. Gyro

Gyro XL Engine 2.

XL Engine 4-6 XL Engine 5. Jump Jet 6. Roll Again

> **Engine Hits** 000 **Gyro Hits** 00 **Sensor Hits** 00

Life Support

Right Torso XL Engine 1.

Roll Again

XL Engine 2. 3. XL Engine 1-3 Jump Jet Jump Jet 5. LRM 20 LRM 20 1. LRM 20 2. 3. LRM 20 4-6 LRM 20 Roll Again 5. Roll Again

Right Leg Hip

Roll Again

Upper Leg Actuator Lower Leg Actuator 3. **Foot Actuator** 4. Roll Again

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	• 600 ma-
2	CN METAXWIER
1	1/1/05
0	V ·

Piloting Skill:

7 10 11 Dead

Left Leg

Roll Again

CASE

Shoulder

2.

5.

6.

2.

3.

5.

6.

3.

5.

1.

4.

5.

1-3

4-6

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Double Heat Sink

Double Heat Sink

Double Heat Sink

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Left Torso

XL Engine

XL Engine

XL Engine

Jump Jet

Jump Jet

Double Heat Sink

Double Heat Sink

Double Heat Sink

Ammo (LRM 20) 6

Ammo (LRM 20) 6

1. Hip

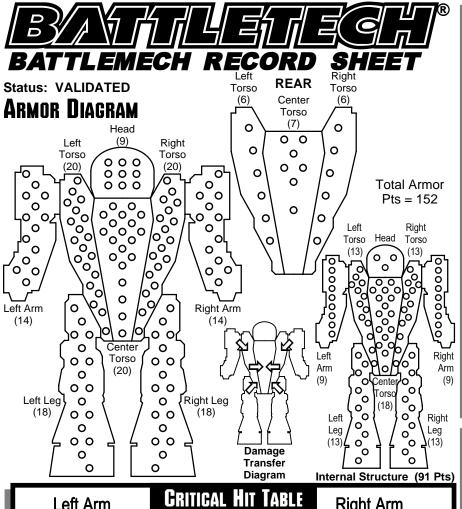
Upper Leg Actuator

Lower Leg Actuator 3.

Foot Actuator 4.

5. Roll Again Roll Again 6.

6.





'MECH DATA

Type: Griffin GRF-1N

Name: **Gunnery Skill: Piloting Skill:** 6 Hits Taken 1 2 3 4 5 Consciousness # 3 5 7 10 11 Dead

Left Arm Right Arm Shoulder 1. Shoulder **Upper Arm Actuator Upper Arm Actuator** 2. 2. Head **Lower Arm Actuator** Lower Arm Actuator 1-3 1-3 **Hand Actuator Hand Actuator** Life Support 5. Roll Again 5. **PPC** Sensors Roll Again PPC 6. 6. 3. Cockpit Roll Again Roll Again PPC Sensors Roll Again Roll Again 2. 2. Life Support Roll Again Roll Again 3. 3. 4-6 4-6 Roll Again Roll Again Roll Again Center Torso Roll Again 5. 5. Roll Again Roll Again 6. 1. Fusion Engine 2. **Fusion Engine** Right Torso Left Torso **Fusion Engine** 1-3 Jump Jet Gyro Jump Jet 1. 5. Gyro Jump Jet Jump Jet 2. 3. Roll Again 6. Gyro 3. **LRM 10** 1-3 1-3 4. Roll Again LRM 10 Gyro Roll Again Ammo (LRM 10) 12 5. 5. **Fusion Engine** 2. Roll Again 6. Ammo (LRM 10) 12 **Fusion Engine** 4-6 Roll Again **Fusion Engine** 1. 1. Roll Again Roll Again Jump Jet Roll Again 5. 2. 2. Single Heat Sink Roll Again Roll Again 4-6 4-6 4. Roll Again Roll Again Roll Again 5. Roll Again 5. Engine Hits 000 Roll Again Roll Again **Gyro Hits** 00 **Sensor Hits** 00 Left Leg Right Leg Life Support 1. Hip 1. Hip **Upper Leg Actuator Upper Leg Actuator** Lower Leg Actuator **Lower Leg Actuator** 3. 3. Foot Actuator **Foot Actuator** 4. 4.

5.

6.

Roll Again

Roll Again

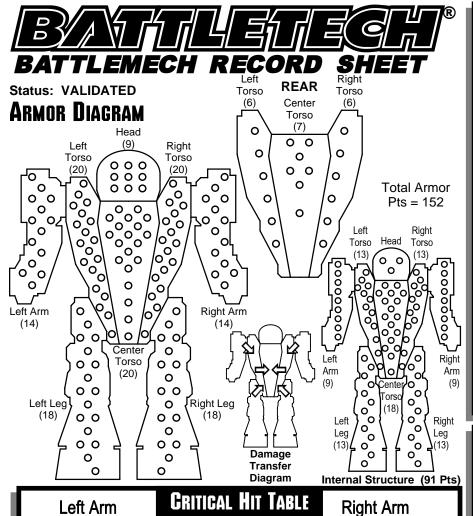
	HEAT SCALE
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	4.00
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	O Massaurant Bainta
15	-3 Movement Points
14	Shutdown, avoid on 4+ +2 Modifier to Fire
13	+2 Modifier to Fire
12	
11	-2 Movement Points
	-2 Movement Points
9	+1 Modifier to Fire
8 7	+1 Modifier to Fire
6	
5	-1 Movement Point
4	-1 Movement Foint
3	<u></u>
2	1/ 10000000
1	4 WELVINGER
<u> </u>	[/V-O
	V

Roll Again

Roll Again

5.

6.



3.

1.

2.

3. 1-3

> 5. Gyro

6.

2.

3. 4-6

5.

6.

LRM 5 24 Total Heat Sinks: 16 Single 000000000 000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (16)**W**ARRIOR **D**ATA Name: **Gunnery Skill:** Piloting Skill:

Rounds:

'MECH DATA

Inner Sphere

Biped 'Mech

5

(hexes)

2 1/hit 6 7 14

5 10

21

3

Loc Ht Dmg Min Sht Med Lng

Movement Points: Tech & Configuration:

RA

LT

Type: Griffin GRF-1S

Mass: 55 tons

Weapons Inventory:

Walking: 5

Running: 8

Jumping: 5

1 Large Laser

1 LRM 5

Ammo Type:

2 Medium Laser

Qty Type

5 6 Hits Taken 1 2 3 4 Consciousness # 3 7 10 11 Dead

HEAT SCALE

Head L. Life Support Sensors Cockpit	2. 3. 4. 5. 6.	Upper Arm Actuator Lower Arm Actuator Hand Actuator Large Laser Large Laser
I. Single Heat Sink 5. Sensors 6. Life Support 4.	1. 2. -6 3.	Medium Laser Medium Laser Roll Again Roll Again
Center Torso	4. 5.	Roll Again
. Fusion Engine	6.	Roll Again
2. Fusion Engine	_	
B. Fusion Engine	F	Right Torso
l. Gyro	1.	Jump Jet
5. Gyro	2.	Jump Jet
6. Gyro	-3 ^{3.}	Ammo (LRM 5) 24
l. Gyro	-3 _{4.}	Roll Again
2. Fusion Engine	5.	Roll Again
3. Fusion Engine	6.	Roll Again
l. Fusion Engine	1.	Roll Again
5. Jump Jet	2.	Roll Again
Roll Again	2	Roll Again
4.	-6 ¾	Roll Again
Francisco Illita COO	5.	Roll Again
Engine Hits OOO	6.	Roll Again
Gyro Hits OO	-	3
Sensor Hits OO	F	Right Leg
_ife Support O	1.	Hip
	2.	Upper Leg Actuator
	3.	Lower Leg Actuator
	4	Foot Actuator

1. Shoulder

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	· Man-
2	AN ACAMAR
1	4XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
0	V
	-

1. Hip

Shoulder

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again Roll Again

Roll Again

Left Torso

Jump Jet

Jump Jet

Roll Again

LRM 5

2.

5.

6.

2.

3. 4-6

5.

6.

1.

2. 3.

5.

1.

2.

5.

1-3 4.

4-6 4.

1-3

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

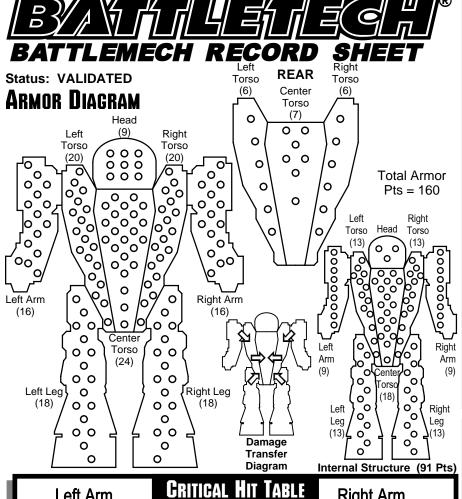
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5.

Left Leg

- Single Heat Sink Single Heat Sink 6.

Sensor Hi Life Suppo

- Single Heat Sink
- 6. Single Heat Sink



Right Arm

- 1. Shoulder 2. **Upper Arm Actuator Lower Arm Actuator**
- 1-3 **Hand Actuator** 5. Double Heat Sink
 - 6. Double Heat Sink
 - Double Heat Sink ER PPC 2.
- ER PPC 3. 4-6
 - ER PPC 5. Roll Again
 - Roll Again

Center Torso 1. XL Engine

2. XL Engine XL Engine 3.

Head

Life Support

Sensors

Cockpit

Roll Again

Life Support

Sensors

- 1-3 Gyro
- 5. Gyro 6. Gyro

3.

4.

- Gyro XL Engine 2. Double Heat Sink
- XL Engine Double Heat Sink XL Engine 5. Jump Jet
- 2. Double Heat Sink Small Laser 4-6

Left Arm

Shoulder

Roll Again

Left Torso

XL Engine

XL Engine

XL Engine

Jump Jet

Jump Jet

2.

5.

6.

2.

3.

5.

6.

3.

4.

5.

1.

1-3

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

- Ammo (LRM 20) 6 Ammo (LRM 20) 6 5.
- 6. CASE

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Roll Again Roll Again 6.
- **Engine Hits Gyro Hits** 00

Roll Again

000 **Sensor Hits** 00 Life Support

Right Torso

- XL Engine 1. XL Engine
- 2. 3. XL Engine
- 1-3 Jump Jet Jump Jet 5.
 - LRM 20
- LRM 20 1. LRM 20 2. 3. LRM 20 4-6
 - LRM 20 5.
 - Roll Again Roll Again

Right Leg

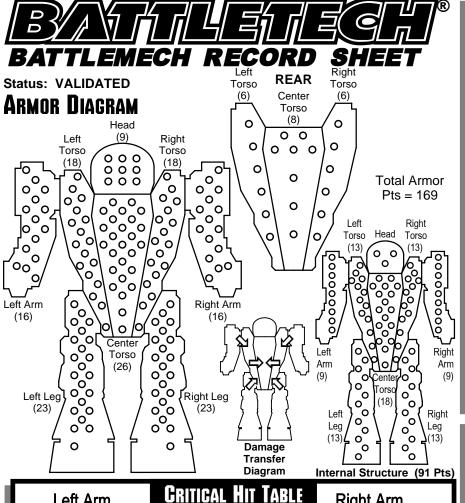
- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Roll Again
- Roll Again 6.

'MECH DATA Type: Griffin GRF-3M Mass: 55 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 5 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 ER PPC 15 10 - 7 14 1 LRM 20 6 1/hit 6 7 14 RT 21 1 Small Laser LT 3 1

Ammo Type:	Rounds:
LRM 20	12
Total Heat S	nks: 13 Double (26)
000000	000 000
Auto Eject:	Weapon Heat:
☐ Operational	☐ Disabled (22)

Warrior Data						
Name:						
Gunnery Skill:		. Pi	loting	Skill:	:	
Hits Taken	1 2 3 4 5 6			6		
Consciousness #	3	5	7	10	11	Dead

	HEAT SCALE
	HIGHI CONG.
	-
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	• 60000-
2	CH ACCEPTANCE OF THE PROPERTY
1	1/1/05 St. Col.
0	V



Head

3.

2.

5.

6.

2.

Life Support

Light Ferro-Fibrous

Sensors

Cockpit

Sensors

Life Support

Center Torso

Light Fusion Engine

Light Fusion Engine

Light Fusion Engine

Heavy Duty Gyro

Heavy Duty Gyro

Heavy Duty Gyro

Heavy Duty Gyro

Light Fusion Engine

Light Fusion Engine

Light Fusion Engine

ER Medium Laser

Light Ferro-Fibrous

Right Arm

- Shoulder **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 **Hand Actuator**
 - 5. Light PPC
 - Light PPC
 - Light Ferro-Fibrous Light Ferro-Fibrous 2.
 - Roll Again
- 4-6 Roll Again
 - Roll Again 5.
 - Roll Again

Right Torso

- Light Fusion Engine 1.
- **Light Fusion Engine** Improved Jump Jet
- 1-3 Improved Jump Jet Improved Jump Jet 5.
 - Improved Jump Jet
 - 1. Improved Jump Jet 2. Improved Jump Jet
- LRM 10 3. 4-6 LRM 10
 - Ammo (LRM 10) 12 5.
 - CASE

Right Leg

- 1.
- **Upper Leg Actuator Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- **Improved Jump Jet** 6. Improved Jump Jet

'MECH DATA

Type: Griffin GRF-5K Mass: 55 tons

Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8

Biped 'Mech Jumping: 8

(hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 Light PPC 5 3 6 12 18

1 LRM 10 RT 4 1/hit 6 14 21 1 ER Medium Laser CT 5 12

Rounds: Ammo Type: **LRM 10** 12

Total Heat Sinks: 10 Double (20) 000000000

Name:

Hits Taken

Consciousness #

0

Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (14)

WARRIOR **D**ATA **Gunnery Skill: Piloting Skill:**

7 10 11 Dead

HEAT SCALE

1 2 3 4 5 6

3

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	4 (D) MC-
2	an seixular
1	TAMP TO

Left Arm

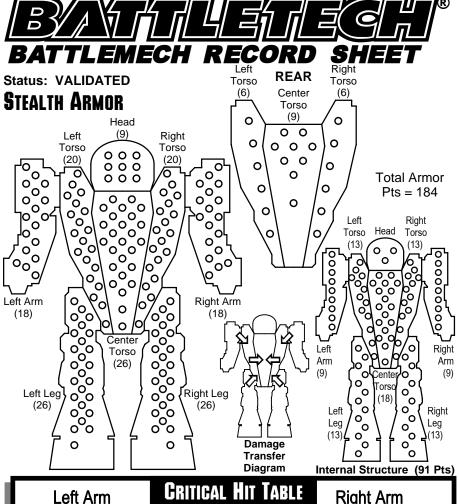
- Shoulder
- **Upper Arm Actuator** 2.
- Lower Arm Actuator 1-3
- **Hand Actuator**
 - 5. Light Ferro-Fibrous
 - Light Ferro-Fibrous 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3.
- 4-6 Roll Again
 - 5. Roll Again
 - Roll Again 6.

Left Torso

- Light Fusion Engine
- **Light Fusion Engine**
- 3. Improved Jump Jet 1-3
 - Improved Jump Jet
 - Improved Jump Jet 5.
 - Improved Jump Jet
 - **Improved Jump Jet** 1.
 - 2. Improved Jump Jet
- Light Ferro-Fibrous
- 4-6 4. Roll Again
 - Roll Again 5.
 - Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- **Improved Jump Jet**
- 6. Improved Jump Jet
- Engine Hits 000 000 Gyro Hits **Sensor Hits** 00 Life Support



Head

Life Support

Sensors

Cockpit Roll Again

Sensors

1. XL Engine

Gyro

Gyro

Gyro

Gyro

XL Engine

XL Engine

XL Engine

XL Engine

XL Engine

Jump Jet

Engine Hits

Sensor Hits

Life Support

Gyro Hits

Ammo (PR) 10

000

00

00

2.

3. 1-3

5.

6.

2.

3. 4-6

Life Support

Center Torso

Right Arm Shoulder

- **Upper Arm Actuator** 2. Lower Arm Actuator
- 1-3 **Hand Actuator** 5. Double Heat Sink
 - 6. **Double Heat Sink**
 - **Double Heat Sink** Plasma Rifle 2.
- 3. Plasma Rifle 4-6 Ammo (PR) 10
 - Stealth Armor 5.
 - Stealth Armor

Right Torso

- XL Engine 1. XL Engine 2. XL Engine
- 1-3 Double Heat Sink **Double Heat Sink** 5.
 - **Double Heat Sink**
 - Jump Jet 1. 2. Jump Jet
- 3. Guardian ECM 4-6 Guardian ECM
 - Stealth Armor 5.

Stealth Armor

Right Leg

- 1. Hip **Upper Leg Actuator**
- **Lower Leg Actuator** 3. **Foot Actuator** 4.
- 5. Stealth Armor Stealth Armor 6.

'MECH DATA

Type: Griffin GRF-5L Mass: 55 tons

Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 5

(hexes) Weapons Inventory: Type Loc Ht Dmg Min Sht Med Lng Qty 1 Plasma Rifle 5 10 3 Medium Laser 1 Guardian ECM RT 6 1 MML 5 LT LRM (24 salvos/ton) 1/hit 6 7 14 21 SRM (20 salvos/ton) 2/hit - 3

Ammo Type: Rounds: Plasma Rifle 20

MML 5

Name:

Consciousness #

Total Heat Sinks: 14 Double (28)

000000000 0000 Weapon Heat: Auto Eject:

☐ Operational ☐ Disabled (32)

> 3 5 7 10 11 Dead

WARRIOR **D**ATA **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6

	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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	4 (200 WC)
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Left Torso XL Engine

Shoulder

2.

5.

6.

2.

3.

5.

6.

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Double Heat Sink

Double Heat Sink

Double Heat Sink

Medium Laser

Medium Laser

Medium Laser

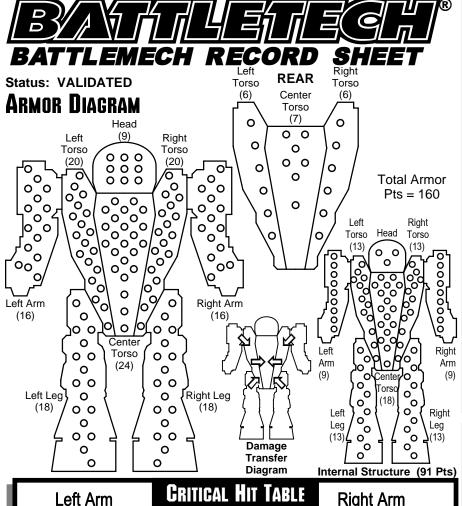
Stealth Armor

Stealth Armor

- XL Engine
- 3. XL Engine
- 1-3 Jump Jet 5. Jump Jet
 - 6. MML 5
 - MML 5 1. MML 5 2.
- Ammo (MML 5) 20/24 4-6 4. Ammo (MML 5) 20/24
 - 5. Stealth Armor
 - Stealth Armor

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Stealth Armor
- Stealth Armor 6.



Mass: 55 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 5 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 Light Gauss Rifle 8 3 8 17 25 1 LRM 10 RT 4 1/hit 6 7 14 21 1 Small Laser LT 3 2 - 1 Ammo Type: Rounds: **Light Gauss Rifle** 16 LRM 10 12 Total Heat Sinks: 13 Double (26) 000000000 000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (6)**W**ARRIOR **D**ATA

'MECH DATA

Type: Griffin GRF-5M

Gunnery Skill: Piloting Skill:					
1	2	3	4	5	6
3	5	7	10	11	Dead
ΕΑΤ	Sc	AL			
	3	1 2 3 5	1 2 3 3 3 5 7	1 2 3 4	1 2 3 4 5 3 5 7 10 11

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	. 22.00
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CRITICAL HIT TABLE

- Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
- **Hand Actuator**
 - 5. Roll Again
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6 Roll Again
 - 5. Roll Again
 - Roll Again 6.

Left Torso

- XL Engine
- XL Engine
- 3. XL Engine
- 1-3 Double Heat Sink
 - 5.
 - Double Heat Sink
 - Double Heat Sink

 - 1. Jump Jet
 - 2. Jump Jet
- **Small Laser** 4-6
- 4. Roll Again
 - 5. Roll Again
 - Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Roll Again
- Roll Again 6.

Head

- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- XL Engine 3.
- 1-3 Gyro

 - 5. Gyro
 - 6. Gyro

 - Gyro
 - XL Engine 2.
- XL Engine 3. 4-6
 - XL Engine
 - 5. Jump Jet 6. Roll Again
 - Engine Hits 000

00

Sensor Hits 00 Life Support

Gyro Hits

Right Arm

- Shoulder
- 2. **Upper Arm Actuator Lower Arm Actuator**
- 1-3 **Hand Actuator**
 - 5. Double Heat Sink
 - 6. Double Heat Sink
 - **Double Heat Sink**
 - Light Gauss Rifle 2.
- Light Gauss Rifle 3. 4-6
- Light Gauss Rifle
- Light Gauss Rifle 5.

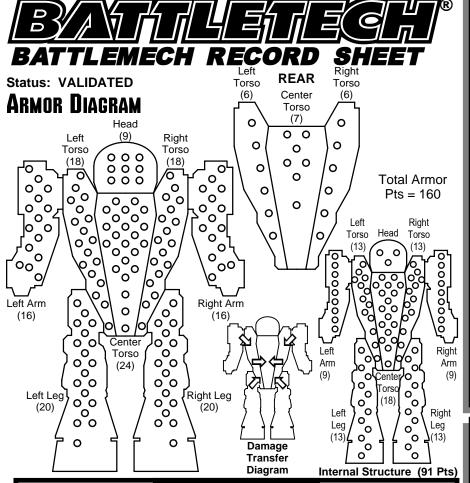
 - **Light Gauss Rifle**

Right Torso

- 1. XL Engine
- XL Engine 2.
- 3. XL Engine
- 1-3 Jump Jet
- 5.
 - Jump Jet 6. LRM 10

 - LRM 10 1.
 - 2. Ammo (Lt Gauss) 16 Ammo (LRM 10) 12
- 3. 4-6 4. CASE
 - Roll Again 5.
 - Roll Again

- 1.
- 3.
- **Foot Actuator** 4.
- Roll Again
- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- 5.
- Roll Again 6.



1 ER PPC 15 10 - 7 14 1 ER Medium Laser 12 1 LRM 15 w/ Artemis IV RT 21 5 1/hit 6 1 Improved C3 CPU 1 Guardian ECM 6 LT 1 ER Medium Laser СТ 12 8 Ammo Type: Rounds: LRM 15 16 Total Heat Sinks: 12 Double (24) 000000000 00 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (30)**W**ARRIOR **D**ATA

'MECH DATA

Inner Sphere

Biped 'Mech

(hexes)

Lốc Ht Dma Min Sht Med Lna

Type: Griffin GRF-6CS

Movement Points: Tech & Configuration:

Mass: 55 tons

Weapons Inventory:

Walking: 5

Running: 8

Jumping: 5

Qty Type

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

HEAT SCAL

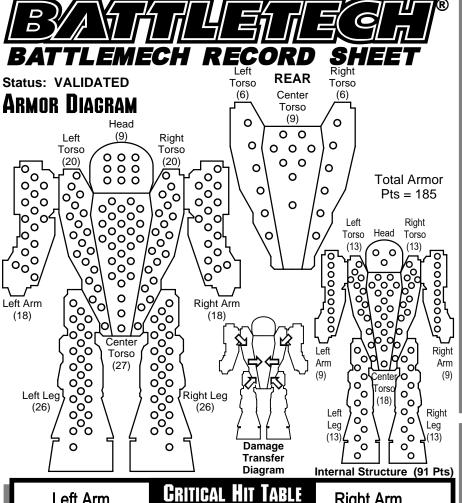
Shoulder 1. Shoulder **Upper Arm Actuator Upper Arm Actuator** 2. 2. Head Lower Arm Actuator **Lower Arm Actuator** 1-3 1-3 **Hand Actuator Hand Actuator** Life Support 5. Double Heat Sink 5. **ER PPC** Sensors ER PPC 6. Double Heat Sink Cockpit 6. 3. Endo Steel Double Heat Sink ER PPC Sensors ER Medium Laser _ Endo Steel 2. 2. Life Support Endo Steel 3. Endo Steel 3. 4-6 4-6 Endo Steel Roll Again Endo Steel Roll Again 5. Center Torso 5. Endo Steel Roll Again 6. 1. XL Engine 2. XL Engine Left Torso Right Torso XL Engine 3. 1-3 XL Engine Gyro 1. XL Engine 5. Gyro XL Engine XL Engine 2. 3. XL Engine 6. Gyro 3. XL Engine 1-3 1-3 4. Jump Jet Jump Jet Gyro Jump Jet 5. Jump Jet 5. 2. XL Engine Improved C3 CPU 6. LRM 15 XL Engine 4-6 Improved C3 CPU XL Engine LRM 15 1. 1. LRM 15 **ER Medium Laser** 5. 2. Guardian ECM 2. Jump Jet Guardian ECM Artemis IV FCS 3. 4-6 4-6 Endo Steel Ammo (LRM 15) 8 Ammo (LRM 15) 8 Endo Steel 5. 5. Engine Hits 000 Endo Steel CASE **Gyro Hits** 00 Left Leg **Sensor Hits** 00 Right Leg Life Support 1. Hip Hip **Upper Leg Actuator Upper Leg Actuator Lower Leg Actuator Lower Leg Actuator** 3. 3. Foot Actuator **Foot Actuator** 4. 4. 5. Endo Steel 5. Endo Steel Endo Steel Endo Steel 6. 6.

CRITICAL HIT TABLE

Left Arm

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	7
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	• 1 200 m=
2	CN ACCAYANTE
1	4 KACARA CONTRACTOR
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Right Arm



Type: Griffin GRF-6S Mass: 55 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 5 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 ER PPC RA 15 10 - 7 14 1 ER Medium Laser 12 1 LRM 15 w/ Artemis IV RT 5 1/hit 6 21 1 ER Medium Laser Rounds: Ammo Type: **LRM 15** 16 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Disabled (30)☐ Operational

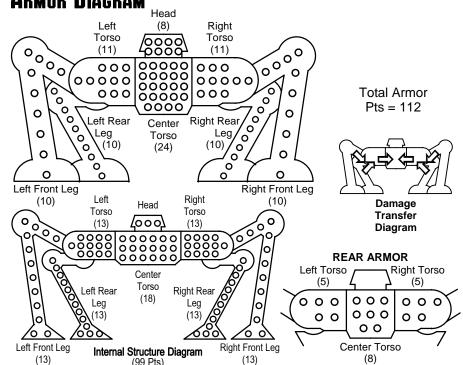
'MECH DATA

WARRIOR **D**ATA Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

HEAT GOAL

Left Arm Right Arm Shoulder 1. Shoulder **Upper Arm Actuator Upper Arm Actuator** 2. 2. Head **Lower Arm Actuator Lower Arm Actuator** 1-3 1-3 **Hand Actuator Hand Actuator** Life Support 5. **ER Medium Laser** 5. **ER PPC** Sensors ER PPC 6. Endo Steel 6. 3. Cockpit Endo Steel Endo Steel ER PPC Sensors Endo Steel _ Endo Steel 2. 2. Life Support Endo Steel 3. Endo Steel 3. 4-6 4-6 Roll Again Endo Steel Center Torso 5. Roll Again 5. Roll Again Roll Again 6. Roll Again 6. 1. Light Fusion Engine 2. **Light Fusion Engine** Left Torso Right Torso **Light Fusion Engine** Light Fusion Engine Light Fusion Engine Gyro 5. Gyro Light Fusion Engine **Light Fusion Engine** 3. Endo Steel 6. Gyro 3. **LRM 15** 1-3 1-3 4. Endo Steel 4. LRM 15 Gyro LRM 15 Endo Steel 5. 5. **Light Fusion Engine** Roll Again Artemis IV FCS **Light Fusion Engine** 4-6 **Light Fusion Engine** Ammo (LRM 15) 8 1. Roll Again 1. **ER Medium Laser** Ammo (LRM 15) 8 Roll Again 5. 2. 2. Jump Jet Roll Again 3. CASE 4-6 4-6 4. Roll Again 4. Endo Steel Endo Steel 5. Roll Again 5. Engine Hits 000 Roll Again Endo Steel **Gyro Hits** 00 00 Left Leg Sensor Hits Right Leg Life Support 1. diH 1. Hip **Upper Leg Actuator Upper Leg Actuator** Lower Leg Actuator **Lower Leg Actuator** 3. 3. Foot Actuator **Foot Actuator** 4. 4. 5. Jump Jet Jump Jet 6. Jump Jet 6. Jump Jet

	MEAL DUALE
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	. 22.00
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CRITICAL HIT TABLE

Left Front Leg

- 1.
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- **Foot Actuator** 4.
- Roll Again 5.
- Roll Again

Head

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

Right Front Leg

- Upper Leg Actuator
- **Lower Leg Actuator**
- Roll Again
- Roll Again

Left Torso

- Ammo (SRM 6) 15
- Roll Again
- Roll Again 1-3
 - Roll Again
 - 5. Roll Again 6. Roll Again

 - Roll Again

 - Roll Again 2. Roll Again
- 3. 4-6 Roll Again
 - Roll Again 5.
 - Roll Again 6.

Left Rear Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- Foot Actuator 4.
- 5. Roll Again
- Roll Again 6.

Center Torso

- 1. Fusion Engine
- 2. **Fusion Engine**
- **Fusion Engine**
- 1-3 Gyro

 - 5. Gyro
 - 6. Gyro

 - Gyro **Fusion Engine**
- **Fusion Engine** 4-6
 - **Fusion Engine**
 - 5.
- Roll Again Roll Again
 - Engine Hits 000

00

Sensor Hits 00 Life Support

Gyro Hits

- **Foot Actuator** 4.

Right Torso

- PPC
- PPC 2.
- PPC 3.
- 1-3
 - SRM 6 5. SRM 6
 - Roll Again

 - Roll Again
- Roll Again 2.
- Roll Again 3. 4-6
- Roll Again
 - Roll Again
 - Roll Again

Right Rear Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- Roll Again
- Roll Again 6.

WARRIOR **D**ATA

Total Heat Sinks: 10 Single

000000000

Auto Eject:

☐ Operational

30

17

6

5 4

3

2

1

Name: Gunnery Skill: **Piloting Skill:** 3 4 5 6 Hits Taken 2 Consciousness # 3 5 7 10 11 Dead

Rounds:

15

☐ Disabled

'MECH DATA

Inner Sphere

(hexes)

Lốc Ht Dma Min Sht Med Lna

RT 10 10 3 6 12 18

Weapon Heat:

(14)

4 2/hit - 3

Quad 'Mech

Type: Scorpion SCP-1N

Movement Points: Tech & Configuration:

Mass: 55 tons

Weapons Inventory:

Walking: 6

Running: Q

Jumping: 0

Type

1 PPC

1 SRM 6

Ammo Type:

SRM 6

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** Avoid Inferno explosion on.. Shutdown

29 28 27 Ammo Explosion, avoid on 8+ (** 12+)

Shutdown, avoid on 10+ 26 25 -5 Movement Points

24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ (** 10+)

22 Shutdown, avoid on 8+ 21

-4 Movement Points 20 19 Ammo Explosion, avoid on 4+ (** 8+) Shutdown, avoid on 6+ 18

+3 Modifier to Fire

16 15 -3 Movement Points Shutdown, avoid on 4+ (** 6+) 14

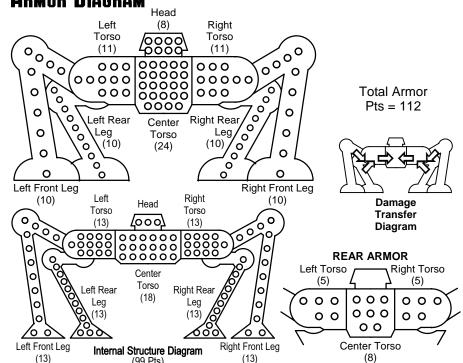
13 +2 Modifier to Fire 12 11

10 -2 Movement Points (** 4+) 9 8 +1 Modifier to Fire

-1 Movement Point







CRITICAL HIT TABLE

Left Front Leg

- 1.
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- **Foot Actuator** 4.

Left Torso

Roll Again

Roll Again

- Roll Again 5.
- Roll Again

Head

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

Right Front Leg

- Upper Leg Actuator
- **Lower Leg Actuator**
- **Foot Actuator** 4.
- Roll Again
- Roll Again

Center Torso

Fusion Engine

Fusion Engine

Fusion Engine

000

00

00

Roll Again

Roll Again

Engine Hits

Sensor Hits

Life Support

Gyro Hits

- 1. Fusion Engine
- 2. **Fusion Engine**
- **Fusion Engine**

Gyro

Gyro

1-3

4-6

Gyro 5. Gyro 6.

5.

Roll Again

Ammo (SRM 6) 15

- 5. Roll Again 6. Roll Again
- Roll Again
- Roll Again 2. Roll Again

1-3

- 3. 4-6 Roll Again
 - Roll Again 5.
 - 6.
 - Roll Again

Left Rear Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- Foot Actuator 4.
- 5. Roll Again
- Roll Again 6.

Right Torso

- ER PPC
 - ER PPC 2.
- ER PPC 3. 1-3
- SRM 6
 - 5. SRM 6
 - Roll Again
 - Roll Again
- Roll Again 2.
- Roll Again 3. 4-6
- Roll Again
 - Roll Again 5.
 - Roll Again

Right Rear Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- Roll Again
- Roll Again 6.

WARRIOR **D**ATA

Total Heat Sinks: 10 Single

000000000

Auto Eject:

☐ Operational

Name: **Gunnery Skill: Piloting Skill:** 5 6 Hits Taken 2 3 4 Consciousness # 3 5 7 10 11 Dead

'MECH DATA

Inner Sphere

(hexes)

- 7 14 23

6

Lốc Ht Dma Min Sht Med Lna

4 2/hit - 3

Weapon Heat:

(19)

Quad 'Mech

RT 15 10

Rounds:

15

☐ Disabled

Type: Scorpion SCP-10

Movement Points: Tech & Configuration:

Mass: 55 tons

Weapons Inventory:

Walking: 6

Running: Q

Jumping: 0

Qty Туре

1 ER PPC

1 SRM 6

Ammo Type:

SRM 6

HEAT SCAL					
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	ш	1931		1:1	٧.

30	Shutdown
29	
82	Ammo Explosion, avoid on 8+ (** 12+)
27	
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** Avoid Inferno explosion on..

Shutdown, avoid on 10+ -5 Movement Points +4 Modifier to Fire

23 Ammo Explosion, avoid on 6+ (** 10+) 22 Shutdown, avoid on 8+ 21 20

-4 Movement Points 19 Ammo Explosion, avoid on 4+ (** 8+) Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire

-3 Movement Points

16

15

11

10

9

8

6

5 4

3

2

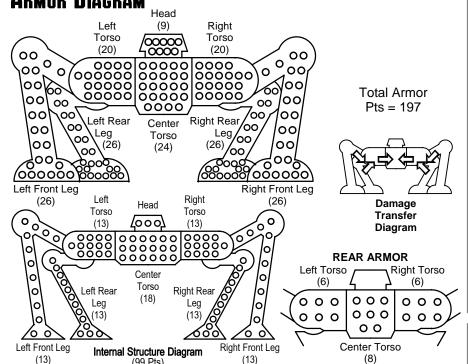
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Shutdown, avoid on 4+ (** 6+) 14 13 +2 Modifier to Fire 12

-2 Movement Points (** 4+)

+1 Modifier to Fire

-1 Movement Point



CRITICAL HIT TABLE

Left Front Leg

- 1.
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- 4. **Foot Actuator**
- Ferro-Fibrous 5.
- Ferro-Fibrous

Left Torso

XL Engine

XL Engine

XL Engine

1-3

Head

Right Front Leg

- **Upper Leg Actuator**
- **Lower Leg Actuator**
- **Foot Actuator**

Center Torso

- 1. XL Engine
- XL Engine

- 5.
- **ER Small Laser** 5. Ammo (iNarc) 4 Ammo (iNarc) 4 6.
- Ammo (iNarc) 4
- 2. Ammo (iNarc) 4
- Ferro-Fibrous 3.
- 4-6 Ferro-Fibrous
 - Ferro-Fibrous 5.
 - Roll Again 6.

Left Rear Leg

- Hip
- **Upper Leg Actuator Lower Leg Actuator**
- **Foot Actuator**
- 4. 5. Ferro-Fibrous
- Ferro-Fibrous 6.

- Life Support
- Sensors
- Cocknit
- Ferro-Fibrous
- Sensors
- Life Support

- 2.
- XL Engine
- 1-3
- Gyro
 - Gyro

 - 6. Gyro
 - Gyro
- 2. XL Engine
- XL Engine
- 4-6
- Improved C³ CPU
- XL Engine 4-6
- Improved C³ CPU
 - Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

- Ferro-Fibrous
- Ferro-Fibrous

- Right Torso
- XL Engine XL Engine
- 2. 3. XL Engine
- 1-3 ER PPC
 - 5. ER PPC
 - ER PPC
 - **Improved Narc**
 - Improved Narc 2.
 - Improved Narc
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again

Right Rear Leg

- Hip
- **Upper Leg Actuator Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Ferro-Fibrous
- Ferro-Fibrous 6.

'MECH DATA

Type: Scorpion SCP-12C

Mass: 55 tons

000000000

Auto Eject:

☐ Operational

2 1 0

Movement Points: Tech & Configuration: Walking: 6 Inner Sphere Running: Q Quad 'Mech

Jumping: 0

(hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Туре 1 ER PPC 15 10 - 7 14 1 Improved Narc 15 1 ER Small Laser 5 LT 1 Improved C3 CPU СТ Ammo Type: Rounds: Improved Narc 16 Total Heat Sinks: 10 Double (20)

WARRIOR **D**ATA Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 7 10 11 Dead

☐ Disabled

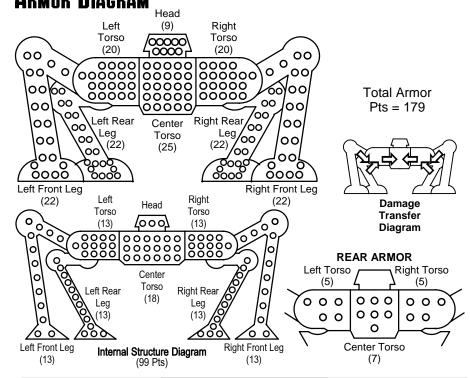
Weapon Heat:

(17)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
1 2 1	~





CRITICAL HIT TABLE

Left Front Leg

- 1.
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- 4. **Foot Actuator**
- Ferro-Fibrous 5.
- Ferro-Fibrous

Left Torso

XL Engine

XL Engine

XL Engine

1-3

4-6

Head

- Life Support
- Sensors
- Cocknit
- Ferro-Fibrous
- Sensors
- Life Support

Right Front Leg

- **Upper Leg Actuator**
- **Lower Leg Actuator**
- **Foot Actuator**
- Ferro-Fibrous
- Ferro-Fibrous

Center Torso

- 1. XL Engine
- XL Engine 2. Gyro

Gyro

Gyro

Gyro XL Engine

XL Engine

XL Engine

Engine Hits

Gyro Hits

Sensor Hits

Life Support

Ferro-Fibrous

Ferro-Fibrous

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00

00

- XL Engine
- 1-3

6.

2.

- 5.
- **ER Medium Laser** C³ Master Computer
- 5.
- C³ Master Computer 6.
- C³ Master Computer
- C³ Master Computer 4-6 2.
- C³ Master Computer 3.
- Ammo (MML 9) 11/13
- Ammo (MML 9) 11/13 5.
- Ferro-Fibrous

Left Rear Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- **Foot Actuator** 4.
- 5. Ferro-Fibrous
- Ferro-Fibrous 6.

Right Torso

- XL Engine
- XL Engine 2.
- XL Engine
- 1-3 Snub-Nose PPC
 - 5. Snub-Nose PPC
 - MML 9
 - MML 9
 - MML 9 2.
- MML 9 3.
- 4-6 MML 9
 - Ferro-Fibrous
 - Ferro-Fibrous

- Right Rear Leg
- **Upper Leg Actuator Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Ferro-Fibrous
- Ferro-Fibrous 6.

'MECH DATA

Type: Scorpion SCP-12K

Mass: 55 tons

Movement Points: Tech & Configuration: Walking: 6 Inner Sphere Running: Q Quad 'Mech

Jumping: 0

Auto Eject:

☐ Operational

Hits Taken

3 2 1

(hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Type 1 Snub-Nose PPC RT 10 10/8/5 - 9 13 15 MML 9 LRM (13 salvos/ton) 1/hit 6 7 14 21 SRM (11 salvos/ton) 1 ER Medium Laser LT 1 C³ Master Computer LT Ammo Type: Rounds: MML 9 Total Heat Sinks: 10 Double (20) 000000000

WARRIOR **D**ATA Name: **Gunnery Skill:** Piloting Skill:

☐ Disabled

Consciousness # 7 10 11 HEAT SCALE

2 3 4 5 6

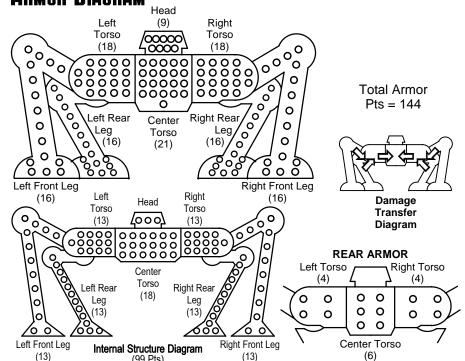
Weapon Heat:

(20)

Dead

Г	30	Shutdown
Ī	29	
Ī	28	Ammo Explosion, avoid on 8+
Ī	27	• •
Ī	26	Shutdown, avoid on 10+
Γ	25	-5 Movement Points
Γ	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+
L	17	+3 Modifier to Fire
L	16	
L	15	-3 Movement Points
L	14	Shutdown, avoid on 4+
L	13	+2 Modifier to Fire
L	12	
L	11	
L	10	-2 Movement Points
Ļ	9	
Ļ	8	+1 Modifier to Fire
ļ	7	
ļ	6	
	5	-1 Movement Point





CRITICAL HIT TABLE

Left Front Leg

- 1.
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- 4. **Foot Actuator**
- Endo Steel 5.
- Endo Steel

Right Front Leg

- . Upper Leg Actuator
- **Lower Leg Actuator**
- **Foot Actuator**
- Endo Steel
- Endo Steel

Center Torso

- Left Torso **Light Fusion Engine**
- Light Fusion Engine 1-3
- Ammo (SRM 6) 15 1-3
 - Ammo (LB 10-X) 10 5. Ammo (LB 10-X) 10
 - CASE 6.
 - Endo Steel
 - Endo Steel 2.
- Roll Again 3. 4-6
 - Roll Again
 - Roll Again 5.

 - Roll Again 6.
 - Left Rear Leg
 - 1. Hip

 - Foot Actuator 4.
 - 5. Endo Steel Endo Steel 6.
 - **Upper Leg Actuator Lower Leg Actuator**

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Right Torso

- 1. Light Fusion Engine 2. **Light Fusion Engine**
- **Light Fusion Engine**
- Gyro
- 5. Gyro
- Gyro
- Gyro
- **Light Fusion Engine**
- **Light Fusion Engine**
- 4-6 **Light Fusion Engine**
 - 4-6 5.
 - Endo Steel
 - Roll Again

Engine Hits 000 **Gyro Hits** 00 Sensor Hits 00 Life Support

- **Light Fusion Engine**
- **Light Fusion Engine** 2.
- LB 10-X AC 3. 1-3
 - LB 10-X AC 5. LB 10-X AC

 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC 2.
 - SRM 6
 - SRM 6
 - Endo Steel

 - Endo Steel

Right Rear Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Endo Steel
- Endo Steel 6.

'MECH DATA

Type: Scorpion SCP-12S

Mass: 55 tons

Movement Points: Tech & Configuration: Walking: 6 Inner Sphere Running: Q Quad 'Mech

Jumping: 0

(hexes) Weapons Inventory:

Lốc Ht Dma Min Sht Med Lna Type 1 LB 10-X AC 2 10 - 6 12 18

1 SRM 6 RT 4 2/hit - 3 6

Ammo Type: Rounds: LB 10-X AC 20

Total Heat Sinks: 10 Double (20)

000000000

SRM 6

Auto Eject: Weapon Heat:

15

☐ Operational ☐ Disabled (6)

WARRIOR DATA

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 7 10 11 Dead

HEAT SCALE

** Avoid Inferno explosion on.. Shutdown

30 29 28 27 Ammo Explosion, avoid on 8+ (** 12+)

Shutdown, avoid on 10+ 26 25 -5 Movement Points

+4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ (** 10+) 22

Shutdown, avoid on 8+ 21

-4 Movement Points 20 19 Ammo Explosion, avoid on 4+ (** 8+) 18

Shutdown, avoid on 6+ +3 Modifier to Fire

17

8

6

5

4

3

2

1

16 15 -3 Movement Points 14

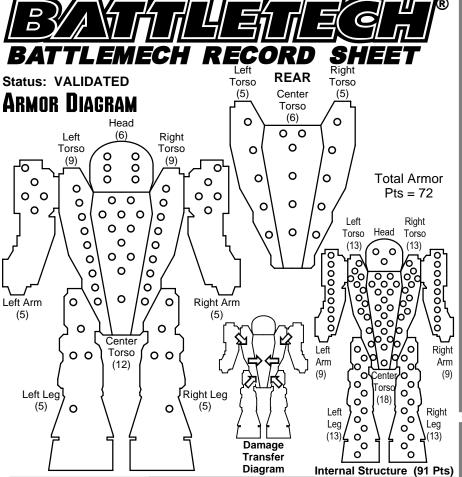
Shutdown, avoid on 4+ (** 6+) 13 +2 Modifier to Fire 12

11 10 -2 Movement Points (** 4+) 9

+1 Modifier to Fire

-1 Movement Point





Type: Shadow Hawk SHD-2D Mass: 55 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 3 (hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Type 1 Medium Laser RΑ 5 1 Medium Laser 5 1 LRM 5 21 RT 2 1/hit 6 1 Autocannon/5 LT 5 3 6 12 18 1 SRM 2 СТ 2 2/hit - 3 1 SRM 2 HD 2 2/hit - 3 9 Ammo Type: Rounds: LRM 5 24 Autocannon/5 20 SRM 2 100 Total Heat Sinks: 14 Single 000000000 0000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (13)**W**ARRIOR **D**ATA

'Mech Data

Name: **Gunnery Skill:** Piloting Skill: Right Arm Hits Taken 1 2 3 4 5 6 1. Shoulder Consciousness # 3 7 10 11 Dead **Upper Arm Actuator** 2. **Lower Arm Actuator**

HEAT SCALE ** Avoid Inferno explosion on.. 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ (** 12+) Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ (** 10+) 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ (** 8+) Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ (** 6+) 14 +2 Modifier to Fire 13 12 11 10 -2 Movement Points (** 4+) 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3 2 1 n

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- Lower Arm Actuator 1-3
- **Hand Actuator** 5. **Medium Laser**
 - Roll Again 6.

 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again Roll Again 5.
 - Roll Again 6.

Left Torso

- Jump Jet 1.
- Autocannon/5
- 3. Autocannon/5 1-3 4. Autocannon/5
 - 5. Autocannon/5

 - Ammo (AC/5) 20
 - Ammo (SRM 2) 50 1.
 - Roll Again 2.
- Roll Again 4-6
 - 4. Roll Again
 - 5. Roll Again 6. Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Roll Again
- Roll Again 6.

Head

- Life Support
- Sensors
- 3. Cockpit
- 4. SRM₂
- Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- **Fusion Engine** 2.
- **Fusion Engine**
- 1-3
 - Gyro
 - 5. Gyro
 - 6. Gyro

 - Gyro
 - **Fusion Engine** 2.
- **Fusion Engine** 4-6
 - **Fusion Engine**
 - Jump Jet 5.
 - SRM 2

4-6 Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

- 1-3
 - **Hand Actuator**
 - **Medium Laser** 5.
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - Roll Again 5.
 - Roll Again

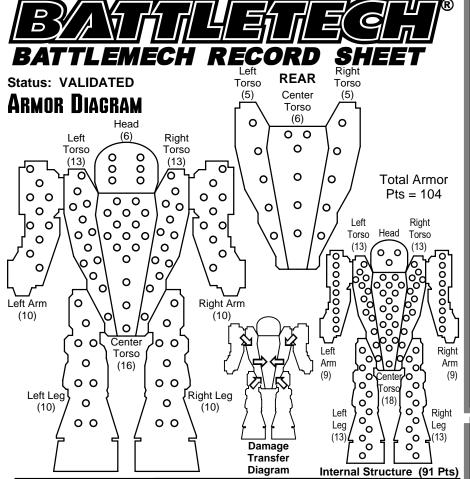
Right Torso

- Jump Jet
- Single Heat Sink
- 3. Single Heat Sink 1-3
- Single Heat Sink
 - LRM 5 5.
 - Ammo (LRM 5) 24
 - Ammo (SRM 2) 50 1.
 - Roll Again 2.
 - Roll Again
 - Roll Again
 - 5. Roll Again
 - Roll Again

- Hip
- 3.
- **Foot Actuator** 4.
- Roll Again

- **Upper Leg Actuator**
- **Lower Leg Actuator**

- Roll Again 6.



Jumping: 3 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 Medium Laser RΑ 5 1 Medium Laser 5 1 LRM 5 21 RT 2 1/hit 6 1 Autocannon/5 LT 5 12 18 1 Streak SRM 2 СТ 2 2/hit - 3 1_Streak SRM 2 HD 2 2/hit - 3 9 Ammo Type: Rounds: LRM 5 24 20 Autocannon/5 Streak SRM 2 50 Total Heat Sinks: 12 Single 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (13)**W**ARRIOR **D**ATA

'Mech Data

Type: Shadow Hawk SHD-2D2

Inner Sphere

Biped 'Mech

Movement Points: Tech & Configuration:

Mass: 55 tons

Walking: 5

Running: 8

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

HEAT SCALE 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3 2 1 n

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
- **Hand Actuator** 5. **Medium Laser**
 - Roll Again 6.

 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - Roll Again 5.
 - Roll Again 6.

Left Torso

- Jump Jet 1.
- Autocannon/5
- 3. Autocannon/5 1-3 4.
 - Autocannon/5 5.
 - Autocannon/5
 - Ammo (AC/5) 20
 - 1. Roll Again
 - Roll Again 2.
- Roll Again 4-6
 - 4. Roll Again 5. Roll Again
 - 6. Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Roll Again Roll Again 6.

Head

- Life Support
- Sensors
- 3. Cocknit
- Streak SRM 2 4.
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- **Fusion Engine** 2.
- **Fusion Engine** 1-3
 - Gyro
 - 5. Gyro
 - 6. Gyro

 - Gyro **Fusion Engine** 2.
 - **Fusion Engine**
- 4-6
 - **Fusion Engine**
 - Jump Jet 5.
 - Streak SRM 2

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Arm

- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
- **Hand Actuator**
 - **Medium Laser** 5.
 - Roll Again 6.
 - Roll Again
- Roll Again 2.
- Roll Again 3.
- 4-6 Roll Again
 - Roll Again 5.

 - Roll Again

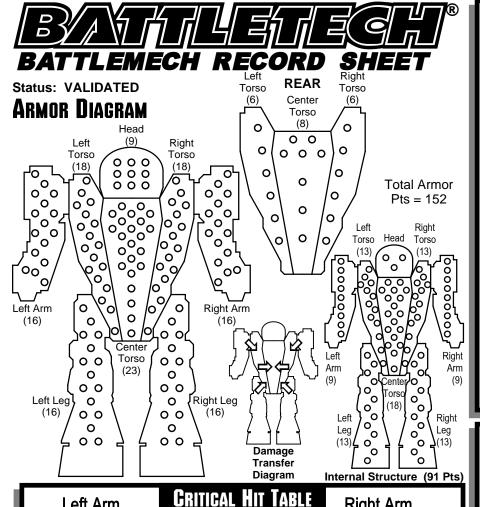
Right Torso

- Jump Jet 1.
- Single Heat Sink 2.
- LRM 5

4-6

- 1-3 Ammo (LRM 5) 24
 - Ammo (Streak 2) 50 5.
 - 6. Roll Again
 - Roll Again 1.
 - Roll Again 2.
 - Roll Again
 - Roll Again
 - Roll Again 5.
 - Roll Again

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Roll Again
- Roll Again 6.



Right Arm

- 2.
- 1-3 **Hand Actuator**
 - Roll Again 6.

 - Roll Again
 - Roll Again 2.
- 4-6
 - Roll Again 5.

- 2.

- Jump Jet Autocannon/5 5.
- 3. Autocannon/5 1-3 4. Autocannon/5

Left Arm

Shoulder

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again Roll Again

Roll Again

Left Torso

2.

5.

6.

2.

3.

5.

6.

1.

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

- Autocannon/5 5.
- Ammo (AC/5) 20
- 1. Roll Again
- Roll Again 2.
- Roll Again 4-6 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Roll Again Roll Again 6.

SRM₂

4.

3.

Head

- Sensors
- Life Support

Center Torso

Life Support

Sensors

Cockpit

- **Fusion Engine**
- **Fusion Engine**
- **Fusion Engine**
- 1-3
- Gyro

 - Gyro
 - 6. Gyro
 - Gyro
 - **Fusion Engine** 2.
- **Fusion Engine**
- 4-6
 - **Fusion Engine** 5.

Life Support

- Jump Jet
- Ammo (SRM 2) 50

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00

- 1. Shoulder **Upper Arm Actuator**
- **Lower Arm Actuator**
 - - **Medium Laser** 5.
 - Roll Again 3.
 - Roll Again

 - - Roll Again

Right Torso

- Jump Jet 1.
- Single Heat Sink 2. LRM 5
- 3. 1-3 Ammo (LRM 5) 24
- Roll Again 5.
 - 6. Roll Again
 - 1. Roll Again
 - Roll Again
 - 2.
 - Roll Again
 - Roll Again Roll Again 5.
 - Roll Again

Right Leg

Hip

4-6

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Roll Again
- Roll Again 6.

WARRIOR DATA

Total Heat Sinks: 12 Single

000000000 00

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

'Mech Data

Inner Sphere

Biped 'Mech

3 5

(hexes)

-3

3 6 12 18

Weapon Heat:

(8)

14

21

Loc Ht Dmg Min Sht Med Lng

2 1/hit 6 7

2 2/hit - 3

5

Type: Shadow Hawk SHD-2H

Movement Points: Tech & Configuration:

RT

LT

HD

Rounds:

24

20

50

☐ Disabled

Mass: 55 tons

Weapons Inventory:

Walking: 5

Running: 8

Jumping: 3

Type

1 Medium Laser

1 Autocannon/5

Qty

1 LRM 5

1 SRM 2

Ammo Type:

Autocannon/5

Auto Eject:

☐ Operational

LRM 5

SRM 2

HEAT SCALE

** Avoid Inferno explosion on.. Shutdown

30 29 28 27 Ammo Explosion, avoid on 8+ (** 12+)

Shutdown, avoid on 10+ 26 25 -5 Movement Points

24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ (** 10+)

22 Shutdown, avoid on 8+ 21 -4 Movement Points 20

19 Ammo Explosion, avoid on 4+ (** 8+) Shutdown, avoid on 6+ 18

17 +3 Modifier to Fire 16

15 -3 Movement Points Shutdown, avoid on 4+ (** 6+) 14 13 +2 Modifier to Fire

11 10 -2 Movement Points (** 4+) 9

+1 Modifier to Fire

12

8

6

5

4

3

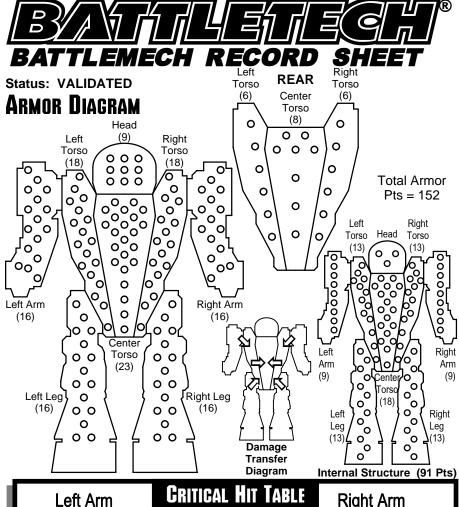
2

1

0

-1 Movement Point





Type: Shadow Hawk SHD-2K Mass: 55 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 3 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 LRM 5 2 1/hit 6 7 14 21 1 PPC 10 10 3 6 12 18 Ammo Type: Rounds: LRM 5 24 Total Heat Sinks: 17 Single 000000000 0000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (12)**W**ARRIOR **D**ATA

'Mech Data

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

HEAT SCALE

30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 13 +2 Modifier to Fire 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3 2 1 0

CRITICAL HIT TABLE

- Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
- **Hand Actuator**
 - 5. Roll Again
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - 5. Roll Again
 - Roll Again 6.

Left Torso

- Jump Jet
- Single Heat Sink
- 3. **PPC** 1-3 4. PPC
 - 5.
 - PPC
 - Roll Again
 - Roll Again 1.
 - Roll Again 2.
- Roll Again 4-6
 - 4. Roll Again 5. Roll Again
 - Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink Single Heat Sink 6.

Head

- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- **Fusion Engine** 2.
- **Fusion Engine**
- 1-3
- Gyro

 - 5. Gyro
 - 6. Gyro

 - Gyro
- **Fusion Engine** 2.
- **Fusion Engine** 4-6
- **Fusion Engine**
 - Jump Jet 5.
 - Roll Again

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Arm

- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
 - **Hand Actuator**
 - Roll Again 5. Roll Again
 - 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - Roll Again 5.

 - Roll Again

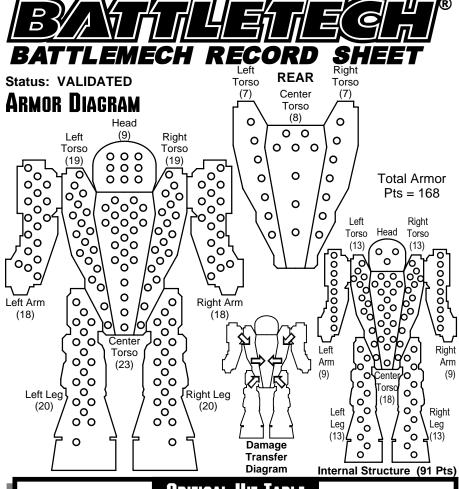
Right Torso

- Jump Jet
- Single Heat Sink 2.
- 1-3 ^{3.} LRM 5

4-6

- Ammo (LRM 5) 24
 - Roll Again 5.
 - 6. Roll Again
 - Roll Again 1.
 - Roll Again
 - 2.
 - Roll Again
 - Roll Again
 - 5. Roll Again
 - Roll Again

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Single Heat Sink
- 6. Single Heat Sink



'Mech Data Type: Shadow Hawk SHD-5D Mass: 55 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 5 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 Medium Laser Medium Laser 9 LA 15 1 Rotary AC/5 LT 5 10 1 Streak SRM 4 HD 3 2/hit - 3 Ammo Type: Rounds: 40 Rotary AC/5 Streak SRM 4 25 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Disabled (15)☐ Operational

WARRIOR **D**ATA Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

HEAT SCALE 30 Shutdown

4

3

1

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- Lower Arm Actuator 1-3
- **Hand Actuator**
 - 5. **Medium Laser** Ferro-Fibrous 6.

 - Ferro-Fibrous
 - Ferro-Fibrous 2.
 - Ferro-Fibrous 3.
- 4-6 Ferro-Fibrous
 - 5. Ferro-Fibrous
 - Ferro-Fibrous 6.

Left Torso

- Jump Jet 1.
- Jump Jet
- 3. Rotary AC/5 1-3
 - 4. Rotary AC/5
 - Rotary AC/5 5. 6. Rotary AC/5

 - 1. Rotary AC/5
- 2. Rotary AC/5
- Ammo (RAC/5) 20 4-6 4. Ammo (RAC/5) 20
 - 5. Ammo (Streak 4) 25
 - CASE 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Endo Steel 6.

Head

- Life Support
- Sensors
- 3. Cocknit
- 4.
- Streak SRM 4
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- **Fusion Engine** 2.
- **Fusion Engine**
- 1-3
- Gyro

 - 5. Gyro
 - 6. Gyro

 - Gyro **Fusion Engine** 2.
- **Fusion Engine** 4-6
 - **Fusion Engine**
 - Jump Jet 5.

Life Support

Roll Again 6.

4-6 **Engine Hits** 000 **Gyro Hits** 00 **Sensor Hits** 00

Right Arm

- Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
 - **Hand Actuator Medium Laser** 5.

 - Ferro-Fibrous 6.
 - Ferro-Fibrous
 - Ferro-Fibrous 2.
- Ferro-Fibrous 3.
- 4-6
 - Ferro-Fibrous
 - 5. Ferro-Fibrous
 - Ferro-Fibrous 6.

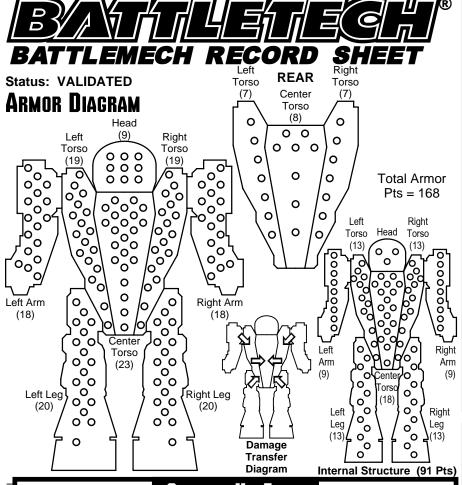
Right Torso

- Jump Jet
- Jump Jet 2.
- 3. Endo Steel 1-3 Endo Steel
- Endo Steel 5.

 - Endo Steel
 - Endo Steel 1.
 - 2. Endo Steel
 - Endo Steel 3. Endo Steel
 - Endo Steel 5.
 - Endo Steel

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Endo Steel 6.

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point



(hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 Medium Laser 3 5 -3 1 LRM 20 6 1/hit 6 7 14 RT 21 1 Ultra AC/5 LT 5 2 6 13 20 1 Streak SRM 2 HD 2 2/hit - 3 Ammo Type: Rounds: **LRM 20** 6 Ultra AC/5 20 Streak SRM 2 50 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (13)**W**ARRIOR **D**ATA

'Mech Data

Inner Sphere

Biped 'Mech

Type: Shadow Hawk SHD-5M

Movement Points: Tech & Configuration:

Mass: 55 tons

Walking: 5

Running: 8

Jumping: 5

Name: Gunnery Skill: **Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

HEAT SCALE 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 13 +2 Modifier to Fire 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3 2 1

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- Lower Arm Actuator 1-3
- **Hand Actuator**
 - 5. Endo Steel 6.
 - Endo Steel
 - Endo Steel
 - Endo Steel 2.
- Endo Steel 3. 4-6 Endo Steel
 - 5. Endo Steel
 - 6. Roll Again

Left Torso

- XL Engine
- XL Engine
- 3. XL Engine 1-3
 - 4. Jump Jet
 - Jump Jet 5.
 - Ultra AC/5
 - Ultra AC/5 1.
 - 2. Ultra AC/5
- Ultra AC/5
- 4-6 4. Ultra AC/5
 - 5. Ammo (Ult AC/5) 20
 - CASE 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Roll Again
- Roll Again 6.

1. Shoulder

- Head
- Life Support
- Sensors
- 3. Cocknit
- Streak SRM 2
- Sensors
- Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- XL Engine
- 3. 1-3
- Gyro
- 5. Gyro
- 6. Gyro
- Gyro
- 2. XL Engine
- XL Engine 3.
- 4-6
 - XL Engine

Life Support

- 5. Jump Jet
- Ammo (Streak 2) 50 4-6

Engine Hits 000 **Gyro Hits** 00 00 Sensor Hits

Right Arm

- **Upper Arm Actuator** 2.
- **Lower Arm Actuator**
- 1-3
 - **Hand Actuator**
 - **Medium Laser** 5.
 - 6. Endo Steel
 - Endo Steel
 - Endo Steel 2.
- Endo Steel 3.
- 4-6 Endo Steel
 - 5. Endo Steel

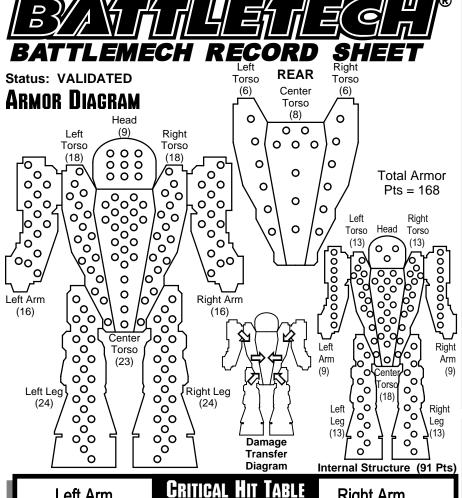
 - 6.
 - Endo Steel

Right Torso

- 1. XL Engine
- XL Engine 2.
- 3. XL Engine 1-3
- Jump Jet
- Jump Jet 5.
 - LRM 20
 - LRM 20
 - LRM 20

 - LRM 20
 - LRM 20
 - Ammo (LRM 20) 6 5.
 - Roll Again

- Hip
- 3.
- 4.
- Roll Again Roll Again 6.
- **Upper Leg Actuator Lower Leg Actuator Foot Actuator**



Right Arm

- **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 **Hand Actuator**
 - **ER Medium Laser** 5.
 - 6. Endo Steel
 - Endo Steel
 - Endo Steel 2. Endo Steel 3.
- 4-6 Endo Steel
 - 5. Roll Again
 - Roll Again

Right Torso

XL Engine

XL Engine

XL Engine

CASE

LRM 15

LRM 15

LRM 15

Jump Jet

2. 1-3 ^{3.}

5.

6.

1.

2.

5.

- 1. XL Engine XL Engine
- 2.
- 3.
- 1-3
- XL Engine
- 3. XL Engine

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

6.

1-3

4-6

1-3

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Roll Again

Roll Again

Left Torso

XL Engine

ER Medium Laser

- 4. Ultra AC/5
- Ultra AC/5 5. 6. Ultra AC/5
- Ultra AC/5 1. 2. Ultra AC/5
- Improved C³ CPU
- 4-6 4. Improved C³ CPU
 - 5. Jump Jet
 - Endo Steel 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- 6. Jump Jet

1. Shoulder

- Life Support
- Head Sensors
- 3.
- Cockpit Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
- Gyro

 - 5. Gyro

 - 6. Gyro
 - Gyro
- XL Engine
- XL Engine 4-6
 - XL Engine
 - 5. Jump Jet
 - Endo Steel

Engine Hits 000 **Gyro Hits** 00

4-6

00 Sensor Hits Life Support

Right Leg

- Hip
- **Upper Leg Actuator**

Artemis IV FCS

Ammo (LRM 15) 8

Ammo (LRM 15) 8

Ammo (Ult AC/5) 20

- **Lower Leg Actuator** 3. **Foot Actuator** 4.
- Endo Steel
- 6. Jump Jet

WARRIOR **D**ATA

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

'Mech Data

Type: Shadow Hawk SHD-7CS

Inner Sphere

Biped 'Mech

5 1/hit 6

(hexes)

4

7

Weapon Heat:

(17)

12

21

Loc Ht Dmg Min Sht Med Lng

2

Movement Points: Tech & Configuration:

LT

Rounds:

16

20

☐ Disabled

Total Heat Sinks: 10 Double (20)

Mass: 55 tons

Weapons Inventory:

1 LRM 15 w/ Artemis IV RT

000000000

Walking: 5

Running: 8

Jumping: 5

Type

1 ER Medium Laser

1 ER Medium Laser

1 Improved C³ CPU

1 Ultra AC/5

Ammo Type:

LRM 15

Ultra AC/5

Auto Eject:

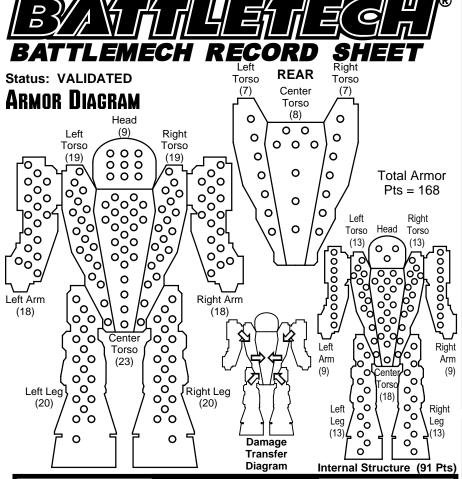
☐ Operational

1 0

Qty

ľ	EAT	Sca	14:

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
1 3	○



Type: Shadow Hawk SHD-7M Mass: 55 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 5 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 Medium Laser 5 3 1 LRM 15 5 1/hit 6 7 14 RT 21 1 Light Gauss Rifle LT 8 17 25 3 8 1 Streak SRM 2 HD 2 2/hit - 3 Ammo Type: Rounds: LRM 15 8 **Light Gauss Rifle** 16 Streak SRM 2 50 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (11)**W**ARRIOR **D**ATA

'Mech Data

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 Consciousness # 3 7 10 **HEAT SCALE** 30 Shutdown 29

5 6

11 Dead

28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 -1 Movement Point 5 4 3 2 1 0

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2. Lower Arm Actuator
- 1-3 **Hand Actuator**
 - 5. Endo Steel
 - Endo Steel 6.

 - Endo Steel
 - Endo Steel 2. Endo Steel 3.
- 4-6 Endo Steel
 - 5. Endo Steel
 - Roll Again 6.

Left Torso

- XL Engine
- XL Engine 3. XL Engine
- 1-3 4. Jump Jet
 - Jump Jet 5.
 - 6. Light Gauss Rifle

 - Light Gauss Rifle 1.
- 2. Light Gauss Rifle
- Light Gauss Rifle 4-6 Light Gauss Rifle
 - 5. Ammo (Lt Gauss) 16
 - CASE 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Roll Again
- Roll Again 6.

1. Shoulder

- Head
- Life Support
- Sensors
- 3. Cockpit
- Streak SRM 2
- Sensors
- Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- XL Engine 3.
- 1-3 Gyro

 - 5. Gyro
 - 6. Gyro

 - Gyro
 - 2. XL Engine
- XL Engine 3. 4-6
 - XL Engine
 - 5. Jump Jet

Life Support

Ammo (Streak 2) 50 4-6

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00

Right Arm

- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
- **Hand Actuator**
 - Medium Laser 5.
 - 6. Endo Steel

 - Endo Steel
 - Endo Steel 2.
- Endo Steel 3. 4-6
- Endo Steel
 - 5. Endo Steel

 - 6. Endo Steel

Right Torso

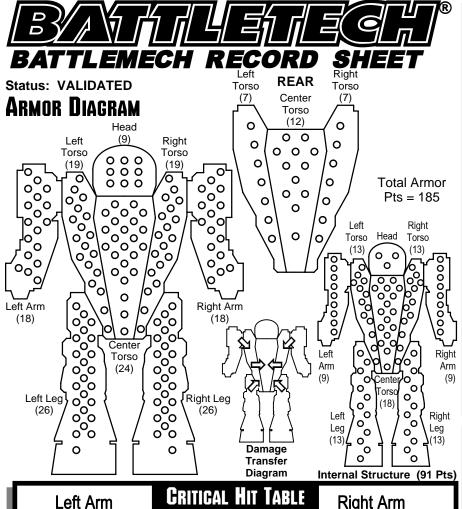
- 1. XL Engine
- XL Engine 2.
- 3. XL Engine 1-3 Jump Jet
- Jump Jet 5.
 - LRM 15

 - LRM 15
 - LRM 15
 - Ammo (LRM 15) 8
 - Roll Again
 - Roll Again 5.
 - Roll Again

Right Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Roll Again
- Roll Again 6.

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Head

Life Support

Sensors

Cockpit C3 Slave Unit

Sensors

Gyro

Gyro

Gyro

Gyro

Jump Jet

Engine Hits

Sensor Hits

Life Support

Gyro Hits

2.

5.

6.

2.

5.

6.

4-6

Life Support

Center Torso

Light Fusion Engine

Light Fusion Engine

Light Ferro-Fibrous

Right Arm 1. Shoulder

- **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 **Hand Actuator**
 - Medium Pulse Laser 5.
 - 6. Endo Steel
 - Endo Steel
 - Endo Steel 2. Endo Steel 3.
- 4-6 Endo Steel
 - Endo Steel 5.
 - Endo Steel

- Right Torso 1. Light Fusion Engine
- **Light Fusion Engine**
- Jump Jet
- 3. 1-3 4. Jump Jet
 - Light AC/5 5.
 - Light AC/5
 - Ammo (MML 5) 20/24
 - Ammo (MML 5) 20/24 2.
 - Ammo (MML 5) 20/24
 - 4. Ammo (LAC/5) 20
 - CASE 5.

 - Light Ferro-Fibrous

Left Leg

Shoulder

2.

5.

6.

2.

3.

5.

6.

3.

4.

5.

6.

1.

2.

3. 4-6

4.

5.

1-3

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Endo Steel

Left Torso

Jump Jet

Jump Jet

MML 5

MML 5

MML 5

MML 5

MML 5

MML 5

Light Ferro-Fibrous

Light Fusion Engine 1-3

Light Fusion Engine

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.

Targeting Computer

Targeting Computer

- Foot Actuator 4.
- 5. Light Ferro-Fibrous
- Light Ferro-Fibrous 6.

Right Leg

1. Hip

4-6

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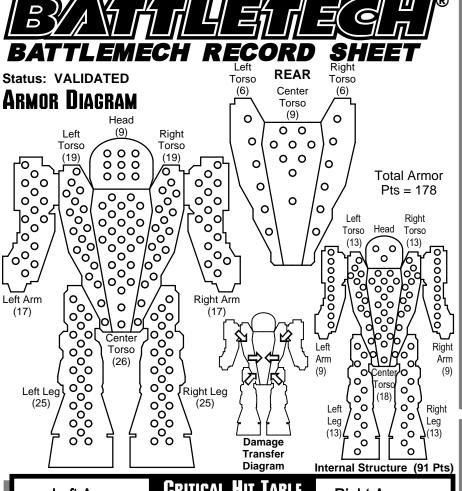
00

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Light Ferro-Fibrous
- Light Ferro-Fibrous 6.

'MECH DATA Type: Shadow Hawk SHD-9D Mass: 55 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 5 (hexes) Weapons Inventory: Loc Ht Dma Min Sht Med Lna Qty Type 1 Medium Pulse Laser RA 6 2 1 Light AC/5 10 2 MML5 LRM (24 salvos/ton) 1/hit 6 7 14 21 SRM (20 salvos/ton) 2/hit -1 C3 Slave Unit HD 1 Targeting Computer Rounds: Ammo Type: Light AC/5 20 MML 5 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Disabled (11)☐ Operational

Warrior Data								
Name:								
Gunnery Skill: Piloting Skill:								
Hits Taken	1	2	3	4	5	6		
Consciousness #	3	5	7	10	11	Dead		

	HEAT SCALE
30	Shutdown
29	Ammo Explosion, avoid on 8+
27	Animo Explosion, avoid on of
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	-2 Movement Points
9	-2 MOVERNETIL FULLS
8	+1 Modifier to Fire
7	+1 Modifier to the
6	
5	-1 Movement Point
4	
3	· M
2	AN CAWER
1	4×M2Damen
0	V



Mass: 55 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 5 (hexes) Weapons Inventory: Type Loc Ht Dmg Min Sht Med Lng Qty 1 ER Medium Laser 4 1 ER Medium Laser 12 1 LRM 15 w/ Artemis IV RT 5 1/hit 6 21 1 Snub-Nose PPC 10 10/8/5 1 Improved C3 CPU LT Rounds: Ammo Type: **LRM 15** 16 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Disabled (25)☐ Operational **W**ARRIOR **D**ATA

'Mech Data

Type: Shadow Hawk SHD-11CS

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

HEAT SCALE

CRITICAL HIT TABLE Left Arm Right Arm Shoulder 1. Shoulder **Upper Arm Actuator Upper Arm Actuator** 2. 2. Head Lower Arm Actuator **Lower Arm Actuator** 1-3 1-3 **Hand Actuator Hand Actuator** Life Support 5. **ER Medium Laser ER Medium Laser** 5. Sensors 6. Endo Steel 6. Endo Steel 3. Cockpit Endo Steel Endo Steel Endo Steel Sensors Light Ferro-Fibrous Endo Steel 2. 2. Life Support Light Ferro-Fibrous Light Ferro-Fibrous 3. 4-6 4-6 Light Ferro-Fibrous Roll Again Roll Again Center Torso 5. Light Ferro-Fibrous 5. Roll Again Roll Again 6. 1. Light Fusion Engine **Light Fusion Engine** 2. Left Torso Right Torso **Light Fusion Engine** Light Fusion Engine Light Fusion Engine Gyro 5. Gyro **Light Fusion Engine Light Fusion Engine** 3. Jump Jet 6. Gyro 3. Jump Jet 1-3 1-3 4. Jump Jet 4. Jump Jet Gyro Snub-Nose PPC **LRM** 15 5. 5. **Light Fusion Engine** 2. Snub-Nose PPC 6. **LRM 15 Light Fusion Engine** 4-6 LRM 15 Improved C3 CPU **Light Fusion Engine** 1. 1. Improved C³ CPU 5. Jump Jet Artemis IV FCS 2. 2. 6. Endo Steel Endo Steel Ammo (LRM 15) 8 4-6 4-6 Ammo (LRM 15) 8 Endo Steel 4. Light Ferro-Fibrous 5. CASE 5. **Engine Hits** 000 Light Ferro-Fibrous Endo Steel **Gyro Hits** 00 00 Left Leg Sensor Hits Right Leg Life Support 1. Hip Hip **Upper Leg Actuator Upper Leg Actuator** Lower Leg Actuator **Lower Leg Actuator** 3. 3. Foot Actuator **Foot Actuator** 4. 4.

5.

6.

Endo Steel

Endo Steel

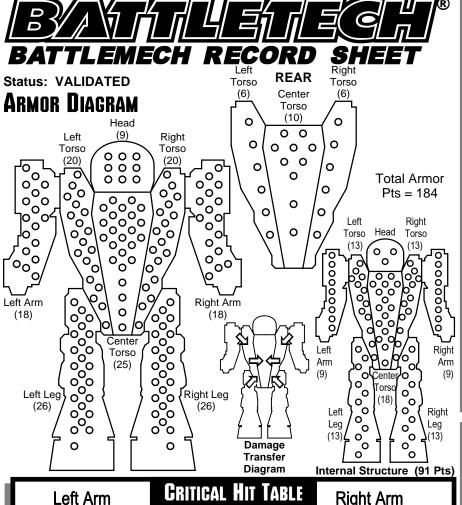
	ntal Jualt
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	•
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	• 1 200 m=
2	ALLY ACTION TO THE
1	TXPOS CONTRACTOR
0	V

Endo Steel

Endo Steel

5.

6.



Right Arm

- **Lower Arm Actuator**
- 1-3 **Hand Actuator**
 - 5. Large Laser
 - Large Laser
- 4-6
 - Roll Again 5.

 - Roll Again

- 2. **Fusion Engine**
- 3. 1-3
- SRM 6 Roll Again 6.
- 4. Roll Again Roll Again

SRM 6

Shoulder

Roll Again

Left Torso

2.

5.

6.

2.

3.

5.

6.

1.

2.

3.

1-3

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

- 5. Roll Again
- 1. Roll Again
- Roll Again
- 2.
- Roll Again 4-6
 - 4. Roll Again 5. Roll Again
 - Roll Again 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink
- 6. Roll Again

- 1. Shoulder
- Head
- Life Support
- Sensors
- 3. Cockpit
- 4. **Medium Laser**
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- **Fusion Engine**
- Gyro

 - 5. Gyro
 - Gyro

 - Gyro **Fusion Engine** 2.
- **Fusion Engine** 4-6
- **Fusion Engine**
- Single Heat Sink 5.
 - Roll Again

Life Support

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00

- **Upper Arm Actuator** 2.
- - **Medium Laser**
 - **Small Laser** 2.
- Roll Again 3.
- Roll Again
 - 6.

Right Torso

- Ammo (SRM 6) 15
- Ammo (SRM 6) 15 2.
- 1-3 ^{3.} Roll Again
- Roll Again
 - Roll Again 5.
 - 6. Roll Again
 - Roll Again 1.
 - Roll Again 2.
- Roll Again 4-6
 - Roll Again
 - Roll Again 5.
 - Roll Again

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink
- Roll Again 6.

WARRIOR **D**ATA Name: **Gunnery Skill:** Piloting Skill:

1 2 3 4 5 6

3

'Mech Data

Inner Sphere

Biped 'Mech

4 2/hit

5

(hexes)

5 10

1

3

- 3

Weapon Heat:

(19)

9

3

9

6

Lốc Ht Dma Min Sht Med Lna

Type: Wolverine WVR-6K

Movement Points: Tech & Configuration:

RA

RA

LT

HD

Rounds:

30

☐ Disabled

Total Heat Sinks: 14 Single

000000000 0000

Mass: 55 tons

Weapons Inventory:

Walking: 5

Running: 8

Jumping: 0

Type

Medium Laser

1 Large Laser

1 Small Laser

1 Medium Laser

Ammo Type:

SRM 6

Auto Eject:

☐ Operational

Hits Taken

Consciousness #

30

29

12

6

5

4

3

2

1

0

1 SRM 6

Qty

HEAT SCALE

** Avoid Inferno explosion on Shutdown
Ammo Explosion, avoid on 8+ (** 12+)

7 10 11 Dead

28 27 Shutdown, avoid on 10+ 26 25 -5 Movement Points

24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ (** 10+) 22

Shutdown, avoid on 8+ 21

-4 Movement Points 20 19 Ammo Explosion, avoid on 4+ (** 8+) Shutdown, avoid on 6+ 18

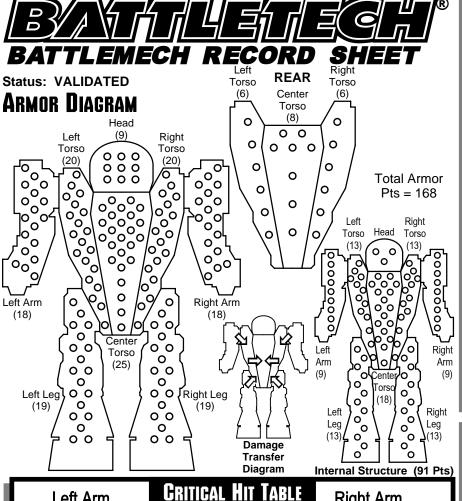
17 +3 Modifier to Fire 16

15 -3 Movement Points Shutdown, avoid on 4+ (** 6+) 14 +2 Modifier to Fire 13

11 10 -2 Movement Points (** 4+)

9 +1 Modifier to Fire 8

-1 Movement Point



Mass: 55 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 5 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 Large Laser 5 10 1 Medium Laser 5 3 RA 9 1 SRM 6 9 LT 4 2/hit -3 Medium Laser HD 5 3 Rounds: Ammo Type: SRM 6 15 Total Heat Sinks: 14 Single 000000000 0000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (18)**W**ARRIOR **D**ATA

'MECH DATA

Type: Wolverine WVR-6M

Left Arm

- Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
- **Hand Actuator**
 - 5. Roll Again
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
- Roll Again
 - 5. Roll Again
 - Roll Again 6.

Left Torso

- Jump Jet 1.
- Jump Jet
- 3. SRM 6
- 1-3 4. SRM 6
 - Roll Again 5.
 - Roll Again
 - 1. Roll Again Roll Again 2.
- Roll Again 4-6
 - 4. Roll Again 5. Roll Again
 - 6. Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink 6. Roll Again

Head

- Life Support
- Sensors
- 3. Cockpit
- 4. **Medium Laser**
- Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- 2. **Fusion Engine**
- **Fusion Engine**
- 1-3
- Gyro
 - 5.
 - Gyro
 - 6. Gyro
 - Gyro
 - **Fusion Engine** 2.
- **Fusion Engine** 4-6
- **Fusion Engine**
 - Jump Jet 5.
 - 6. Roll Again
 - Engine Hits 000 **Gyro Hits** 00

Sensor Hits 00 Life Support

Right Arm

- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
 - **Hand Actuator**
 - 5. Large Laser
 - Large Laser
 - **Medium Laser**
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - Roll Again 5.

 - Roll Again 6.

Right Torso

- Single Heat Sink
- Jump Jet 2.
- 1-3 ^{3.} Jump Jet
 - Ammo (SRM 6) 15
 - Roll Again 5.
 - 6. Roll Again
 - Roll Again 1.
 - Roll Again

4-6

- 2.
- Roll Again Roll Again
- 5. Roll Again
- Roll Again

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink
- Roll Again 6.

HEAT SCALE

1 2 3 4 5 6

3 5 7 10 11 Dead

- ** Avoid Inferno explosion on.. Shutdown
- 29 Ammo Explosion, avoid on 8+ (** 12+)

Piloting Skill:

- 28 27 Shutdown, avoid on 10+ 26
- 25 -5 Movement Points 24 +4 Modifier to Fire

Name:

Gunnery Skill:

Consciousness #

30

17

16

6

5

4

3

2

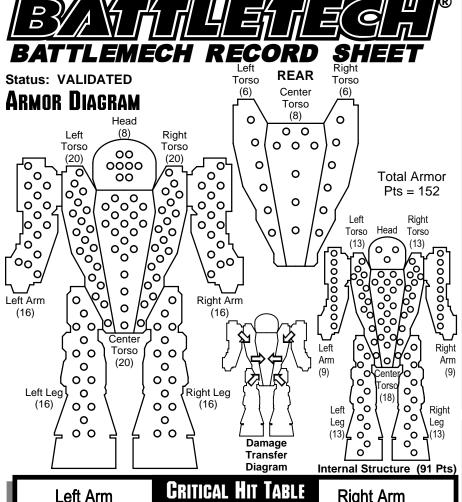
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Hits Taken

- 23 Ammo Explosion, avoid on 6+ (** 10+) 22 Shutdown, avoid on 8+
- 21 -4 Movement Points 20
- 19 Ammo Explosion, avoid on 4+ (** 8+) Shutdown, avoid on 6+ 18
 - +3 Modifier to Fire
- 15 -3 Movement Points Shutdown, avoid on 4+ (** 6+) 14
- +2 Modifier to Fire 13 12
- 11 10 -2 Movement Points (** 4+)
- 9 +1 Modifier to Fire 8
 - -1 Movement Point





Mass: 55 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 5 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 Autocannon/5 5 3 6 12 1 SRM 6 4 2/hit 3 LT 9 9 1 Medium Laser HD 5 3 6 Ammo Type: Rounds: Autocannon/5 20 SRM 6 15 Total Heat Sinks: 12 Single 000000000 00 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (8)**WARRIOR DATA**

'MECH DATA

Type: Wolverine WVR-6R



HEAT SCALE ** Avoid Inferno explosion on.. 30 Shutdown 29

28 27 Ammo Explosion, avoid on 8+ (** 12+) Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ (** 10+) 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ (** 8+) Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ (** 6+) 14 +2 Modifier to Fire 13 12 11 10 -2 Movement Points (** 4+) 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3 2 1 0

CRITICAL HIT TABLE

- Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3 **Hand Actuator**
 - 5. Roll Again
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
 - Roll Again 3.
- 4-6 Roll Again
 - Roll Again 5.
 - Roll Again 6.

Left Torso

- SRM 6 1.
- SRM 6
- 3. Ammo (SRM 6) 15 1-3
 - 4. Roll Again
 - Roll Again 5.
 - Roll Again
 - Roll Again 1.
 - Roll Again 2.
- Roll Again 4-6
- 4. Roll Again
 - 5. Roll Again 6. Roll Again

Left Leg

1. diH

6.

- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- 4. Jump Jet
- 5. Jump Jet

Foot Actuator

Head

- Life Support
- Sensors
- 3. Cockpit
- **Medium Laser**
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- **Fusion Engine** 2.
- **Fusion Engine**
- 1-3
 - Gyro
 - 5. Gyro

 - 6. Gyro
 - Gyro
 - **Fusion Engine**
- **Fusion Engine**
- 4-6
 - **Fusion Engine**
 - Jump Jet 5.
 - Roll Again

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Arm

- Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator**
- 1-3 **Hand Actuator**
 - 5. Autocannon/5
 - 6.
 - Autocannon/5
 - Autocannon/5
 - Autocannon/5 2.
 - Ammo (AC/5) 20 3.
- 4-6 Roll Again
 - Roll Again 5.

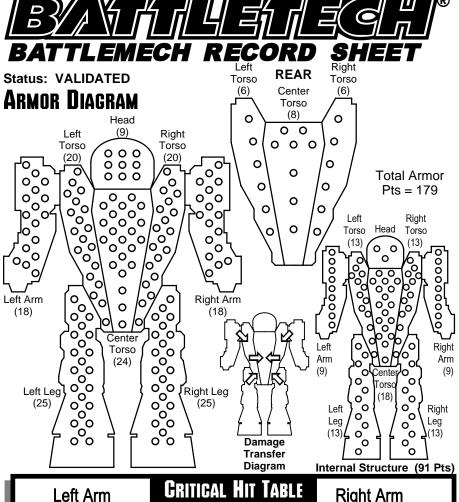
 - Roll Again 6.

Right Torso

- Single Heat Sink
- Roll Again 2.
- 1-3 ^{3.} Roll Again
 - Roll Again
 - Roll Again 5.
 - 6. Roll Again
 - Roll Again 1.
 - Roll Again 2.
- Roll Again 4-6
 - Roll Again
 - 5. Roll Again
 - Roll Again

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.

- Jump Jet
- 6. Jump Jet



- 1. Shoulder **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 **Hand Actuator** 5. Ultra AC/5
 - Ultra AC/5
 - Ultra AC/5 Ultra AC/5 2.
- Ultra AC/5 3. 4-6 Ferro-Fibrous
 - 5. Ferro-Fibrous
 - Ferro-Fibrous 6.

Center Torso 1. XL Engine

Medium Pulse Laser

2. XL Engine

Head

3.

Life Support

Sensors

Cocknit

Sensors

Life Support

- XL Engine 3. 1-3
- Gyro 5. Gyro

Shoulder

2.

5.

6.

2.

3.

5.

6.

3.

4.

5.

1.

2.

5.

1. diH

3.

4.

5.

6.

1-3

4-6

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Left Torso

XL Engine

XL Engine

Single Heat Sink

Ammo (SRM 6) 15

Upper Leg Actuator

Lower Leg Actuator

Foot Actuator

Jump Jet

Jump Jet

1. XL Engine

SRM 6

SRM 6

CASE

4. Roll Again

Roll Again

Roll Again

Roll Again

Left Leg

- 6. Gyro Gyro
- 2. XL Engine
- XL Engine XL Engine
 - 5. Jump Jet Roll Again

Life Support

Engine Hits 000 **Gyro Hits** 00 00 Sensor Hits

Right Torso 1. XL Engine

- XL Engine 2. 3. XL Engine
- 1-3 Single Heat Sink MASC 5.
 - MASC
 - MASC 1.

4-6

- Ammo (Ult AC/5) 20 2. CASE 3.
- Ferro-Fibrous Ferro-Fibrous 5. Ferro-Fibrous

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Jump Jet
- 6. Jump Jet

'MECH DATA

Type: Wolverine WVR-7D

Mass: 55 tons

1 Medium Pulse Laser HD

SRM 6

Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 [10] Biped 'Mech Jumping: 5

Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 Ultra AC/5 5 2 6 13 1 SRM 6 4 2/hit LT 3 9

(hexes)

6

6

Ammo Type: Rounds: 20 Ultra AC/5

15

Total Heat Sinks: 13 Single 000000000 000

Weapon Heat: Auto Eject: ☐ Disabled (10)☐ Operational

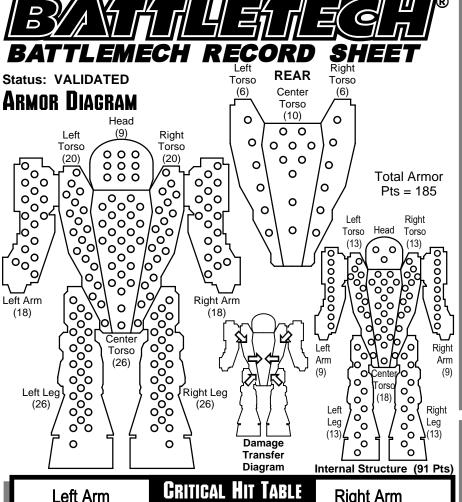
WARRIOR **D**ATA

Name:						
Gunnery Skill:		. Pi	loting	Skill	:	
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT SCALE

	IILHI GUALL
	** Avoid Inferno explosion on
30	Shutdown
29	
28 27	Ammo Explosion, avoid on 8+ (** 12+)
	Object descent associations 40
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	• 12 00 m=

1 0



Mass: 55 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 5 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 Large Pulse Laser 3 1 Small Pulse Laser 3 RA 3 1 SRM 6 9 RT 4 2/hit 1 SRM 6 LT 4 2/hit -1 Medium Pulse Laser HD 6 2 6 Rounds: Ammo Type: SRM 6 30 Total Heat Sinks: 13 Double (26) 000000000 000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (24)

'MECH DATA

Type: Wolverine WVR-7K

WARRIOR **D**ATA Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

HEAT SCALE ** Avoid Inferno explosion on.. 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ (** 12+) Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ (** 10+) 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ (** 8+) Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ (** 6+) 14 +2 Modifier to Fire 13 12 11 10 -2 Movement Points (** 4+) 9 +1 Modifier to Fire 8

-1 Movement Point

6

5

4

3

2

1

0

CRITICAL HIT TABLE

- Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3 **Hand Actuator**
 - 5. Roll Again
 - Roll Again 6.

 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again 5. Roll Again
 - Roll Again 6.

Left Torso

- XL Engine
- XL Engine
- 3. XL Engine 1-3
 - Double Heat Sink
 - Double Heat Sink 5.
 - Double Heat Sink

 - 1. Jump Jet
- 2. Jump Jet
- SRM 6 3. 4-6 4. SRM 6
 - Ammo (SRM 6) 15 5.
 - Roll Again 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Roll Again
- Roll Again 6.

Head

- Life Support
- Sensors
- 3. Cockpit
- **Medium Pulse Laser** 4.
- Sensors
- Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- XL Engine 3.
- 1-3 Gyro

 - 5. Gyro
 - 6. Gyro

 - Gyro
 - XL Engine 2.
- XL Engine 3. 4-6
 - XL Engine
 - 5. Jump Jet
 - Roll Again

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Arm

- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
 - **Hand Actuator**
 - Large Pulse Laser 5.
 - Large Pulse Laser
 - **Small Pulse Laser**

 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - Roll Again 5.

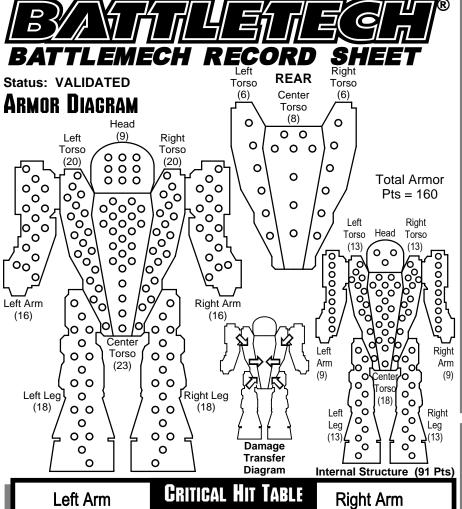
 - Roll Again 6.

Right Torso

- XL Engine 1.
- XL Engine 2.
- 3. XL Engine 1-3 Double Heat Sink
 - Double Heat Sink 5.

 - **Double Heat Sink**
 - 1. Jump Jet
 - 2. Jump Jet
 - 3. SRM 6
- 4-6 SRM 6
 - Ammo (SRM 6) 15 5.
 - Roll Again

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Roll Again
- Roll Again 6.



Name: **Gunnery Skill:**

- 1. Shoulder **Upper Arm Actuator Lower Arm Actuator**
- 1-3 **Hand Actuator** 5. **ER Large Laser** ER Large Laser
 - **ER Large Laser**
 - ER Large Laser 2.
- Roll Again 3. 4-6 Roll Again

2.

- Roll Again 5.
 - Roll Again

1. XL Engine XL Engine

XL Engine Gyro

000

00

00

5. Gyro 6. Gyro

XL Engine

XL Engine

Jump Jet

Roll Again

Engine Hits

Sensor Hits

Life Support

Gyro Hits

Head

3.

2.

3. 1-3

5.

Life Support

Medium Pulse Laser

Sensors

Cockpit

Sensors

Life Support

Center Torso

Double Heat Sink Gyro Double Heat Sink 2. XL Engine

4-6

5. Double Heat Sink

Shoulder

Roll Again

Left Torso

XL Engine

XL Engine

XL Engine

2.

5.

6.

2.

3.

5.

6.

3.

1-3

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

- 1. Jump Jet
- 2. Jump Jet SRM 6 3. 4-6
 - 4. SRM 6 Ammo (SRM 6) 15 5.
 - Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Roll Again Roll Again 6.

Right Torso

- 1. XL Engine 2.
- XL Engine 3. XL Engine 1-3
- Jump Jet Jump Jet 5.
 - 6. MASC
 - MASC 1.
 - MASC 2.
- Medium Pulse Laser 3. 4-6
 - Roll Again Roll Again 5.

 - Roll Again

Right Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Roll Again

Roll Again 6.

Piloting Skill: Hits Taken 1 2 3 4 5

3 5 7 10 11 Dead

'MECH DATA

Inner Sphere

12

Rounds:

15

☐ Disabled

WARRIOR **D**ATA

Total Heat Sinks: 12 Double (24)

000000000 00

4 2/hit

(hexes)

- 7 14

Weapon Heat:

(36)

6

6

9

Lốc Ht Dma Min Sht Med Lna

Type: Wolverine WVR-7M

Movement Points: Tech & Configuration:

Running: 8 [10] Biped 'Mech

Mass: 55 tons

Weapons Inventory:

1 Medium Pulse Laser RT

Medium Pulse Laser HD

Walking: 5

Jumping: 5

Type

2 ER Large Laser

Qty

1 SRM 6

Ammo Type:

SRM 6

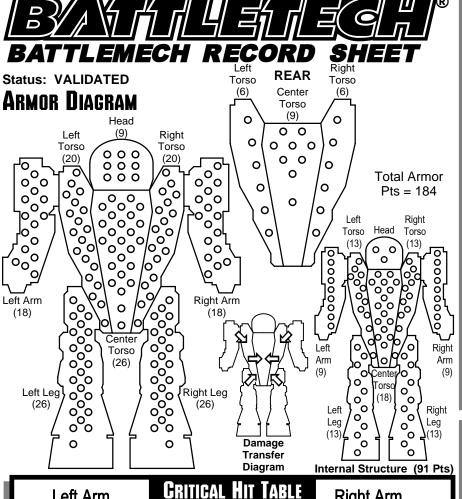
Auto Eject:

☐ Operational

Consciousness #

1 0

	HEAL SUALE
	** Avoid Inferno explosion on
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	• M



Head

3.

2.

3. 1-3

> 5. Gyro

6.

2.

3. 4-6

5.

Life Support

Sensors

Cockpit C3 Slave Unit

Sensors

1. XL Engine

Gyro

Gyro

Gyro

XL Engine

XL Engine

XL Engine

XL Engine

XL Engine

Jump Jet

Engine Hits

Life Support

000

00

00

Life Support

Center Torso

Right Arm

- 1. Shoulder **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 **Hand Actuator** Large Pulse Laser 5.
 - Large Pulse Laser
 - **Small Pulse Laser**
 - Endo Steel 2.
- Endo Steel 3. 4-6
 - Roll Again Roll Again 5.

 - Roll Again

Right Torso

- 1. XL Engine
- XL Engine 2.
- 3. XL Engine 1-3
 - Double Heat Sink Double Heat Sink 5.
 - **Double Heat Sink**
 - 1. Jump Jet
- Jump Jet Medium Pulse Laser 4-6
 - Streak SRM 6
 - Streak SRM 6
 - Ammo (Streak 6) 15

Endo Steel **Gyro Hits** Left Leg Sensor Hits

- 1. diH
- **Upper Leg Actuator Lower Leg Actuator** 3.
- **Foot Actuator** 4.

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

6.

3.

5.

1.

2.

5.

6.

1-3

4-6 4.

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Roll Again

Roll Again

Roll Again

Left Torso

XL Engine

XL Engine

XL Engine

Jump Jet

Jump Jet

Streak SRM 6

Streak SRM 6

Fndo Steel

Double Heat Sink

Double Heat Sink

Double Heat Sink

- 5. Endo Steel
- Endo Steel 6.

5.

Endo Steel

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Endo Steel 6.

Type: Wolverine WVR-8C Mass: 55 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 5 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 Large Pulse Laser 1 Small Pulse Laser 3 RA 3 1 Streak SRM 6 9 RT 4 2/hit 1 Streak SRM 6 LT 4 2/hit Medium Pulse Laser CT 6 6 1 C3 Slave Unit HD Ammo Type: Rounds: Streak SRM 6 15 Total Heat Sinks: 13 Double (26) 000000000 000

'MECH DATA

Warrior Data						
Name:						
Gunnery Skill: Piloting Skill:						
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

☐ Disabled

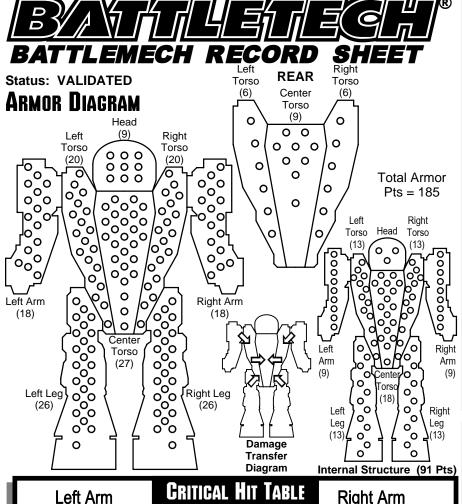
Auto Eject:

☐ Operational

Weapon Heat:

(24)

	HEAT SCALE
	Chartelesses
30 29	Shutdown
28	Ammo Explosion, avoid on 8+
27	Annilo Explosion, avoid on or
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	-2 Movement Points
9	-2 Movement Points
8	+1 Modifier to Fire
7	+1 Modifier to Fire
6	
5	-1 Movement Point
4	i movement i onic
3	M
2	AC COMPANDE
1	4×Menonico.
0	V
	•



Right Arm 1. Shoulder

- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3 **Hand Actuator**
 - 5. Rotary AC/2
 - 6. Rotary AC/2
 - Rotary AC/2
 - Endo Steel 2.
 - Endo Steel 3.
- 4-6 Endo Steel
 - 5. Roll Again
 - Roll Again 6.

1. XL Engine XL Engine

- Right Torso XL Engine 1. XL Engine
- Gyro Gyro XL Engine 2.
- Gyro 3. XL Engine 1-3
- Targeting Computer Gyro
- Targeting Computer 2. XL Engine
- **Targeting Computer** XL Engine 4-6
 - XL Engine 1. Ammo (RAC/2) 45 5. Jump Jet
 - Ammo (RAC/2) 45 2. Endo Steel
 - 3. MASC 4-6 4. MASC

00

MASC Endo Steel 5. Engine Hits 000 CASE

Sensor Hits

Life Support

Head

3.

2.

3. 1-3

5.

6.

Life Support

Sensors

Cocknit **ER Medium Laser**

Sensors

Life Support

Center Torso

Roll Again **Gyro Hits** 00

Left Leg

Shoulder

2.

5.

6.

2.

3.

5.

6.

3.

5.

1.

2.

4.

5.

1-3

4-6

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Roll Again

Roll Again

Left Torso

XL Engine

XL Engine

XL Engine

CASE

Endo Steel

Endo Steel

Endo Steel

Streak SRM 6

Streak SRM 6

Ammo (Streak 6) 15

- 1. Hip
- **Upper Leg Actuator Lower Leg Actuator** 3.
- Foot Actuator 4.
- 5. Jump Jet
- 6. Jump Jet

Right Leg 1.

- Hip **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Jump Jet
- 6. Jump Jet

Ammo Type: Rounds: 90 Rotary AC/2 Streak SRM 6 15 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (15)

'MECH DATA

Inner Sphere

4 2/hit

5

(hexes)

6 12

6 9

8

12

3

Loc Ht Dmg Min Sht Med Lng

Type: Wolverine WVR-8D

Movement Points: Tech & Configuration:

Running: 8 [10] Biped 'Mech

LT

HD

Mass: 55 tons

Weapons Inventory:

Walking: 5

Jumping: 5

1 Rotary AC/2

1 Streak SRM 6

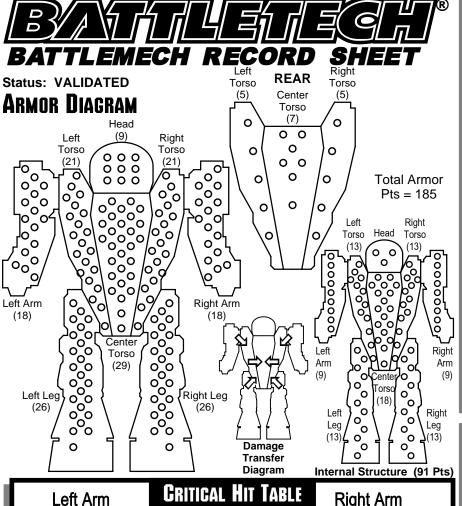
1 ER Medium Laser

1 Targeting Computer

Qty Type

WARRIOR DATA						
Name:						
Gunnery Skill: Piloting Skill:						
Hits Taken	1	2	3	4	5	6
Consciousness # 3 5 7 10 11 Dead					Dead	

	HEAT SCALE
30	Shutdown
29 28 27	Ammo Explosion, avoid on 8+
26 25	Shutdown, avoid on 10+ -5 Movement Points
24	+4 Modifier to Fire Ammo Explosion, avoid on 6+
22 21	Shutdown, avoid on 8+
20 19	-4 Movement Points Ammo Explosion, avoid on 4+
18 17 16	Shutdown, avoid on 6+ +3 Modifier to Fire
15 14	-3 Movement Points Shutdown, avoid on 4+
13	+2 Modifier to Fire
11	-2 Movement Points
9	+1 Modifier to Fire
6	
5 4 3	-1 Movement Point
2	AN CAMER
0	V



Mass: 55 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 5 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 ER PPC 15 10 - 7 14 1 ER Medium Laser 5 RA 12 1 Streak SRM 6 9 LT 4 2/hit Medium Pulse Laser HD Rounds: Ammo Type: Streak SRM 6 15 Total Heat Sinks: 15 Double (30) 000000000 00000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (28)

'MECH DATA

Type: Wolverine WVR-8K

WARRIOR **D**ATA Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead **HEAT SCALE**

30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 -1 Movement Point 5 4 3 2 1 n

CRITICAL HIT TABLE

- Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
 - **Hand Actuator**
 - 5. Roll Again
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again 5. Roll Again
 - 6. Roll Again

Left Torso

- XL Engine
- XL Engine
- 3. XL Engine 1-3
 - Double Heat Sink
 - Double Heat Sink 5.
 - Double Heat Sink
 - Streak SRM 6 1.
 - Streak SRM 6 2.
- Ammo (Streak 6) 15
- 4-6 4. CASE
 - 5. Roll Again
 - Roll Again 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5.
- Jump Jet 6. Jump Jet

Head

- Life Support
- Sensors
- 3. Cockpit
- **Medium Pulse Laser**
- Sensors
- Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- XL Engine 3.
- 1-3
- Gyro

 - 5. Gyro
 - 6. Gyro

 - Gyro
- 2. XL Engine
- XL Engine 3.
 - XL Engine
 - 5. Jump Jet
 - 6. Roll Again

Life Support

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00

Right Arm

- Shoulder **Upper Arm Actuator** 2.
- Lower Arm Actuator 1-3
 - **Hand Actuator**
 - 5. Double Heat Sink
 - **Double Heat Sink**

 - **Double Heat Sink**
 - ER PPC 2.
- ER PPC 3.
- 4-6 ER PPC

 - ER Medium Laser 5.

 - 6. Roll Again

Right Torso

- XL Engine 1.
- XL Engine 2.
- XL Engine
- 1-3 3. Double Heat Sink
 - **Double Heat Sink** 5.
 - **Double Heat Sink**

 - Double Heat Sink
 - 2. Double Heat Sink
 - Double Heat Sink 3.
 - Roll Again
 - Roll Again 5.
 - Roll Again

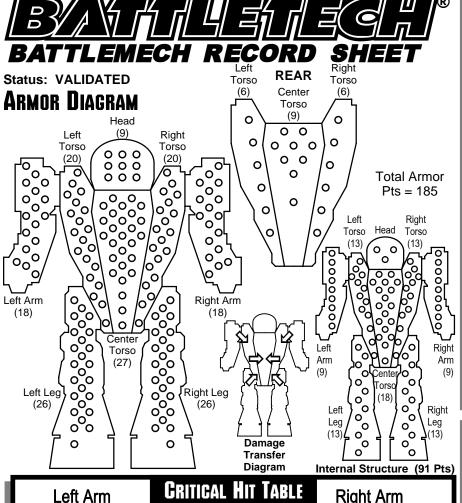
Right Leg

Hip 1.

4-6

- 3.
- **Foot Actuator** 4.

- Jump Jet



- **Upper Arm Actuator**
- **Lower Arm Actuator** 1-3 **Hand Actuator**
 - 5. Rotary AC/2
 - 6. Rotary AC/2
 - Rotary AC/2
- Endo Steel 2. Endo Steel 3.
- 4-6 Roll Again
 - Roll Again 5.
- Roll Again

1. XL Engine

- XL Engine
- XL Engine
- 1-3
- 5.
- XL Engine 3. XL Engine Streak SRM 6

Shoulder

2.

5.

6.

2.

3.

5.

6.

1-3

4-6

1-3

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Endo Steel

Endo Steel

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Left Torso

XL Engine

- Streak SRM 6 5.
- 6. MASC
- MASC 1.
- MASC 2.
- Endo Steel 4-6
 - 4. Endo Steel
 - 5. Endo Steel
 - Endo Steel 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Endo Steel 6.

- 1. Shoulder 2.
- Head Life Support
- Sensors
- 3. Cockpit
- 4. TAG
- Sensors
- Life Support

Center Torso

- 2.
- 3.
- Gyro

 - Gyro
 - 6. Gyro
 - Gyro
 - 2. XL Engine
- XL Engine 3. 4-6
 - XL Engine

Life Support

- 5. **Medium Pulse Laser**
- Medium Pulse Laser 4-6

Engine Hits 000 Gyro Hits 00 Sensor Hits 00

- Right Torso 1. XL Engine
- XL Engine 2.
- XL Engine
- 1-3 3. Double Heat Sink
 - **Double Heat Sink** 5.
 - **Double Heat Sink**

 - 1. Ammo (Streak 6) 15
 - Ammo (RAC/2) 45 2.
 - Ammo (RAC/2) 45
 - CASE
 - Endo Steel 5.
 - Endo Steel

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Endo Steel 6.

WARRIOR **D**ATA

Name:						
Gunnery Skill:	. Pi	loting	Skill	:		
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

'MECH DATA

Inner Sphere

2

6

4 2/hit

(hexes)

6 12

Weapon Heat:

(18)

9

6

Lốc Ht Dma Min Sht Med Lna

Type: Wolverine WVR-9D

Movement Points: Tech & Configuration:

Running: 8 [10] Biped 'Mech

LT

Rounds:

90

15

☐ Disabled

Total Heat Sinks: 12 Double (24)

000000000 00

Mass: 55 tons

Weapons Inventory:

2 Medium Pulse Laser CT

Walking: 5

Jumping: 0

1 Rotary AC/2

1 Streak SRM 6

Qty Type

1 TAG

Ammo Type:

Rotary AC/2

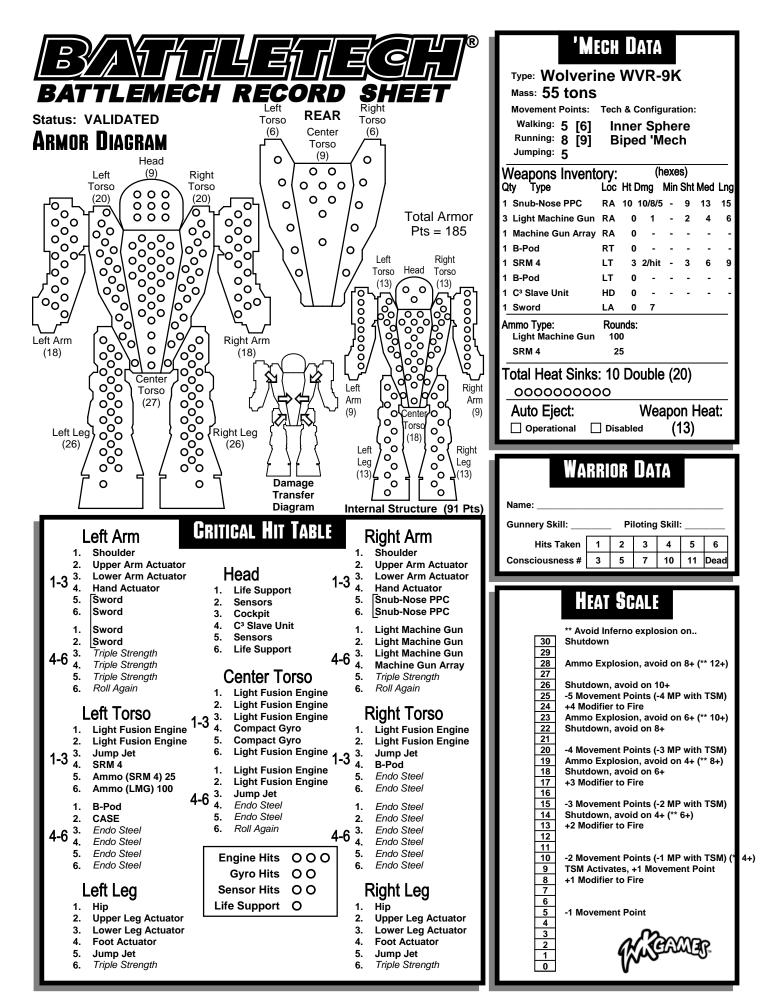
Streak SRM 6

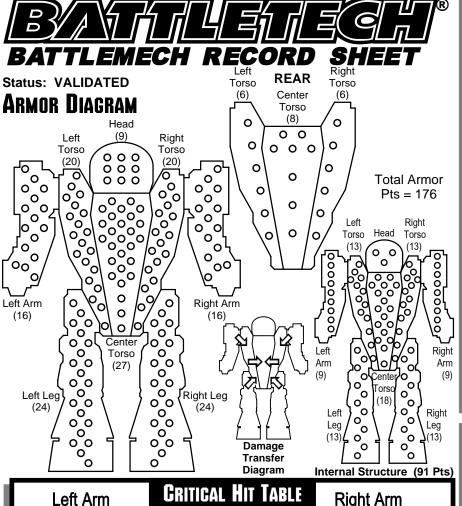
Auto Eject:

☐ Operational

ш		401	т.
П	741	-1147	

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
3	00
2	1 2000000
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LU	V





Mass: 55 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 5 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 Heavy PPC 15 15 3 6 12 1 Streak SRM 6 4 2/hit LT 3 9 1 ER Medium Laser HD 5 12 8 Ammo Type: Rounds: Streak SRM 6 15 Total Heat Sinks: 15 Double (30) 000000000 00000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (24)**W**ARRIOR **D**ATA

'MECH DATA

Type: Wolverine WVR-9M

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

HEAT SCALE

30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 -1 Movement Point 5 4 3 2 1 n

CRITICAL HIT TABLE

- Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3 **Hand Actuator**
 - 5. Roll Again
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again 5. Roll Again
 - Roll Again 6.

Left Torso

- XL Engine
- XL Engine
- 3. XL Engine 1-3
 - Double Heat Sink
 - Double Heat Sink 5.
 - Double Heat Sink
 - Streak SRM 6 1.
 - Streak SRM 6 2.
- Ammo (Streak 6) 15 4-6
 - 4. CASE
 - 5. Roll Again
 - Roll Again 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Jump Jet
- 6. Jump Jet

Head

- Life Support
- Sensors
- 3. Cockpit
- **ER Medium Laser**
- Sensors
- Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- XL Engine 3.
- 1-3
 - Gyro
 - 5. Gyro

 - 6. Gyro
 - Gyro
 - XL Engine 2.
- XL Engine

- XL Engine
- 5. Jump Jet 6. Roll Again
- Engine Hits 000

00

Sensor Hits 00 Life Support

Gyro Hits

Right Arm

- Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator**
- 1-3 **Hand Actuator**
 - 5. Double Heat Sink
 - 6. **Double Heat Sink**

 - **Double Heat Sink**
 - Heavy PPC 2.
- Heavy PPC 3. 4-6
 - Heavy PPC
 - - Heavy PPC 5.

 - Roll Again

Right Torso

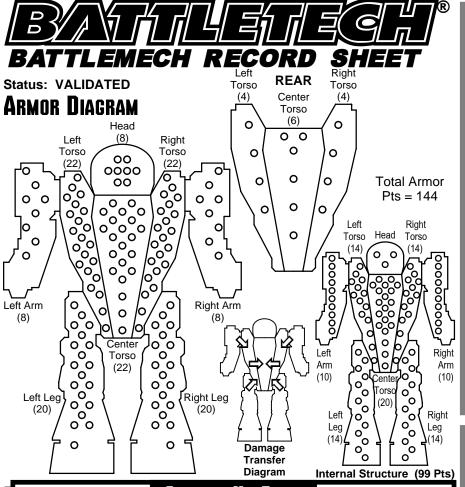
- XL Engine 1.
- XL Engine 2.
- 1-3 3. XL Engine
 - Double Heat Sink **Double Heat Sink** 5.
 - **Double Heat Sink**
 - Double Heat Sink
 - 2. Double Heat Sink
 - Double Heat Sink 3.
 - Roll Again
 - Roll Again 5.
 - Roll Again

Right Leg

Hip

4-6

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Jump Jet
- 6. Jump Jet



(hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Qty Type 1 SRM 4 3 2/hit - 3 1 Large Laser 10 15 RT 1 Medium Laser RT 9 1 Large Laser LT 5 10 1 Medium Laser 5 3 LT 6 9 Rounds: Ammo Type: SRM 4 25 Total Heat Sinks: 15 Single 000000000 00000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (25)**W**ARRIOR **D**ATA

'MECH DATA

Inner Sphere

Biped 'Mech

Movement Points: Tech & Configuration:

Type: Ostroc OSR-2C

Mass: 60 tons

Walking: 5

Running: 8

Jumping: 0

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

HEAT SCALE ** Avoid Inferno explosion on.. 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ (** 12+) Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ (** 10+) 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ (** 8+) Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ (** 6+) 14 +2 Modifier to Fire 13 12 11 10 -2 Movement Points (** 4+) 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3 2 1

n

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- Lower Arm Actuator 1-3
- Roll Again
 - 5. Roll Again
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again 5. Roll Again
 - Roll Again 6.

Left Torso

- Large Laser
- Large Laser
- 3. Medium Laser 1-3
 - 4. Roll Again
 - Roll Again 5.
 - Roll Again
 - Roll Again 1.
 - Roll Again 2.
- Roll Again 4-6
 - 4. Roll Again 5. Roll Again
 - Roll Again 6.

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink 6. Roll Again

Head

- Life Support
- Sensors
- 3. Cockpit
- Single Heat Sink
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- **Fusion Engine** 2.
- **Fusion Engine**
- 1-3
- Gyro

 - 5. Gyro
 - 6. Gyro

 - Gyro
- **Fusion Engine**
- **Fusion Engine** 4-6
- **Fusion Engine**
 - Ammo (SRM 4) 25 5.
 - Roll Again

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Arm

- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator**
- 1-3 Roll Again
 - Roll Again 5.
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
 - Roll Again 3.
- 4-6 Roll Again

 - Roll Again 5.

 - Roll Again

Right Torso

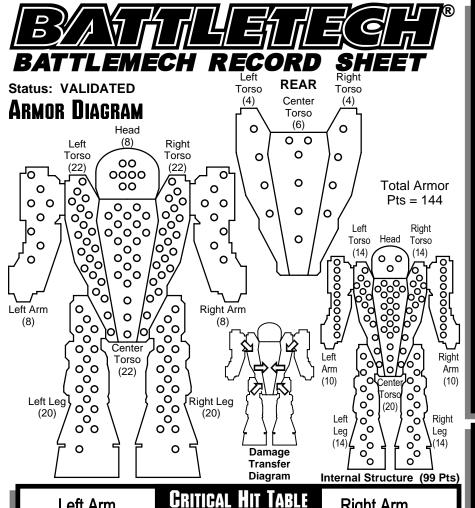
- SRM 4 1.
- Large Laser 2.
- 3. Large Laser 1-3 Medium Laser
 - Roll Again 5.
 - 6. Roll Again

 - Roll Again 1. Roll Again
 - 2.
 - Roll Again 3.

4-6

- 4. Roll Again
- 5. Roll Again
- Roll Again

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink
- Roll Again 6.



- 1. Shoulder 2.
- 1-3

 - 6.
 - Roll Again
 - Roll Again
- 4-6
 - Roll Again 5.
- Roll Again

Center Torso

- **Fusion Engine**
- 2. **Fusion Engine**
- **Fusion Engine**
- ER Large Laser
- ER Large Laser 3. Medium Laser

Left Arm

Shoulder

Roll Again

Left Torso

2.

5.

6.

2.

3.

5.

6.

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

- 1-3 4. Roll Again
 - Roll Again 5.
 - Roll Again
 - 1. Roll Again
 - Roll Again 2.
 - Roll Again
- 4-6 4. Roll Again
 - 5. Roll Again
 - Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink 6. Roll Again

- Head
- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

- 1-3
- Gyro
- - 5. Gyro
 - 6. Gyro
 - Gyro
 - **Fusion Engine**
- **Fusion Engine** 4-6
- **Fusion Engine**
 - Single Heat Sink 5.

 - Ammo (SRM 4) 25

Engine Hits 000 Gyro Hits 00 **Sensor Hits** 00 Life Support

- **Upper Arm Actuator**
- **Lower Arm Actuator**
- **Hand Actuator**
 - Roll Again 5.
 - Roll Again
- Roll Again 2.
- 3.
- Roll Again

Right Torso

- SRM 4 1.
- ER Large Laser 2.
- 3. ER Large Laser 1-3 Medium Laser
 - Roll Again 5.
 - 6. Roll Again
 - Roll Again 1.
 - Roll Again 2.
- Roll Again 4-6
 - 4. Roll Again
 - 5. Roll Again
 - Roll Again

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Single Heat Sink
- Roll Again 6.

(hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Qty Type 1 SRM 4 3 2/hit - 3 1 ER Large Laser 19 1 Medium Laser RT 1 ER Large Laser 1 Medium Laser 5 3 LT 6 9 Ammo Type: Rounds: SRM 4 25 Total Heat Sinks: 15 Single 000000000 00000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (33)**W**ARRIOR **D**ATA Name:

Piloting Skill:

4 5 6

'MECH DATA

Inner Sphere

Biped 'Mech

Movement Points: Tech & Configuration:

Type: Ostroc OSR-2D

Mass: 60 tons

Walking: 5

Running: 8

Jumping: 0

Gunnery Skill:

Consciousness #

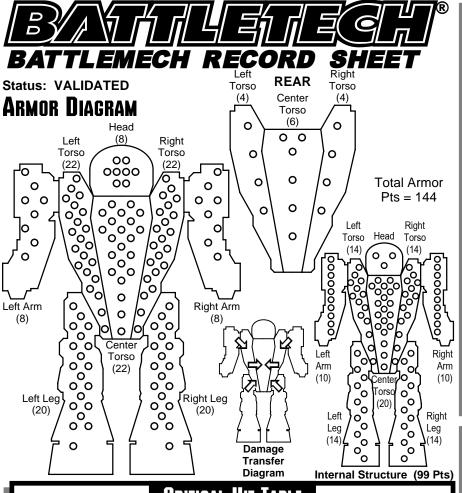
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Hits Taken

1 2 3

3 5 7 10 11 Dead

	HEAT SCALE
	** Avoid Inferno explosion on
30 29	Shutdown
28	Ammo Explosion, avoid on 8+ (** 12+)
27	/ =
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	4 Marramant Baint
<u>5</u>	-1 Movement Point
3	00
2	16 20000000
1	an Merringal



Type: Ostroc OSR-2L Mass: 60 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 Large Laser 5 10 1 Medium Laser 3 RT 9 1 LRM 5 7 14 RT 21 2 1/hit 6 1 Large Laser LT 8 5 10 1 Medium Laser 5 3 LT 6 9 Rounds: Ammo Type: LRM 5 24 Total Heat Sinks: 15 Single 000000000 00000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (24)

'MECH DATA

WARRIOR **D**ATA Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

HEAT SCALE 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3 2 1

0

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- Lower Arm Actuator 1-3
- Roll Again
 - 5. Roll Again Roll Again 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3.
- 4-6 Roll Again
 - 5. Roll Again
 - Roll Again 6.

Left Torso

- Large Laser
- Large Laser 3. Medium Laser
- 1-3 4. Roll Again
 - Roll Again 5.
 - Roll Again
 - 1. Roll Again
 - Roll Again 2.
- Roll Again 4-6
- 4. Roll Again
 - 5. Roll Again Roll Again 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink 6. Roll Again

Head

- Life Support
- Sensors
- 3.
- Cockpit 4.
- Roll Again Sensors
- Life Support

- Center Torso
- **Fusion Engine**
- **Fusion Engine** 2.
- **Fusion Engine**
- 1-3 Gyro
 - 5. Gyro
 - 6. Gyro
 - Gyro
- **Fusion Engine**
- Fusion Engine
- 4-6 **Fusion Engine**

Life Support

- - Single Heat Sink 5.
 - Ammo (LRM 5) 24

Engine Hits OOO Gyro Hits 00 **Sensor Hits** 00

Right Arm

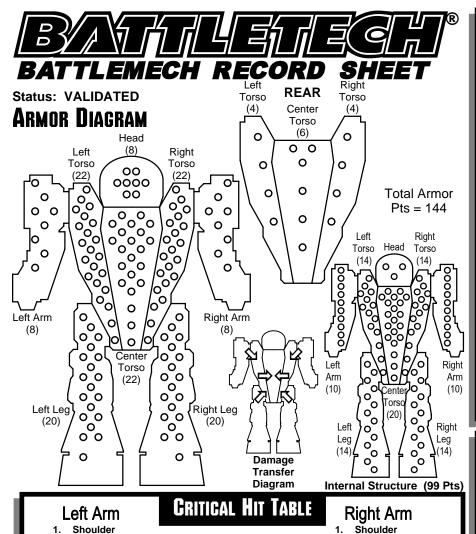
- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator**
- 1-3 Roll Again
 - Roll Again 5.
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
 - Roll Again 3.
- 4-6 Roll Again
 - Roll Again 5.

 - Roll Again

Right Torso

- Large Laser
- Large Laser 2.
- 3. Medium Laser
- 1-3 4. LRM 5
 - Roll Again 5.
 - 6. Roll Again
 - Roll Again 1.
 - Roll Again
 - 2.
- Roll Again 4-6
 - 4. Roll Again
 - 5. Roll Again
 - Roll Again

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink



- **Upper Arm Actuator** 2.
- **Lower Arm Actuator**
- 1-3 Roll Again
 - Roll Again 5.
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - Roll Again 5.
 - Roll Again

Center Torso

Fusion Engine

Fusion Engine

Fusion Engine

Jump Jet

Single Heat Sink

Life Support

Fusion Engine

Life Support

Sensors

Cockpit Roll Again

Sensors

2. **Fusion Engine**

Gyro

Head

- **Fusion Engine** 1-3
- Gyro

3.

- 5. Gyro

4-6

5.

- Large Laser 6. Gyro Large Laser
- Roll Again 5.

Upper Arm Actuator

Lower Arm Actuator

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again Roll Again

Roll Again

Left Torso

Jump Jet

Jump Jet

2.

5.

6.

2.

3.

5.

6.

3.

1-3 4.

1-3

4-6

- Roll Again
- Roll Again 1.
- Roll Again
- 2.
- Roll Again 4-6 4. Roll Again
 - 5. Roll Again
 - Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink 6. Roll Again
- Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Torso

- Jump Jet
- Jump Jet 2.
- 1-3 ^{3.} Large Laser
- Large Laser
 - Roll Again 5.
 - 6. Roll Again
 - Roll Again 1.
 - Roll Again 2.
 - Roll Again
 - Roll Again 5. Roll Again
 - Roll Again

Right Leg

1. Hip

4-6

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Single Heat Sink
- Roll Again 6.

Type: Ostroc OSR-2M Mass: 60 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 5 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 Large Laser 8 - 5 10 15 1 Large Laser LT 8 5 10 15 Total Heat Sinks: 15 Single 000000000 00000

'MECH DATA

WARRIOR **D**ATA Name: **Gunnery Skill: Piloting Skill:** 4 5 6 Hits Taken 1 2 3 Consciousness # 3 5 7 10 11 Dead

☐ Disabled

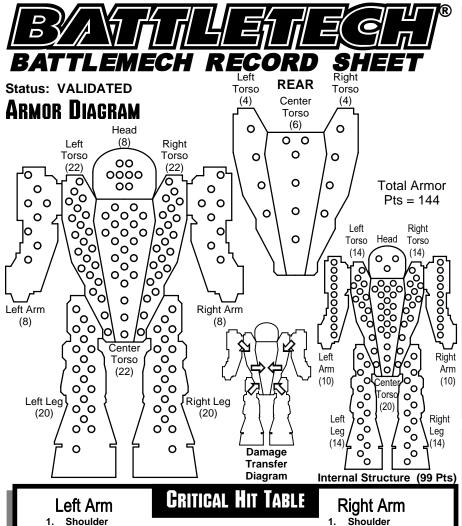
Auto Eject:

☐ Operational

Weapon Heat:

(16)

	HEAT SCALE
30	Shutdown
29 28 27	Ammo Explosion, avoid on 8+
26 25	Shutdown, avoid on 10+ -5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22 21	Shutdown, avoid on 8+
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+ +2 Modifier to Fire
12	+2 Modifier to Fire
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
3	00
2	A BOMBO
1	ANGENTER.
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- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
- Roll Again
 - Roll Again 5.
 - Roll Again 6.
 - Roll Again Roll Again 2.
- Roll Again 3.
- 4-6 Roll Again
 - Roll Again 5.
 - Roll Again

- **Fusion Engine** 2.
- Gyro

3.

- Single Heat Sink
- Large Laser Large Laser

Upper Arm Actuator

Lower Arm Actuator

Roll Again

Left Torso

2.

5.

6.

2.

3.

5.

6.

1-3

4-6

1-3

- 3. 4. Roll Again
- Roll Again 5.
- Roll Again
- Roll Again 1.
- Roll Again 2.
- Roll Again 4-6
- 4. Roll Again
 - 5. Roll Again Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- Single Heat Sink 6. Roll Again
- 5.

- Life Support
- Center Torso

Life Support

Sensors

Cockpit Roll Again

Sensors

- **Fusion Engine**

Head

- **Fusion Engine** 1-3
 - 5. Gyro

 - 6. Gyro
 - Gyro
 - **Fusion Engine** 2.
- **Fusion Engine**
- 4-6
 - **Fusion Engine**
 - Roll Again 5.
 - Roll Again

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Torso

- Large Laser
- Large Laser 2.
- Large Laser
- 1-3 ^{3.} Large Laser
 - Roll Again 5.
 - 6. Roll Again
 - Roll Again 1.
 - Roll Again 2.
- Roll Again 4-6
 - Roll Again
 - 5. Roll Again Roll Again

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Single Heat Sink
- Roll Again 6.

WARRIOR **D**ATA

Total Heat Sinks: 15 Single

000000000

Auto Eject:

☐ Operational

Name: **Gunnery Skill:** Piloting Skill: 6 Hits Taken 1 2 3 4 5 Consciousness # 3 7 10 11 Dead

☐ Disabled

'Mech Data

Inner Sphere

Biped 'Mech

8

8

00000

Weapon Heat:

(24)

(hexes)

- 5 10 15

5 10 15

Lốc Ht Dma Min Sht Med Lna

Movement Points: Tech & Configuration:

LT

Type: Ostroc OSR-3C

Mass: 60 tons

Weapons Inventory:

Walking: 5

Running: 8

Jumping: 0

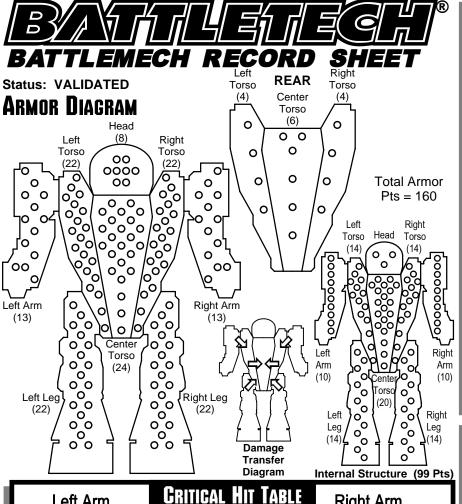
Type

2 Large Laser

1 Large Laser

HEAT SCALE

ı	30	Shutdown
ı	29	
ı	28	Ammo Explosion, avoid on 8+
ı	27	•
1	26	Shutdown, avoid on 10+
1	25	-5 Movement Points
I	24	+4 Modifier to Fire
I	23	Ammo Explosion, avoid on 6+
I	22	Shutdown, avoid on 8+
	21	
I	20	-4 Movement Points
I	19	Ammo Explosion, avoid on 4+
I	18	Shutdown, avoid on 6+
	17	+3 Modifier to Fire
	16	
I	15	-3 Movement Points
l	14	Shutdown, avoid on 4+
l	13	+2 Modifier to Fire
Į	12	
ļ	11	
Į	10	-2 Movement Points
ļ	9	
ļ	8	+1 Modifier to Fire
ļ	7	
ļ	6	
ļ	5	-1 Movement Point
ļ	4	
ļ	3	
ŀ	2	an retivities.
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Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 Rocket Launcher 15 (OS) RT 4 1/hit - 4 Rocket Launcher 10 (OS) RT 3 1/hit 5 11 18 1 Large Laser 5 15 10 1 Medium Laser RT 5 3 1 Rocket Launcher 15 (OS) LT 4 1/hit 15 1 Rocket Launcher 10 (OS) I T 3 1/hit -5 18 11 1 Large Laser 5 1 Medium Laser LT 5 3 6 9 Total Heat Sinks: 15 Single 000000000 00000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (22)**W**ARRIOR **D**ATA

'MECH DATA

Movement Points: Tech & Configuration:

Type: Ostroc OSR-4C

Mass: 60 tons

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 7 10 11 Dead

HEAT SCALE

Left Arm Right Arm Shoulder 1. Shoulder **Upper Arm Actuator** 2. **Upper Arm Actuator** 2. Head **Lower Arm Actuator** Lower Arm Actuator 1-3 1-3 **Hand Actuator Hand Actuator** Life Support 5. Ferro-Fibrous Ferro-Fibrous 5. Sensors Ferro-Fibrous Ferro-Fibrous 6. 6. Cocknit Single Heat Sink Ferro-Fibrous Ferro-Fibrous Sensors Roll Again Roll Again 2. 2. Life Support Roll Again Roll Again 3. 3. 4-6 4-6 Roll Again Roll Again Center Torso 5. Roll Again 5. Roll Again Roll Again 6. Roll Again 6. **Fusion Engine Fusion Engine** Left Torso Right Torso **Fusion Engine** Rocket Launcher 15 (OS) 1-3 Gyro Rocket Launcher 15 (OS) Rocket Launcher 15 (OS) 5. Gyro Rocket Launcher 15 (OS) Rocket Launcher 10 (OS) Rocket Launcher 10 (OS) 3. 6. Gyro 3. 1-3 1-3 4. Large Laser Large Laser Gyro Large Laser Large Laser 5. 5. **Fusion Engine** Medium Laser Medium Laser Fusion Engine 4-6 Ferro-Fibrous **Fusion Engine** Ferro-Fibrous 1. 1. Ferro-Fibrous Ferro-Fibrous 5. Ferro-Fibrous 2. 2. Ferro-Fibrous Roll Again Roll Again 4-6 4-6 4. Roll Again Roll Again 5. Roll Again 5. Roll Again Engine Hits OOO Roll Again Roll Again **Gyro Hits** 00 **Sensor Hits** 00 Left Leg Right Leg Life Support 1. Hip 1. Hip **Upper Leg Actuator Upper Leg Actuator** Lower Leg Actuator **Lower Leg Actuator** 3. 3. Foot Actuator **Foot Actuator**

4.

5.

6.

Single Heat Sink

Ferro-Fibrous

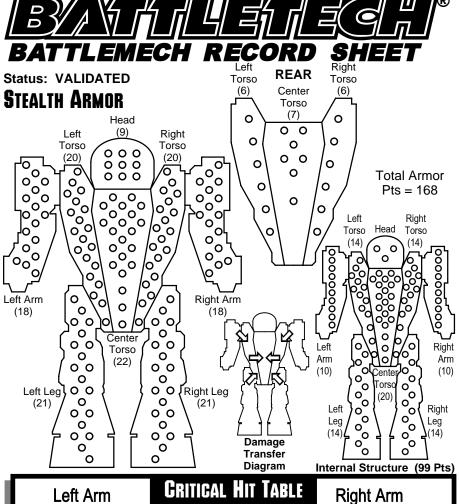
30	Shutdown
29	
28 27	Ammo Explosion, avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	
	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	4.00
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	. 1200
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Single Heat Sink

Ferro-Fibrous

4.

6.



1. Shoulder

- **Upper Arm Actuator** 2.
- 1-3 **Hand Actuator**

 - Stealth Armor

- **Fusion Engine**
- 1-3

3.

- Guardian ECM Guardian ECM 3. ER Large Laser

Shoulder

2.

5.

6.

2.

5.

6.

1-3

4-6

1-3

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Roll Again

Roll Again

Left Torso

Stealth Armor

Stealth Armor

- ER Large Laser
- ER Medium Laser 5.
- Jump Jet
- 1. Endo Steel
- 2. Jump Jet
- Endo Steel 4-6
 - Endo Steel
 - Stealth Armor 5.
 - Stealth Armor

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Stealth Armor
- Stealth Armor 6.

- Life Support
- Center Torso

Life Support

Sensors

Cockpit Roll Again

Sensors

- **Fusion Engine**
- **Fusion Engine** 2.

Head

- - Gyro
 - 5. Gyro
 - 6. Gyro

 - Gyro
 - **Fusion Engine Fusion Engine**
- 4-6
 - **Fusion Engine**
 - Jump Jet 5.
 - Endo Steel 6.

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Arm

- **Lower Arm Actuator**
 - 5. Endo Steel
 - Endo Steel 6.
 - Endo Steel
 - Endo Steel 2.
- Stealth Armor 3.
- 4-6
- 5. Roll Again
 - Roll Again 6.

Right Torso

- Double Heat Sink Double Heat Sink
- 3. Double Heat Sink 1-3
- Jump Jet
 - Jump Jet 5.
 - ER Large Laser
 - ER Large Laser 1.
 - ER Medium Laser 2.
 - Endo Steel
 - Endo Steel
 - Stealth Armor 5.
 - Stealth Armor

Right Leg

1. Hip

4-6

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Stealth Armor
- Stealth Armor 6.

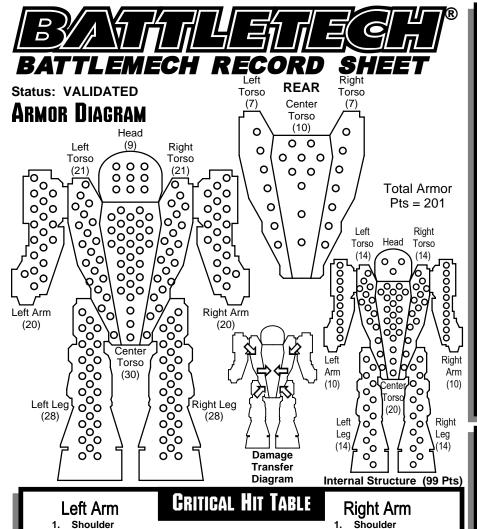
Mass: 60 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 5 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 ER Large Laser 12 - 7 14 1 ER Medium Laser 12 1 Guardian ECM LT 6 1 ER Large Laser 7 19 1 ER Medium Laser LT 5 8 Total Heat Sinks: 13 Double (26) 000000000 000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (44)

'MECH DATA

Type: Ostroc OSR-4L

WARRIOR **D**ATA Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 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	-2 Movement Points
	-2 Movement Points
9	+1 Modifier to Fire
8	+1 Modifier to Fire
6	
5	-1 Movement Point
4	-1 Movement Fornt
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- **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 **Hand Actuator** Endo Steel 5.

 - Endo Steel 6.
 - Endo Steel Endo Steel 2.
- Ferro-Fibrous 3. 4-6
 - Ferro-Fibrous
 - 5. Ferro-Fibrous

Right Torso

Jump Jet

Jump Jet

Endo Steel

Endo Steel

Endo Steel

Ferro-Fibrous

Ferro-Fibrous

Snub-Nose PPC

Snub-Nose PPC

ER Medium Laser

Light Fusion Engine

Light Fusion Engine

Center Torso

- 2.

Head

Life Support

Small Cockpit Sensors

Improved C³ CPU

Improved C3 CPU

Sensors

- **Compact Gyro**
- Light Fusion Engine 5. **Light Fusion Engine**
- 3. Jump Jet
- 1-3 4. Jump Jet
 - Snub-Nose PPC 5.

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Roll Again

Left Torso

2.

5.

6.

2.

3.

5.

6.

1-3

4-6

- Snub-Nose PPC
- **ER Medium Laser** 1.
- 2. Endo Steel
- Endo Steel 4-6
 - 4. Endo Steel
 - Ferro-Fibrous 5.
 - Ferro-Fibrous

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Ferro-Fibrous
- Ferro-Fibrous 6.

Roll Again

- 1. Light Fusion Engine **Light Fusion Engine**
- **Light Fusion Engine**

- **Compact Gyro**
- 6.
- Light Fusion Engine 1-3
- **Light Fusion Engine Light Fusion Engine** 2.
- Double Heat Sink 3.
- 4-6 Double Heat Sink
 - Double Heat Sink
 - Jump Jet

Sensor Hits

Life Support

4-6 Engine Hits 000 **Gyro Hits** 00

00

Right Leg

1.

2.

3.

5.

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Ferro-Fibrous
- Ferro-Fibrous 6.

☐ Disabled (30)☐ Operational

000000000

Auto Eject:

Total Heat Sinks: 13 Double (26)

Name:						
Gunnery Skill:		Pi	loting	Skill	:	+1
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

WARRIOR DATA

'MECH DATA

Inner Sphere

Biped 'Mech

(hexes)

12

15

13

Lốc Ht Dma Min Sht Med Lna

RT 10 10/8/5 - 9 13

10 10/8/5

000

Weapon Heat:

Movement Points: Tech & Configuration:

HD

Type: Ostroc OSR-5W

Mass: 60 tons

Weapons Inventory:

Walking: 5

Running: 8

Jumping: 5

Type

1 Snub-Nose PPC

1 ER Medium Laser

1 Snub-Nose PPC

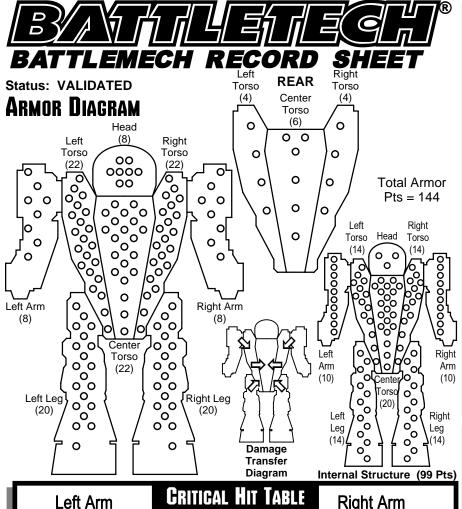
1 ER Medium Laser

1 Improved C3 CPU

Qty

HEAT SCAL					
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	ш	71		I 17 ^ Y	

	0
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	. Man m =
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- Sensors

- Roll Again Roll Again

Shoulder

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

2.

5.

6.

2.

3.

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

- 5. Roll Again
- Roll Again 6.

Left Torso

- Large Laser
- Large Laser
- 3. Medium Laser 1-3
 - 4. Roll Again
 - Roll Again 5. Roll Again

 - 1. Roll Again Roll Again 2.
- Roll Again
- 4-6 4. Roll Again
 - 5. Roll Again
 - Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink
- Single Heat Sink 6.

Head

- Life Support
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- **Fusion Engine** 2.
- **Fusion Engine**
- 1-3
 - Gyro
 - 5. Gyro
 - 6. Gyro
 - Gyro
 - **Fusion Engine**
- **Fusion Engine**
- 4-6 **Fusion Engine**
 - Medium Laser 5.

 - Medium Laser

Engine Hits OOO **Gyro Hits** 00 **Sensor Hits** 00 Life Support

- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
- Roll Again
 - Roll Again 5.
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3.
- 4-6 Roll Again
 - Roll Again 5.

 - Roll Again

Right Torso

- Large Laser
- Large Laser 2. Medium Laser
- 1-3 ^{3.} Roll Again
 - Roll Again 5.
 - 6. Roll Again
 - Roll Again 1.
 - Roll Again
 - 2.
- Roll Again 4-6
 - Roll Again
 - 5. Roll Again
 - Roll Again

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Single Heat Sink
- 6. Single Heat Sink

'MECH DATA

Type: Ostsol OTL-4D

Mass: 60 tons

1 Medium Laser

Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech**

Jumping: 0

Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 Large Laser 5 10 Medium Laser 3 RT 9 15 1 Large Laser LT 5 10

(hexes)

3

LT 2 Medium Laser СТ 5 3 9 6

Total Heat Sinks: 16 Single 000000000 000000

Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (28)

WARRIOR DATA

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

HEAT SCALE

30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points

Shutdown, avoid on 4+ +2 Modifier to Fire

-2 Movement Points

9 +1 Modifier to Fire 8

14

13

12

11

10

6

5

4

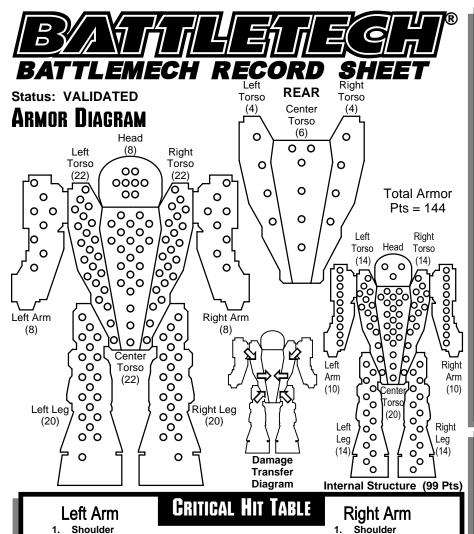
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n

-1 Movement Point



- 2.
- 1-3
 - Roll Again 5.
 - 6.
 - Roll Again 2.
- Roll Again

Center Torso

- 1. Fusion Engine
- 2. **Fusion Engine**
- **Fusion Engine** Gyro

Gyro

Gyro

Head

3.

5.

6.

2.

Life Support

Sensors

Cockpit Roll Again

Sensors

Life Support

- 1-3 Gyro
- **PPC** 1. PPC

Upper Arm Actuator

Lower Arm Actuator

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again Roll Again

Roll Again

Left Torso

2. 3. PPC

2.

5.

6.

2.

3.

5.

1-3

4-6

- 1-3 Roll Again 4.
 - Roll Again 5.
 - Roll Again
 - Roll Again 1.
 - Roll Again
- 2.
- Roll Again 4-6 4. Roll Again
 - 5. Roll Again
 - Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink Single Heat Sink 6.
- Lower Leg Actuator

- **Upper Arm Actuator**
- **Lower Arm Actuator**
- Roll Again

 - Roll Again
 - Roll Again
- Roll Again 3. 4-6
 - - Roll Again 5.
 - Roll Again

Right Torso

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

- **IPPC** 1.
- PPC 2.
- 3. PPC 1-3

1.

2.

- Roll Again
- Roll Again 5.
- 6. **Fusion Engine**
- 4-6

Fusion Engine

- **Fusion Engine**
- Roll Again 5.

Life Support

- Roll Again

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00

4-6 5.

Roll Again Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Single Heat Sink
- Single Heat Sink 6.

Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 PPC 10 10 3 6 12 18 1 PPC 10 10 3 6 12 18 Total Heat Sinks: 16 Single 000000000 000000 Auto Eject: Weapon Heat: ☐ Operational ☐ Disabled (20)**WARRIOR DATA**

Piloting Skill:

7 10 11 Dead

6

'MECH DATA

Inner Sphere

Biped 'Mech

(hexes)

Movement Points: Tech & Configuration:

Type: Ostsol OTL-4F

Mass: 60 tons

Walking: 5

Running: 8

Jumping: 0

Name:

Gunnery Skill:

Consciousness #

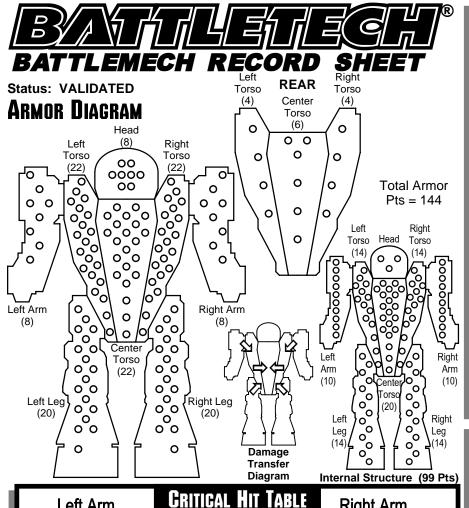
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Hits Taken

1 2 3 4 5

3

HEAT SCALE 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3 2 1



- Shoulder **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 **Hand Actuator**

 - Ferro-Fibrous 6.
- 4-6
 - Roll Again 5.
 - Roll Again

- 2.
- 1-3

3.

- Large Laser Large Laser
- 3. Medium Laser

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

6.

1-3

4-6

1-3

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Left Torso

- Rocket Launcher 10 (OS)
- Rocket Launcher 10 (OS) 5.
- Ferro-Fibrous
- Ferro-Fibrous 1.
- 2. Ferro-Fibrous
- Roll Again
- 4-6 4. Roll Again
 - 5. Roll Again
 - Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink
- Single Heat Sink 6.

Life Support

Life Support

Cockpit Ferro-Fibrous

Sensors

Sensors

Head

Center Torso

- **Fusion Engine**
- **Fusion Engine**
- **Fusion Engine**
- Gyro
 - 5.
 - Gyro
 - Gyro
 - Gyro
 - **Fusion Engine** 2.
- **Fusion Engine** 4-6
 - **Fusion Engine**

 - Rocket Launcher 10 (OS)
 - Ferro-Fibrous

Life Support

Engine Hits OOO **Gyro Hits** 00 **Sensor Hits** 00

- Ferro-Fibrous 5.

 - Ferro-Fibrous
 - Roll Again 2.
- Roll Again 3.
- Roll Again

Right Torso

- Large Laser
- Large Laser 3. Medium Laser
- 1-3 Rocket Launcher 10 (OS)
 - Rocket Launcher 10 (OS) 5.

 - Ferro-Fibrous
 - Ferro-Fibrous 1. Ferro-Fibrous
 - 2.
 - Roll Again
 - Roll Again
 - Roll Again 5.
 - Roll Again

Right Leg

4-6

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Single Heat Sink
- 6. Single Heat Sink

WARRIOR **D**ATA

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

☐ Disabled

'MECH DATA

Inner Sphere

Biped 'Mech

3 1/hit

3 1/hit - 5

3 1/hit - 5

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Weapon Heat:

(22)

(hexes)

5 10

11

18

18 11

5

5

Lốc Ht Dma Min Sht Med Lna

Movement Points: Tech & Configuration:

RT

LT

Type: Ostsol OTL-5D

Mass: 60 tons

Weapons Inventory:

2 Rocket Launcher 10 (OS) RT

2 Rocket Launcher 10 (OS) I T

1 Rocket Launcher 10 (OS) CT

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Auto Eject:

☐ Operational

Total Heat Sinks: 16 Single

Walking: 5

Running: 8

Jumping: 0

Type

Medium Laser

1 Large Laser

1 Large Laser

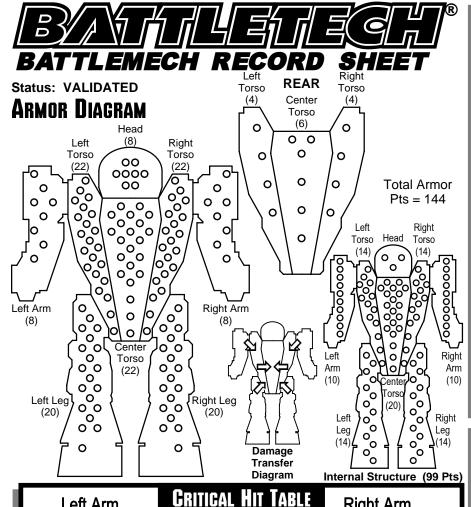
1 Medium Laser

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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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	

3 2 1



- Shoulder 2. **Upper Arm Actuator Lower Arm Actuator**
- 1-3 **Hand Actuator** 5. Double Heat Sink
 - 6. Double Heat Sink
 - Double Heat Sink Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again Roll Again 5.
 - Roll Again

Center Torso

- 2. XL Engine
- XL Engine 3. 1-3 Gyro
- 5. Gyro
- XL Engine Double Heat Sink
- Double Heat Sink 5. Double Heat Sink

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

6.

3.

1-3

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Double Heat Sink

Double Heat Sink

Double Heat Sink

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Left Torso

XL Engine

XL Engine

- Large Pulse Laser 1.
- Large Pulse Laser
- Medium Pulse Laser 4-6 Ammo (AMS) 12
 - 5. Roll Again Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- Foot Actuator 4.
- 5. Roll Again Roll Again 6.

Life Support

Life Support

Sensors

Cockpit Roll Again

Sensors

1. XL Engine

Head

- 6. Gyro Gyro
- 2. XL Engine
- XL Engine 3. XL Engine
 - Medium Pulse Laser (R) 5. Medium Pulse Laser (R)

Engine Hits	000
Gyro Hits	00
Sensor Hits	00
Life Support	0

Right Torso

- 1. XL Engine
- XL Engine 2. XL Engine
- 1-3 3. Double Heat Sink Double Heat Sink
 - **Double Heat Sink**
 - Large Pulse Laser 2. Large Pulse Laser
 - Medium Pulse Laser Anti-Missile System
 - Roll Again 5. Roll Again

Right Leg

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4. Roll Again
- Roll Again 6.

Type: Ostsol OTL-5M Mass: 60 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 Large Pulse Laser 1 Medium Pulse Laser RT 6 1 Anti-Missile System R1 1 Large Pulse Laser Medium Pulse Laser LT 2 Medium Pulse Laser CT(R) 4 6 Ammo Type: Rounds:

Anti-Missile System

Auto Eject:

☐ Operational

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'MECH DATA

Warrior Data						
Name:						
Gunnery Skill:		. Pi	loting	Skill	:	
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

☐ Disabled

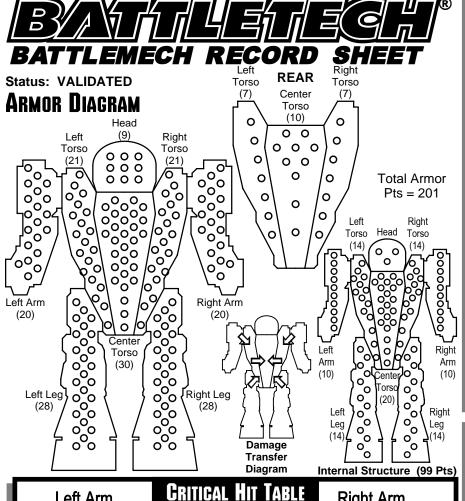
Total Heat Sinks: 16 Double (32)

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Weapon Heat:

(37)

30 29 28 Ammo Explosion, avoid on 8+ 27 26 Shutdown, avoid on 10+ -5 Movement Points +4 Modifier to Fire Ammo Explosion, avoid on 6+ Shutdown, avoid on 8+ 21 20 -4 Movement Points Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire -2 Movement Points 4 10 -2 Movement Points +1 Modifier to Fire -1 Movement Points		HEAL SCALE
29 28 Ammo Explosion, avoid on 8+ 27 26 Shutdown, avoid on 10+ -5 Movement Points +4 Modifier to Fire Ammo Explosion, avoid on 6+ Shutdown, avoid on 8+ 21 20 -4 Movement Points Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire -2 Movement Points +1 Modifier to Fire -1 Movement Points -1 Movement Points -1 Movement Points		
Ammo Explosion, avoid on 8+ 27 26 Shutdown, avoid on 10+ -5 Movement Points +4 Modifier to Fire Ammo Explosion, avoid on 6+ Shutdown, avoid on 8+ -4 Movement Points Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire -2 Movement Points 5 Hutdown, avoid on 4+ +13 -2 Modifier to Fire -1 Movement Points -1 Movement Points -1 Movement Points -1 Movement Point	30	Shutdown
Shutdown, avoid on 10+ 25 -5 Movement Points +4 Modifier to Fire Ammo Explosion, avoid on 6+ Shutdown, avoid on 8+ -4 Movement Points Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire -2 Movement Points +1 Modifier to Fire -1 Movement Points -1 Movement Points -1 Movement Points	29	
Shutdown, avoid on 10+ -5 Movement Points +4 Modifier to Fire Ammo Explosion, avoid on 6+ Shutdown, avoid on 8+ -4 Movement Points Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire -2 Movement Points +1 Modifier to Fire -1 Movement Points -1 Movement Points -1 Movement Points	28	Ammo Explosion, avoid on 8+
25 -5 Movement Points +4 Modifier to Fire Ammo Explosion, avoid on 6+ Shutdown, avoid on 8+ 21 20 -4 Movement Points Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire -2 Movement Points +1 Modifier to Fire -1 Movement Points -1 Movement Points	27	•
24 +4 Modifier to Fire Ammo Explosion, avoid on 6+ Shutdown, avoid on 8+ 20 -4 Movement Points Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire -2 Movement Points +1 Modifier to Fire -1 Movement Points -1 Movement Points -1 Movement Points -1 Movement Points	26	Shutdown, avoid on 10+
Ammo Explosion, avoid on 6+ Shutdown, avoid on 8+ -4 Movement Points Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire -2 Movement Points +1 Modifier to Fire -1 Movement Points -1 Movement Points -1 Movement Points	25	-5 Movement Points
Shutdown, avoid on 8+ -4 Movement Points Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire -2 Movement Points +1 Modifier to Fire -1 Movement Points -1 Movement Points	24	+4 Modifier to Fire
21 20 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire -2 Movement Points -2 Movement Points +1 Modifier to Fire -1 Movement Point	23	Ammo Explosion, avoid on 6+
-4 Movement Points Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire -2 Movement Points -2 Movement Points +1 Modifier to Fire -1 Movement Point	22	Shutdown, avoid on 8+
Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire -2 Movement Points +1 Modifier to Fire -1 Movement Point	21	
Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire -1 Movement Points +1 Modifier to Fire -1 Movement Point -1 Movement Point	20	-4 Movement Points
+3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire 11 10 -2 Movement Points 9 8 +1 Modifier to Fire 7 6 -1 Movement Point	19	Ammo Explosion, avoid on 4+
-3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire -2 Movement Points -2 Movement Points +1 Modifier to Fire -1 Movement Point	18	Shutdown, avoid on 6+
-3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire -2 Movement Points -2 Movement Points +1 Modifier to Fire -1 Movement Point	17	+3 Modifier to Fire
Shutdown, avoid on 4+ +2 Modifier to Fire 12 11 10 -2 Movement Points +1 Modifier to Fire 7 6 5 -1 Movement Point	16	
+2 Modifier to Fire 12 11 10 -2 Movement Points +1 Modifier to Fire 7 6 -1 Movement Point	15	-3 Movement Points
12 11 10 -2 Movement Points 9 8 +1 Modifier to Fire 7 6 5 -1 Movement Point	14	Shutdown, avoid on 4+
-2 Movement Points 9 8 +1 Modifier to Fire 7 6 5 -1 Movement Point	13	+2 Modifier to Fire
-2 Movement Points 9 8 +1 Modifier to Fire 7 6 5 -1 Movement Point	12	
+1 Modifier to Fire 7 6 5 -1 Movement Point		
+1 Modifier to Fire 7 6 5 -1 Movement Point	10	-2 Movement Points
7 6 5 -1 Movement Point 4 3	9	
-1 Movement Point		+1 Modifier to Fire
-1 Movement Point	7	
4 3	6	
3		-1 Movement Point
		_
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		1/1/0
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- Shoulder **Upper Arm Actuator** 2. 3. **Lower Arm Actuator**
- 1-3 **Hand Actuator** Triple Strength 5.
 - Ferro-Fibrous 6.
 - Ferro-Fibrous
 - Ferro-Fibrous 2. Ferro-Fibrous
- 3. 4-6 Ferro-Fibrous
- 5. Ferro-Fibrous Ferro-Fibrous 6.

Center Torso

Medium Pulse Laser

1. XL Engine 2. XL Engine

Head

Life Support

Sensors

Cockpit

Sensors

Life Support

- 3. XL Engine 1-3
- Gyro 5. Gyro 6.

5.

3.

4.

- XL Engine Gyro ER Large Laser Gyro 2. XL Engine
- 5. ER Large Laser ER Medium Laser

Left Arm

Shoulder

2.

5.

6.

1.

2.

3.

5.

6.

3.

1-3

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Triple Strength

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Left Torso

XL Engine

XL Engine

- Double Heat Sink 1. 2. Double Heat Sink
- Double Heat Sink 4-6
 - Double Heat Sink 5. Double Heat Sink
 - Double Heat Sink

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Triple Strength Triple Strength 6.
- Engine Hits 000 **Gyro Hits** 00

XL Engine

XL Engine

Sensor Hits 00 Life Support

Small Pulse Laser

Small Pulse Laser

Right Torso

- XL Engine 1.
- XL Engine 2.
- 3. XL Engine 1-3 ER Large Laser
 - ER Large Laser 5.
 - ER Medium Laser
 - **Medium Pulse Laser** 1. 2. Targeting Computer
 - **Targeting Computer** Targeting Computer Targeting Computer 5.

Targeting Computer Right Leg

1. Hip

4-6

- 2. **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Triple Strength

Triple Strength 6.

'MECH DATA

Type: Ostsol OTL-6D

Mass: 60 tons

Movement Points: Tech & Configuration: Walking: 5 [6] Inner Sphere Running: 8 **Biped 'Mech** [9] Jumping: 0

(hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 ER Large Laser 12 - 7 14 1 ER Medium Laser 12 1 Medium Pulse Laser RT 6 1 ER Large Laser 1 ER Medium Laser LT 12 2 Small Pulse Laser 3 1 Medium Pulse Laser HD 1 Targeting Computer Total Heat Sinks: 14 Double (28) 000000000 0000 Weapon Heat: Auto Eject:

WARRIOR **D**ATA Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

HEAT SCALE

☐ Disabled

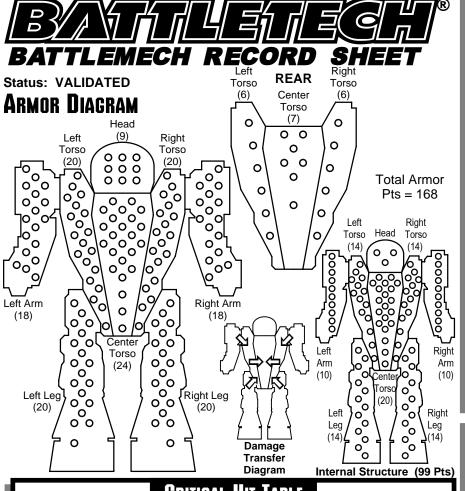
☐ Operational

4

3 2 1

(46)

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	-
26	Shutdown, avoid on 10+
25	-5 Movement Points (-4 MP with TSM)
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	•
20	-4 Movement Points (-3 MP with TSM)
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points (-2 MP with TSM)
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (-1 MP with TSM)
9	TSM Activates, +1 Movement Point
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point



Mass: 60 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Type Qty 1 Light Gauss Rifle 3 8 17 25 2 ER Medium Laser 12 1 Light Gauss Rifle 17 LT 25 3 2 ER Medium Laser Rounds: Ammo Type: **Light Gauss Rifle** 32 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Disabled (22)☐ Operational **W**ARRIOR **D**ATA

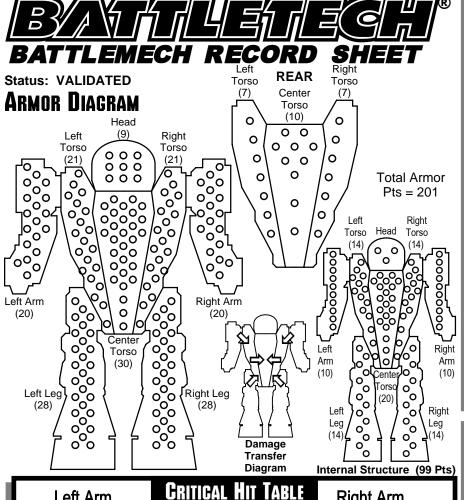
'MECH DATA

Type: Ostsol OTL-7M

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

CRITICAL HIT TABLE Left Arm Right Arm Shoulder 1. Shoulder **Upper Arm Actuator Upper Arm Actuator** 2. 2. Head Lower Arm Actuator **Lower Arm Actuator** 1-3 1-3 **Hand Actuator Hand Actuator** Life Support 5. Endo Steel Endo Steel 5. Sensors Endo Steel Endo Steel 6. 6. 3. Cockpit Roll Again Endo Steel Endo Steel Sensors Endo Steel Endo Steel 2. 2. Life Support Roll Again 3. 3. Roll Again 4-6 4-6 Roll Again Roll Again 5. Roll Again Center Torso 5. Roll Again Roll Again 6. Roll Again 1. XL Engine 2. XL Engine Left Torso Right Torso XL Engine 3. 1-3 XL Engine Gyro XL Engine 1. 5. Gyro XL Engine XL Engine 2. 3. XL Engine 6. Gyro 3. XL Engine 1-3 1-3 Light Gauss Rifle **Light Gauss Rifle** Gyro Light Gauss Rifle Light Gauss Rifle 5. 5. 2. XL Engine 6. Light Gauss Rifle **Light Gauss Rifle** XL Engine Light Gauss Rifle XL Engine Light Gauss Rifle 1. Endo Steel Light Gauss Rifle Light Gauss Rifle 5. 2. 6. Endo Steel Ammo (Lt Gauss) 16 Ammo (Lt Gauss) 16 4-6 4-6 **ER Medium Laser ER Medium Laser ER Medium Laser ER Medium Laser** 5. 5. Engine Hits 000 CASE CASE 6. **Gyro Hits** 00 Left Leg **Sensor Hits** 00 Right Leg Life Support 1. diH **Upper Leg Actuator Upper Leg Actuator Lower Leg Actuator Lower Leg Actuator** 3. 3. **Foot Actuator Foot Actuator** 4. 4. 5. Endo Steel 5. Endo Steel Endo Steel Endo Steel 6. 6.

	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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	• • • • • • • • • • • • • • • • • • • •
2	CN ACCOVATED
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- 1. Shoulder **Upper Arm Actuator** 2. 3. **Lower Arm Actuator**
- 1-3 **Hand Actuator** Heavy Ferro-Fibrous 5.
 - Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous Heavy Ferro-Fibrous 2.
- Heavy Ferro-Fibrous 4-6 Heavy Ferro-Fibrous
 - Roll Again 5.
 - Roll Again
 - 6.

1-3

4-6

Center Torso

Life Support

Small Cockpit Sensors

Heavy Ferro-Fibrous

Sensors

Roll Again

- 1. Light Fusion Engine **Light Fusion Engine**
- **Light Fusion Engine**

Head

Left Arm

Shoulder

2.

5.

6.

2.

3. 4-6

5.

6.

3.

5.

1.

2.

4.

5.

1. diH

3.

4.

5.

6.

1-3 4.

4-6

1-3

Upper Arm Actuator

Lower Arm Actuator

Heavy Ferro-Fibrous

Heavy Ferro-Fibrous

Heavy Ferro-Fibrous

Heavy Ferro-Fibrous

Heavy Ferro-Fibrous

Heavy Ferro-Fibrous

Light Fusion Engine

Light Fusion Engine

ER Medium Laser

Heavy Ferro-Fibrous

Heavy Ferro-Fibrous

Heavy Ferro-Fibrous

Heavy Ferro-Fibrous

Upper Leg Actuator

Lower Leg Actuator

Heavy Ferro-Fibrous

Heavy Ferro-Fibrous

Foot Actuator

Roll Again

Roll Again

Left Torso

Light AC/5

Light AC/5

CASE

Left Leg

Hand Actuator

- Gyro 5. Gyro
- 6. Gyro
- Gyro
- **Light Fusion Engine** 2.
- Ammo (LAC/5) 20 **Light Fusion Engine** 4-6 Ammo (LAC/5) 20
 - **Light Fusion Engine**
 - Light PPC Light PPC

Engine Hits 000 **Gyro Hits** 00

00 Sensor Hits Life Support

Right Torso

- Light Fusion Engine Light Fusion Engine
- 3. Light AC/5 4. Light AC/5
- ER Medium Laser 5. Targeting Computer
- 1. **Targeting Computer** 2. Targeting Computer
- Targeting Computer 3. Ammo (LAC/5) 20
- 5. Ammo (LAC/5) 20
- CASE

Right Leg

Permission to photocopy for personal use.

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous 6.

Type: Ostsol OTL-8D Mass: 60 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 Light AC/5 5 10 1 ER Medium Laser 8 12 1 Light AC/5 LT 15 10 1 ER Medium Laser 1 Light PPC СТ 5 3 12 6 18 1 Targeting Computer Ammo Type: Rounds:

Light AC/5

Auto Eject:

☐ Operational

000000000

'MECH DATA

Warrior Data						
Name:	Name:					
Gunnery Skill: Piloting Skill:			+1			
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

80

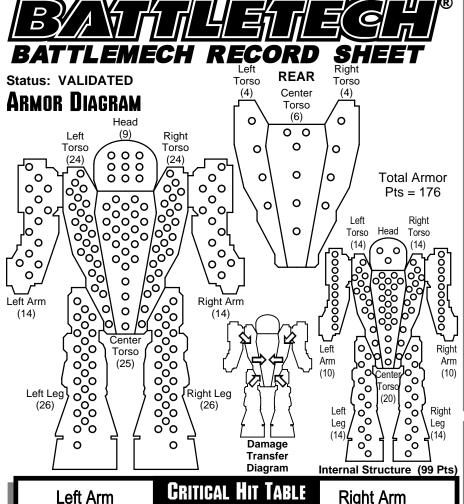
☐ Disabled

Weapon Heat:

(17)

Total Heat Sinks: 10 Double (20)

	ntai Jualt
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	
24	
23	
22	Shutdown, avoid on 8+
21	
20	
19	
18	- · · · · · · · · · · · · · · · · · · ·
17	
16	
15	
14	
13	+2 Modifier to Fire
12	_
11	4
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	4
6	
5	-1 Movement Point
4	- 00
3 2	1 2000000
1	- ANTIGOTIAN
0	1 1/M20 -2
	J V



Head

Life Support

Sensors

Cockpit Endo Steel

Sensors

1. XL Engine

Gyro

Gyro

Gyro

Gyro

XL Engine

XL Engine

XL Engine

XL Engine

XL Engine

Engine Hits

Sensor Hits

Life Support

Gyro Hits

ER Small Laser

ER Medium Laser

000

00

00

2.

3. 1-3

5.

6.

Life Support

Center Torso

Right Arm 1. Shoulder

- **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 **Hand Actuator**
 - Endo Steel 5.
 - Endo Steel 6.
 - Triple Strength
 - Triple Strength 2.
- Roll Again 3. 4-6
- Roll Again
 - Roll Again 5.
 - Roll Again

Right Torso

- XL Engine 2.
- XL Engine
- 1-3 ^{3.} _{4.} XL Engine PPC
- PPC 5.

 - PPC
 - **Medium Pulse Laser** 1.
 - 2. Endo Steel
- Endo Steel 4-6
 - Triple Strength
 - Roll Again 5.
 - Roll Again

Left Leg

Shoulder

2.

5.

6.

2.

3.

5.

6.

3.

5.

1.

2.

4.

5.

1-3

4-6

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Endo Steel

Endo Steel

Endo Steel

Roll Again

Roll Again

Roll Again

Left Torso

XL Engine

XL Engine

Endo Steel

Endo Steel

Roll Again

Roll Again

Triple Strength

Medium Pulse Laser

Large Pulse Laser

Large Pulse Laser

Medium Pulse Laser 4-6

1. XL Engine

Triple Strength

Triple Strength

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Endo Steel 6.

Right Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Endo Steel
- Endo Steel 6.

WARRIOR **D**ATA

Total Heat Sinks: 11 Double (22)

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 7 10 11 Dead

HEAT SCALE

☐ Disabled

'MECH DATA

Inner Sphere

RT 10 10

(hexes)

3 6 12

Weapon Heat:

(39)

6

6

12

Lốc Ht Dma Min Sht Med Lna

Movement Points: Tech & Configuration:

Running: 9 [11] Biped 'Mech

СТ

Type: Ostsol OTL-8M

Mass: 60 tons

Walking: 6 [7]

Weapons Inventory:

1 Medium Pulse Laser RT

2 Medium Pulse Laser LT

1 Large Pulse Laser

1 ER Medium Laser

000000000

Auto Eject:

☐ Operational

1 0

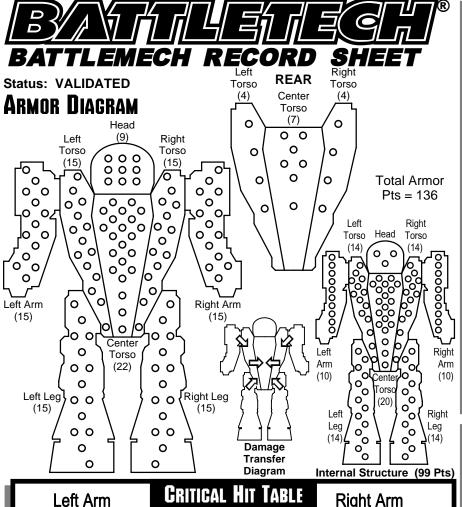
1 ER Small Laser

Jumping: 0

Qty Type

1 PPC

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points (-4 MP with TSM)
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	•
20	-4 Movement Points (-3 MP with TSM)
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points (-2 MP with TSM)
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (-1 MP with TSM)
9	TSM Activates, +1 Movement Point
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
•	00



Type: Rifleman RFL-3C Mass: 60 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 Autocannon/10 5 10 1 Autocannon/10 5 10 LA 10 15 1 Medium Laser RT 9 3 6 Medium Laser LT 3 Rounds: Ammo Type: Autocannon/10 20 Total Heat Sinks: 10 Single 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (12)**W**ARRIOR **D**ATA

'MECH DATA

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

HEAT SCALE 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 13 +2 Modifier to Fire 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8

-1 Movement Point

6

5

4

3

2

1

0

CRITICAL HIT TABLE

- Shoulder
- **Upper Arm Actuator** 2.
- Autocannon/10 3. 1-3
- Autocannon/10
 - 5. Autocannon/10
 - 6. Autocannon/10
 - Autocannon/10
 - Autocannon/10 2.
- Autocannon/10 3. 4-6
 - Roll Again 5. Roll Again
 - Roll Again 6.

- Left Torso
- Medium Laser
- Single Heat Sink
- 3. Roll Again 1-3
 - 4. Roll Again
 - Roll Again 5.
 - Roll Again
 - 1. Roll Again
 - Roll Again 2.
- Roll Again 4-6
- 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Roll Again Roll Again 6.

Head

- Life Support
- Sensors
- 3.
- Cockpit Roll Again
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- **Fusion Engine** 2.
- **Fusion Engine**
- 1-3
- Gyro
- 5. Gyro
- 6. Gyro
- Gyro
- **Fusion Engine** 2.
- **Fusion Engine** 4-6
- **Fusion Engine**

Life Support

- Roll Again 5.
- Roll Again 6.

4-6 Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00

Right Arm

- 1. Shoulder 2 **Upper Arm Actuator**
- Autocannon/10 3. 1-3
 - Autocannon/10
 - Autocannon/10 5.
 - 6. Autocannon/10

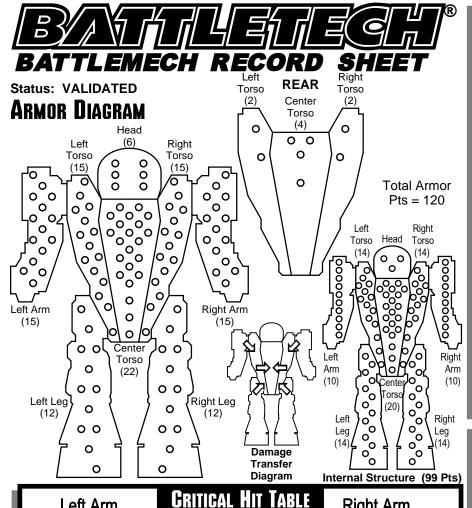
 - Autocannon/10
- Autocannon/10 2.
- Autocannon/10 3.
- 4-6 Roll Again
 - Roll Again 5.

 - Roll Again

Right Torso

- Medium Laser
- Ammo (AC/10) 10
- 1-3 ^{3.} Ammo (AC/10) 10
- Roll Again
 - Roll Again 5.
 - 6. Roll Again
 - Roll Again 1.
 - Roll Again 2.
 - Roll Again
 - Roll Again
 - Roll Again 5.
 - Roll Again

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Roll Again
- Roll Again 6.



- 2.
- 1-3 Large Laser
- 5.

 - 2.
- Roll Again 3. 4-6
- Roll Again

- **Fusion Engine**

Head

1-3

3.

Left Torso Medium Laser

Left Arm

Shoulder

Large Laser

Large Laser

Autocannon/5

Autocannon/5

Autocannon/5

Autocannon/5

Roll Again

Roll Again

Roll Again

Roll Again

2.

3.

5.

6.

2.

3.

5.

6.

1-3

4-6

Upper Arm Actuator

- Roll Again 3. Roll Again
- 1-3 4. Roll Again
 - Roll Again 5.
 - Roll Again
 - 1. Roll Again
 - Roll Again 2.
- Roll Again
- 4-6 4. Roll Again
 - Roll Again 5. Roll Again
 - Left Leg
 - 1. Hip
 - **Upper Leg Actuator**
 - Lower Leg Actuator 3.
 - **Foot Actuator** 4.
 - 5. Single Heat Sink 6. Roll Again

- Life Support
- Center Torso

Life Support

Sensors

Cockpit Roll Again

Sensors

- **Fusion Engine**
- 2.
- **Fusion Engine**
- Gyro

 - 5. Gyro
 - 6. Gyro
 - Gyro
 - **Fusion Engine** 2.
- **Fusion Engine** 4-6
- **Fusion Engine**
 - Ammo (AC/5) 20 5.
 - Roll Again

Life Support

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00

Shoulder

- **Upper Arm Actuator**
- Large Laser 3.
- - Autocannon/5

 - 6. Autocannon/5
 - Autocannon/5
 - Autocannon/5
- Roll Again
 - Roll Again 5.

Right Torso

- Medium Laser
- Roll Again 2.
- Roll Again
- 1-3 ^{3.} Roll Again
 - Roll Again 5.
 - 6. Roll Again
 - 1. Roll Again Roll Again
 - 2.
- Roll Again 3. 4-6
 - Roll Again 5. Roll Again
 - Roll Again
 - Right Leg
 - Hip
 - **Upper Leg Actuator**
 - **Lower Leg Actuator** 3.
 - **Foot Actuator** 4.
 - Roll Again Roll Again 6.

WARRIOR **D**ATA

Total Heat Sinks: 10 Single

000000000

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

'MECH DATA

Inner Sphere

Biped 'Mech

(hexes)

5 10

6

5 10

3

Weapon Heat:

(24)

12

18

15

9

9

Lốc Ht Dma Min Sht Med Lna

Type: Rifleman RFL-3N

Movement Points: Tech & Configuration:

RA

LA

RT

LT

Rounds:

20

☐ Disabled

Mass: 60 tons

Weapons Inventory:

Walking: 4

Running: 6

Jumping: 0

Type

1 Autocannon/5

1 Autocannon/5

1 Medium Laser

1 Medium Laser

Autocannon/5

Auto Eject:

☐ Operational

Ammo Type:

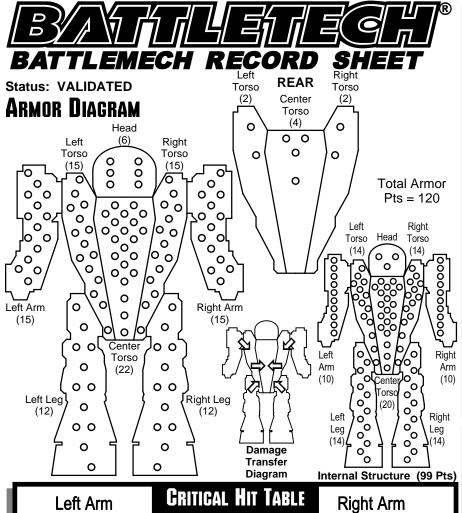
1 Large Laser

1 Large Laser

Qty

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	•
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2	an retivities.
1	1W0 ~
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Type: Rifleman RFL-4D Mass: 60 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 Large Laser 5 10 1 PPC 10 6 12 RA 3 18 1 Large Laser 10 15 LA 5 1 PPC 10 3 6 12 Total Heat Sinks: 15 Single 000000000 00000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (36)

'MECH DATA

WARRIOR **D**ATA Name: **Gunnery Skill:** Piloting Skill: 6 Hits Taken 1 2 3 4 5 nsciousness# 3 7 10 11 Dead

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ator ator		

_	
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	• (D) m==
2	CH A CLAYWY AR
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CRITICAL HIT TABLE Left Arm

- Shoulder
- **Upper Arm Actuator** 2.
- Large Laser 1-3
 - Large Laser
 - 5. PPC
 - 6. PPC
 - 1. PPC
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - 5. Roll Again
 - Roll Again 6.

Left Torso

- Roll Again
- Roll Again
- 3. Roll Again 1-3
 - 4. Roll Again
 - Roll Again 5.
 - Roll Again
 - 1. Roll Again
- Roll Again 2.
- Roll Again 4-6 Roll Again
 - 5. Roll Again
 - Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Single Heat Sink
- Single Heat Sink 6.

- Head
- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- 2. **Fusion Engine**
- **Fusion Engine**
- 1-3
- Gyro

 - 5. Gyro
 - 6. Gyro
 - Gyro
- **Fusion Engine** 2.
- **Fusion Engine**
- 4-6
- **Fusion Engine**
 - Single Heat Sink 5.
 - Single Heat Sink
 - 4-6 Engine Hits 000

Gyro Hits 00 **Sensor Hits** 00 Life Support

Shoulder 2. **Upper Arm Actu**

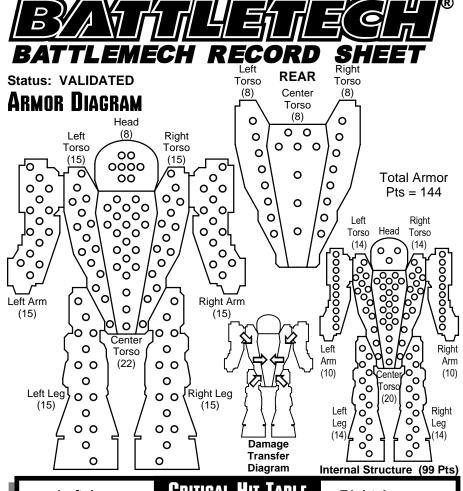
- 3. Large Laser
- 1-3 Large Laser
 - PPC 5.

 - PPC 6.
 - PPC
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - Roll Again 5.
 - Roll Again

Right Torso

- Roll Again
- Roll Again
- 2.
- 3. Roll Again 1-3
 - Roll Again
 - Roll Again 5. Roll Again
 - 6.
 - Roll Again 1.
 - Roll Again 2.
 - Roll Again
 - Roll Again
 - 5. Roll Again
 - Roll Again

- 1. Hip
- **Upper Leg Actua**
- 3. Lower Leg Actua
- **Foot Actuator** 4.
- Single Heat Sink
- 6. Single Heat Sink



Type: Rifleman RFL-5D Mass: 60 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 Large Laser 5 10 1 ER PPC 14 RA 23 1 Large Laser 15 10 1 ER PPC 7 2 Medium Laser СТ 5 3 6 Total Heat Sinks: 17 Double (34) 000000000 0000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (52)

'MECH DATA

CRITICAL HIT TABLE Left Arm Right Arm Shoulder 1. Shoulder **Upper Arm Actuator** 2. **Upper Arm Actuator** 2. Head Double Heat Sink Double Heat Sink 3. 1-3 1-3 Double Heat Sink Double Heat Sink Life Support 5. Double Heat Sink Double Heat Sink 5. Sensors 6. Large Laser 6. Large Laser 3. Cockpit Roll Again Large Laser Large Laser Sensors ER PPC ER PPC 2. 2. Life Support ER PPC ER PPC 3. 3. 4-6 4-6 ER PPC ER PPC 5. Roll Again Center Torso 5. Roll Again Roll Again Roll Again 1. XL Engine 2. XL Engine Left Torso Right Torso XL Engine 3. 1-3 XL Engine Gyro XL Engine 1. 5. Gyro XL Engine XL Engine 2. 3. XL Engine 6. Gyro 3. XL Engine 1-3 1-3 Double Heat Sink Double Heat Sink Gyro Double Heat Sink **Double Heat Sink** 5. 5. 2. XL Engine Double Heat Sink **Double Heat Sink** XL Engine Double Heat Sink XL Engine Double Heat Sink 1. Medium Laser 5. Double Heat Sink 2. **Double Heat Sink Medium Laser** Double Heat Sink **Double Heat Sink** 4-6 4-6 Double Heat Sink Double Heat Sink 5. Double Heat Sink **Double Heat Sink** 5. Engine Hits 000 Double Heat Sink Double Heat Sink **Gyro Hits** 00 **Sensor Hits** 00 Left Leg Right Leg Life Support 1. Hip 1. Hip **Upper Leg Actuator** 2. **Upper Leg Actuator** Lower Leg Actuator 3. **Lower Leg Actuator** 3.

Foot Actuator

Roll Again

Roll Again

4.

5.

6.

WARKIUK DAIA						
Name:						
Gunnery Skill:		. Pi	loting	Skill	:	
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

	HEAT SCALE
30	Shutdown
29 28 27	Ammo Explosion, avoid on 8+
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	4 (200 MC)
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4.

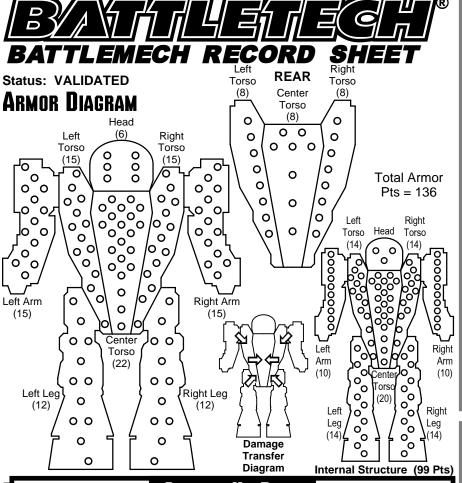
5.

6.

Foot Actuator

Roll Again

Roll Again



Type: Rifleman RFL-5M Mass: 60 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 Large Laser 5 10 1 Ultra AC/5 13 20 RA 6 1 Large Laser 15 LA 5 10 1 Ultra AC/5 20 1 Medium Laser RT 5 3 6 9 9 1 Medium Laser 5 LT 3 6 Ammo Type: Rounds: Ultra AC/5 20 Total Heat Sinks: 12 Double (24) 000000000 00 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (26)

'MECH DATA

CRITICAL HIT TABLE Left Arm Right Arm Shoulder Shoulder **Upper Arm Actuator** 2. **Upper Arm Actuator** 2. Head Large Laser Large Laser 3. 1-3 1-3 Large Laser Large Laser Life Support 5. Ultra AC/5 Ultra AC/5 5. Sensors 6. Ultra AC/5 6. Ultra AC/5 3. Cockpit Roll Again Ultra AC/5 Ultra AC/5 Sensors Ultra AC/5 Ultra AC/5 2. 2. Life Support Ultra AC/5 Ultra AC/5 3. 3. 4-6 4-6 Roll Again Roll Again 5. Roll Again Center Torso 5. Roll Again Roll Again 6. Roll Again 1. XL Engine 2. XL Engine Left Torso Right Torso XL Engine 3. 1-3 XL Engine Gyro 1. XL Engine 5. Gyro XL Engine XL Engine 2. 3. XL Engine 6. Gyro 3. XL Engine 1-3 1-3 Double Heat Sink Double Heat Sink Gyro Double Heat Sink Double Heat Sink 5. XL Engine 2. Double Heat Sink **Double Heat Sink** XL Engine Double Heat Sink XL Engine **Medium Laser** 1. 1. Roll Again 5. Ammo (Ult AC/5) 20 Double Heat Sink 2. 6. Roll Again Double Heat Sink CASE 3. 4-6 4-6 Medium Laser 4. Roll Again 5. Roll Again Roll Again 5. Engine Hits 000 Roll Again Roll Again **Gyro Hits** 00 **Sensor Hits** 00 Left Leg Right Leg

Life Support

1. Hip

3.

4.

5.

6.

Upper Leg Actuator

Lower Leg Actuator

Foot Actuator

Roll Again

Roll Again

WARRIOR LIATA						
Name:						
Gunnery Skill:		. Pi	loting	Skill	:	
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

HEAT COALE

	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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	0-
3	4 (200mm
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Upper Leg Actuator

Lower Leg Actuator

Foot Actuator

Roll Again

Roll Again

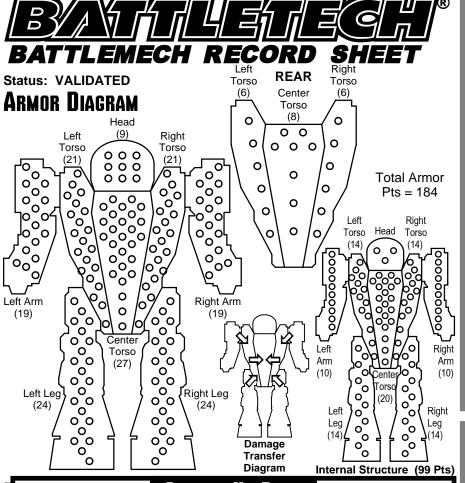
1. Hip

3.

4.

5.

6.



'MECH DATA Type: Rifleman RFL-6D Mass: 60 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 2 Light AC/5 5 10 2 Light AC/5 10 LA 15 1 ER Medium Laser RT 12 1 ER Medium Laser 1 C3 Slave Unit HD Rounds: Ammo Type: Light AC/5 120 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Disabled (14)☐ Operational

WARRIOR **D**ATA Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

	HEAT SCALE
30	Shutdown
28 27	Ammo Explosion, avoid on 8+
26 25	Shutdown, avoid on 10+ -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
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	+2 modifier to rife
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	4 (220 MC)
2	ALCENTER.
1	1/40
0	V

CRITICAL HIT TABLE

- Left Arm Shoulder **Upper Arm Actuator** 2.
- Light AC/5 3.
- 1-3 Light AC/5
 - 5. Light AC/5 6. Light AC/5

 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Torso

- XL Engine
- XL Engine
- 3. XL Engine 1-3
 - **ER Medium Laser** 5.
 - Ammo (LAC/5) 20
 - Ammo (LAC/5) 20
 - Ammo (LAC/5) 20 1.
 - 2. CASE
- Endo Steel 4-6
 - Endo Steel
 - Endo Steel 5. Endo Steel

Left Leg

- 1. diH
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Endo Steel 6.

Shoulder

- Head Life Support
- Sensors
- 3. Cockpit
- C3 Slave Unit
- Sensors
- Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- XL Engine 3.
- 1-3
- Gyro
 - 5. Gyro
 - 6. Gyro
 - Gyro
 - 2. XL Engine
- XL Engine
- XL Engine
- Endo Steel 5.
- Endo Steel

Engine Hits 000 **Gyro Hits** 00 00 Sensor Hits Life Support

Right Arm

- **Upper Arm Actuator** 2.
- Light AC/5 3. 1-3
- Light AC/5
 - Light AC/5 5.
 - Light AC/5
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - 5. Roll Again

 - Roll Again

Right Torso

- 1. XL Engine
- XL Engine 2.
- 3. XL Engine
- 1-3 **ER Medium Laser**
 - Ammo (LAC/5) 20
 - Ammo (LAC/5) 20

 - 1. Ammo (LAC/5) 20
 - CASE 2.

4-6

- Endo Steel 3.
- Endo Steel
- Endo Steel 5.
- Endo Steel

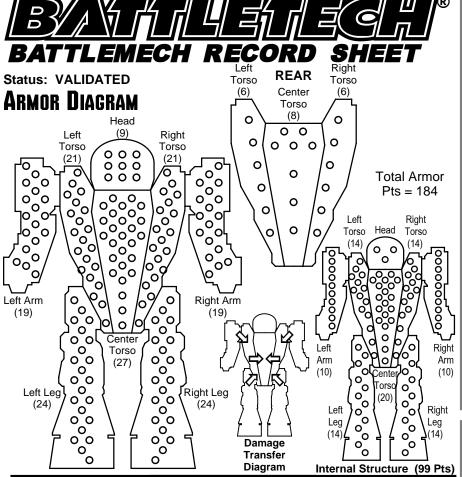
Right Leg

1. Hip

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- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- 4.
- 5. Endo Steel Endo Steel 6.

- **Foot Actuator**



WARRIOR **D**ATA Name: **Gunnery Skill:** Hits Taken 1 2 3 4 Consciousness # 3 5 7 10

Piloting Skill: 5 6 11 Dead

'MECH DATA

Inner Sphere

Biped 'Mech

2 10

3

3

Weapon Heat:

(18)

(hexes)

6 12

8 12

12

18

5

5

Lốc Ht Dma Min Sht Med Lna

Type: Rifleman RFL-6X

Movement Points: Tech & Configuration:

RA

LA

RT

LT

Total Heat Sinks: 10 Double (20)

Rounds:

40

☐ Disabled

Mass: 60 tons

Weapons Inventory:

Walking: 5

Running: 8

Jumping: 0

1 LB 10-X AC

1 LB 10-X AC

1 ER Medium Laser

1 ER Medium Laser

1 ER Small Laser

1 ER Small Laser

Ammo Type:

LB 10-X AC

Auto Eject:

☐ Operational

000000000

Qty Type

	HEAT SCALE
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	_ · · · · · · · · · · · · · · · · · · ·
25	
24	
23	
22	
21	
20	
19	
18	_ · · · · · · · · · · · · · · · · · · ·
17	
16	
15	
14	_ · · · · · · · · · · · · · · · · · · ·
13 12	
	
11	
9	-2 Movement Points
8	+1 Modifier to Fire
7	+1 Modifier to the
6	-
5	-1 Movement Point
4	
3	m
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CRITICAL HIT TABLE

- Shoulder **Upper Arm Actuator** 2.
- LB 10-X AC

Left Arm

- 1-3 LB 10-X AC
 - 5. LB 10-X AC
 - 6. LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC 2.
- 3. ER Medium Laser 4-6
- Endo Steel
 - 5. Roll Again
 - Roll Again 6.

Left Torso

- 1. XL Engine
- XL Engine
- 3. XL Engine 1-3
 - **ER Small Laser**
 - Ammo (LB 10-X) 10 5.
 - Ammo (LB 10-X) 10
 - 1. CASE
 - 2. Endo Steel
- Endo Steel 4-6
 - 4. Endo Steel
 - Roll Again 5. Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Endo Steel 6.

Shoulder

- Head Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- XL Engine 3.
- 1-3
 - Gyro

 - 5. Gyro
 - 6. Gyro
 - Gyro
 - 2. XL Engine
 - XL Engine
- 4-6
 - XL Engine
 - Endo Steel 5. 6. Endo Steel
 - 4-6 Engine Hits 000 **Gyro Hits** 00

00 Sensor Hits Life Support

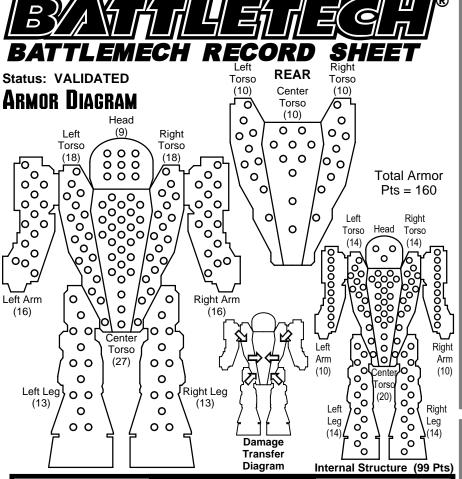
Right Arm

- **Upper Arm Actuator** 2.
- LB 10-X AC 3. 1-3
- LB 10-X AC
 - LB 10-X AC 5.
 - 6. LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC 2.
- 3. ER Medium Laser 4-6
 - Endo Steel
 - 5. Roll Again
 - Roll Again

Right Torso

- 1. XL Engine
- XL Engine 2.
- 1-3 ^{3.} XL Engine
 - **ER Small Laser**
 - Ammo (LB 10-X) 10 5.
 - Ammo (LB 10-X) 10
 - 1. CASE
 - 2. Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again 5.
 - Roll Again

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel Endo Steel 6.



Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 Light Gauss Rifle RΑ 2 ER Medium Laser 1 Light Gauss Rifle 25 2 ER Medium Laser LA 12 1 ER Medium Laser 1 ER Medium Laser 12 LT 1 Guardian ECM СТ 6 1 Small Laser 2 Ammo Type: Rounds: **Light Gauss Rifle** Total Heat Sinks: 11 Double (22) 000000000 Weapon Heat: Auto Eject: (33)☐ Operational ☐ Disabled **W**ARRIOR **D**ATA

'MECH DATA

Type: Rifleman RFL-7M

Mass: 60 tons

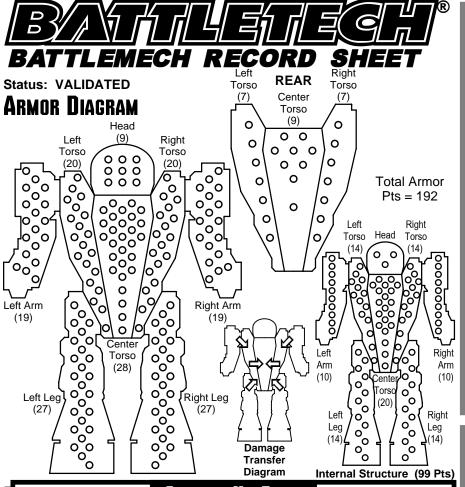
Name: **Gunnery Skill:** Piloting Skill: Right Arm Hits Taken 1 2 3 4 Shoulder Consciousness # 3 7 10 11 **Upper Arm Actuator** 2. **Light Gauss Rifle** 3. Light Gauss Rifle HFAT SCALE

CRITICAL HIT TABLE Left Arm Shoulder **Upper Arm Actuator** 2. Head Light Gauss Rifle 1-3 1-3 Light Gauss Rifle Life Support 5. Light Gauss Rifle Light Gauss Rifle 5. Sensors 6. Light Gauss Rifle 6. Light Gauss Rifle 3. Cockpit Small Laser Light Gauss Rifle **Light Gauss Rifle** Sensors ER Medium Laser ER Medium Laser 2. 2. Life Support **ER Medium Laser ER Medium Laser** 3. 3. 4-6 4-6 Endo Steel Endo Steel Endo Steel Endo Steel 5. Center Torso 5. Endo Steel Endo Steel 6. 1. XL Engine 2. XL Engine Left Torso Right Torso XL Engine 3. 1-3 XL Engine Gyro XL Engine 1. 1. 5. Gyro XL Engine XL Engine 2. 3. XL Engine 6. Gyro 3. XL Engine 1-3 1-3 Double Heat Sink Double Heat Sink Gyro Double Heat Sink **Double Heat Sink** 5. 5. 2. XL Engine Double Heat Sink **Double Heat Sink** XL Engine 4-6 **ER Medium Laser** XL Engine **ER Medium Laser** 1. 1. Guardian ECM 5. 2. Ammo (Lt Gauss) 16 2. Ammo (Lt Gauss) 16 Guardian ECM Endo Steel Endo Steel 4-6 4-6 4. Endo Steel Endo Steel 5. Roll Again Roll Again 5. Engine Hits 000 Roll Again Roll Again **Gyro Hits** 00 **Sensor Hits** 00 Left Leg Right Leg Life Support 1. diH 1. Hip **Upper Leg Actuator Upper Leg Actuator Lower Leg Actuator Lower Leg Actuator** 3. 3. **Foot Actuator Foot Actuator** 4. 4. 5. Endo Steel 5. Endo Steel Endo Steel Endo Steel 6. 6.

	IICAI JUALC
	81.44
30 29	Shutdown
28	Ammo Explosion, avoid on 8+
27	Animo Explosion, avoid on or
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
9	
8	+1 Modifier to Fire
6	
5	-1 Movement Point
4	-1 Movement Foint
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Dead



Mass: 60 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 4 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 Rotary AC/5 5 10 1 ER Medium Laser RA 8 12 1 Rotary AC/5 15 LA 5 10 1 ER Medium Laser Rounds: Ammo Type: Rotary AC/5 120 Total Heat Sinks: 11 Double (22) 000000000 Weapon Heat: Auto Eject: ☐ Disabled (22)☐ Operational **W**ARRIOR **D**ATA

'MECH DATA

Type: Rifleman RFL-8D

Name: Gunnery Skill: _ Piloting Skill: 4 6 Hits Taken 1 2 3 5 Consciousness # 3 5 10 11 Dead

701130	iousi	1033 # 0 0 7 10 11 Dead
		Urat Coale
		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 21	Shutdown, avoid on 8+
	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	

-2 Movement Points

+1 Modifier to Fire

-1 Movement Point

10

9

8

6

5

4

2

1

0

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- Rotary AC/5 1-3
- Rotary AC/5
 - 5. Rotary AC/5
 - 6. Rotary AC/5
 - Rotary AC/5
 - Rotary AC/5 2. ER Medium Laser
- 4-6 Endo Steel
- 5. Endo Steel
 - Endo Steel 6.

Left Torso

- XL Engine
- XL Engine
- 3. XL Engine
- 1-3 Double Heat Sink
 - **Double Heat Sink** 5.

 - Double Heat Sink
 - Ammo (RAC/5) 20 1.
 - Ammo (RAC/5) 20 2.
- Ammo (RAC/5) 20
- 4-6 4. Endo Steel
 - 5. Endo Steel
 - Endo Steel 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5.
- Jump Jet 6. Jump Jet

Head

- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- XL Engine 3.
- 1-3
- Gyro
 - 5. Gyro

 - 6. Gyro

 - Gyro 2. XL Engine
- XL Engine 3. 4-6
 - XL Engine
 - Endo Steel 5.
 - 6. Endo Steel

Life Support

Engine Hits 000 **Gyro Hits** 00 00 Sensor Hits

Right Arm Shoulder

- **Upper Arm Actuator** 2.
- Rotary AC/5 3. 1-3
- Rotary AC/5
 - Rotary AC/5 5.
 - 6. Rotary AC/5
 - Rotary AC/5
 - 2.
- Rotary AC/5 ER Medium Laser 3.
- 4-6 Endo Steel
 - 5. Endo Steel

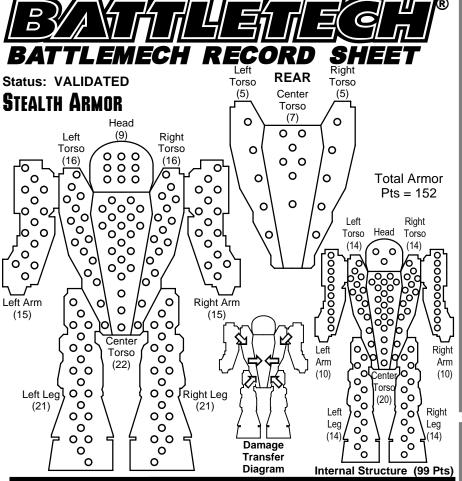
 - Endo Steel 6.

Right Torso

- 1. XL Engine
- XL Engine 2.
- XL Engine
- 1-3 ^{3.} Double Heat Sink
 - **Double Heat Sink** 5.
 - **Double Heat Sink**
 - Ammo (RAC/5) 20 1.
 - Ammo (RAC/5) 20 2.
- 4-6
 - Ammo (RAC/5) 20 Endo Steel
 - Endo Steel 5.
 - Endo Steel

- 1. Hip
- **Upper Leg Actuator**
- **Foot Actuator** 4.
- 6. Jump Jet

- **Lower Leg Actuator** 3.
- Jump Jet



Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 Light PPC RΑ 6 12 18 1 Light AC/5 10 1 Light PPC LA 12 18 1 Light AC/5 LA 10 15 1 ER Medium Laser 1 ER Medium Laser LT 12 1 Guardian ECM 6 1 Targeting Computer Ammo Type: Rounds: Light AC/5 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (32)**W**ARRIOR **D**ATA

'MECH DATA

Type: Rifleman RFL-9T

Mass: 60 tons

Name: **Gunnery Skill: CRITICAL HIT TABLE** Right Arm Hits Taken Shoulder Consciousness # **Upper Arm Actuator** 2. Head Light PPC 3. 1-3 Light PPC Life Support HEAT SCAL

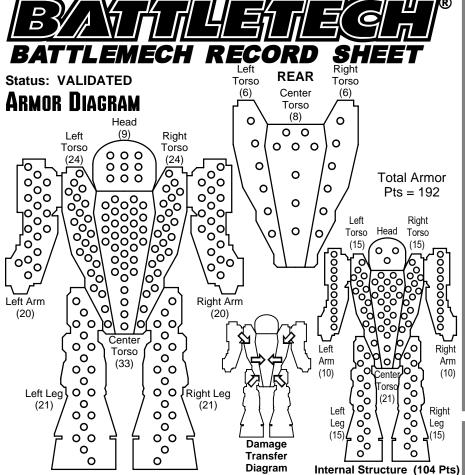
Left Arm Shoulder **Upper Arm Actuator** 2. Light PPC 3. 1-3 Light PPC 5. Light AC/5 Light AC/5 5. Sensors 6. Light AC/5 6. Light AC/5 3. Cockpit Roll Again Stealth Armor Stealth Armor Sensors Stealth Armor Stealth Armor 2. 2. Life Support Roll Again Roll Again 3. 3. 4-6 4-6 Roll Again Roll Again Center Torso Roll Again 5. Roll Again 5. Roll Again Roll Again 6. 6. **Fusion Engine Fusion Engine** 2. Left Torso Right Torso **Fusion Engine** 1-3 Double Heat Sink Gyro ER Medium Laser 5. Gyro Double Heat Sink **Targeting Computer** 3. **Double Heat Sink** 6. Gyro **Targeting Computer** 1-3 1-3 **ER Medium Laser** Targeting Computer Gyro Ammo (LAC/5) 20 **Targeting Computer** 5. 5. **Fusion Engine** 2. 6. Ammo (LAC/5) 20 **Targeting Computer Fusion Engine** 4-6 **Fusion Engine** Stealth Armor 1. CASE 1. Guardian ECM Stealth Armor 5. Stealth Armor 2. 2. Guardian ECM Stealth Armor Roll Again 3. 4-6 4-6 4. Roll Again Roll Again 5. Roll Again Roll Again 5. Engine Hits 000 Roll Again Roll Again **Gyro Hits** 00 **Sensor Hits** 00 Left Leg Right Leg Life Support 1. diH 1. Hip **Upper Leg Actuator Upper Leg Actuator** Lower Leg Actuator **Lower Leg Actuator** 3. 3. **Foot Actuator Foot Actuator** 4. 4. 5. Stealth Armor 5. Stealth Armor Stealth Armor Stealth Armor 6. 6.

	HERI COREL
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
9	+1 Modifier to Fire
8 7	+1 Modifier to Fire
6	
5	-1 Movement Point
4	- i woverhellt Follit
3	00
2	11 2000000 P
1	4 Merrings
Ö	(//••

Piloting Skill:

7 | 10 | 11 | Dead

1 | 2 | 3 | 4 | 5 | 6



Type: Crusader CRD-3D Mass: 65 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 LRM 15 5 1/hit 6 7 14 RA 1 Medium Laser RA 5 1 LRM 15 LA 5 1/hit 6 7 14 21 1 Medium Laser LA 5 3 1 SRM 4 9 6 LL 3 2/hit - 3 1 SRM 4 RL 3 2/hit - 3 Ammo Type: Rounds: **LRM 15** 16 SRM 4 25 Total Heat Sinks: 14 Single 000000000 0000 Auto Eject: Weapon Heat: ☐ Operational ☐ Disabled (22)

'MECH DATA

Warrior Data										
Name:										
Gunnery Skill:		Piloting Skill:								
Hits Taken	1	2	3	4	5	6				
Consciousness #	3	5	7	10	11	Dead				

HEAT SCALE ** Avoid Inferno explosion on.. 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ (** 12+) Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ (** 10+) 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ (** 8+) Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ (** 6+) 14 13 +2 Modifier to Fire 12 11 10 -2 Movement Points (** 4+) 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3 2 1 0

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3 **Hand Actuator**
 - 5. LRM 15
 - LRM 15 6.

 - LRM 15
 - Medium Laser 2.
- 3. Roll Again 4-6
- Roll Again
 - 5. Roll Again
 - Roll Again 6.

Left Torso

- Single Heat Sink
- Single Heat Sink
- 3. Ammo (LRM 15) 8 1-3
 - 4. Roll Again
 - Roll Again 5.
 - Roll Again
 - 1. Roll Again
 - Roll Again 2.
- Roll Again 4-6
- 4. Roll Again
 - 5. Roll Again Roll Again 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. SRM 4
- Roll Again 6.

Head

- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- **Fusion Engine** 2.
- **Fusion Engine**
- 1-3
 - Gyro
 - 5. Gyro
 - 6. Gyro

 - Gyro
 - **Fusion Engine**
- **Fusion Engine** 4-6
- **Fusion Engine**
 - Ammo (SRM 4) 25 5.
 - Roll Again

4-6 Engine Hits 000

00

Sensor Hits 00 Life Support

Gyro Hits

Right Arm

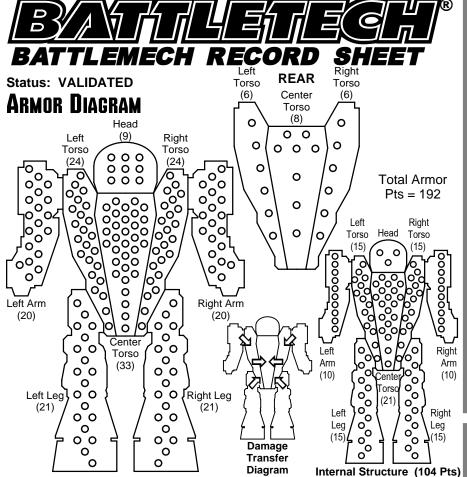
- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
- **Hand Actuator**
 - 5. **LRM 15**
 - LRM 15 6.
 - LRM 15
 - Medium Laser 2.
- 3. Roll Again
- 4-6 Roll Again
 - Roll Again 5.

 - Roll Again 6.

Right Torso

- Single Heat Sink
- Single Heat Sink
- 3. Ammo (LRM 15) 8 1-3
- 4. Roll Again
 - Roll Again 5.
 - 6. Roll Again
 - Roll Again 1.
 - Roll Again 2.
 - Roll Again 3.
 - 4. Roll Again
 - 5. Roll Again
 - Roll Again

- 1. Hip
- **Upper Leg Actuator**
- 3.
- 5. SRM 4
- **Lower Leg Actuator**
- **Foot Actuator** 4.
- Roll Again 6.



Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 3 5 1 Medium Laser RA - 3 1 LRM 10 RA 4 1/hit 6 1 Medium Laser LA 1 LRM 10 4 1/hit 6 7 14 LA 1 SRM 6 4 2/hit - 3 LL 1 SRM 6 RL 4 2/hit - 3 Ammo Type: Rounds: **LRM 10** 24 SRM 6 15 Total Heat Sinks: 16 Single 000000000 000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (22)**W**ARRIOR **D**ATA

'MECH DATA

Type: Crusader CRD-3K

Mass: 65 tons

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

HEAT SCALE ** Avoid Inferno explosion on.. 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ (** 12+) Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ (** 10+) 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ (** 8+) Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ (** 6+) 14 13 +2 Modifier to Fire 12 11 10 -2 Movement Points (** 4+) 9 +1 Modifier to Fire 8

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
 - **Hand Actuator** 5. **Medium Laser**

 - 6. **LRM 10**
 - LRM 10
 - Roll Again 2.
 - Roll Again 3.
- 4-6 Roll Again
 - 5. Roll Again
 - Roll Again 6.

- Left Torso
- Single Heat Sink
- Single Heat Sink
- 3. Single Heat Sink 1-3
 - 4. Ammo (LRM 10) 12
 - Roll Again 5.
 - Roll Again
 - 1. Roll Again
 - Roll Again 2.
- Roll Again 4-6
- 4. Roll Again
 - 5. Roll Again
 - Roll Again 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. SRM 6
- SRM 6 6.

- Life Support
- Head Sensors
- 3.
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- **Fusion Engine** 2.
- **Fusion Engine**
- 1-3
 - Gyro

 - 5. Gyro
 - 6. Gyro
 - Gyro **Fusion Engine** 2.
- **Fusion Engine** 4-6

Life Support

- **Fusion Engine**
- Ammo (SRM 6) 15 5.
- Roll Again

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00

Right Torso

Right Arm

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Medium Laser

Shoulder

LRM 10

LRM 10

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

2.

5.

6.

2.

3.

5.

6.

1-3

4-6

4-6

- Single Heat Sink
- Single Heat Sink
- 3. Single Heat Sink
- 1-3 Ammo (LRM 10) 12
- Roll Again 5.

 - 6. Roll Again
 - Roll Again 1.
 - Roll Again 2.
 - Roll Again 3.
 - 4. Roll Again
 - 5. Roll Again
 - Roll Again

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. SRM 6
- SRM 6 6.

Permission to photocopy for personal use.

-1 Movement Point

6

5

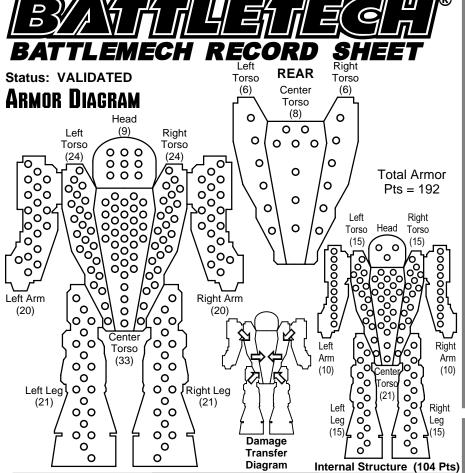
4

3

2

1

0



Right Arm 1. Shoulder

- **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 **Hand Actuator**
 - **Medium Laser** 5.
 - LRM 10 6.

 - **LRM 10**
 - Machine Gun 2. Roll Again 3.
- 4-6 Roll Again

Right Torso

Jump Jet

Jump Jet

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Ammo (LRM 10) 12

6.

Center Torso

Life Support

CRITICAL HIT TABLE

Life Support

Sensors

Cockpit Roll Again

Sensors

Head

3.

- **Fusion Engine**
- 2.
- Ammo (LRM 10) 12
- Jump Jet Jump Jet

Left Arm

Shoulder

LRM 10

LRM 10

Roll Again

Roll Again

Roll Again

Roll Again

Left Torso

2.

5.

6.

2.

3.

5.

6.

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Medium Laser

Machine Gun

- 3. 1-3 4. Roll Again
 - Roll Again
 - 5. Roll Again
 - 1. Roll Again
 - Roll Again 2.
- Roll Again 4-6
 - 4. Roll Again
 - 5. Roll Again Roll Again
 - Left Leg
 - 1. diH
 - **Upper Leg Actuator**
 - Lower Leg Actuator 3.
 - **Foot Actuator** 4.
 - 5. Single Heat Sink
 - 6. SRM 4

- Roll Again 5. Roll Again
- **Fusion Engine**
- **Fusion Engine**
- Gyro
 - Gyro 5.
 - 6. Gyro

 - Gyro
 - **Fusion Engine** 2.
- **Fusion Engine** 4-6
- **Fusion Engine**
 - Ammo (SRM 4) 25 5.
 - Ammo (MG) 200
 - Engine Hits 000 Gyro Hits 00

Sensor Hits 00

4. Roll Again 5. Roll Again

2.

3.

4.

5.

6.

1.

2.

3.

1-3

4-6

Life Support

Roll Again Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink
- 6. SRM 4

'MECH DATA Type: Crusader CRD-3L Mass: 65 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 4 (hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Type 1 Medium Laser RA 3 5 - 3 1 LRM 10 4 1/hit 6 7 21 RA 14 Machine Gun RA 2 3 Medium Laser 5 9 LA 1 LRM 10 LA 4 1/hit 6 7 14 21 **Machine Gun** LA 0 2 3 1 SRM 4 LL 3 2/hit - 3 6 9 SRM 4 3 2/hit -RL 9 3 Ammo Type: Rounds: LRM 10 **Machine Gun** 200 SRM 4 25

WARRIOR **D**ATA Name: **Gunnery Skill: Piloting Skill:** 5 6 Hits Taken 1 2 3 4 Consciousness # 3 5 7 10 11 Dead

☐ Disabled

Weapon Heat:

(20)

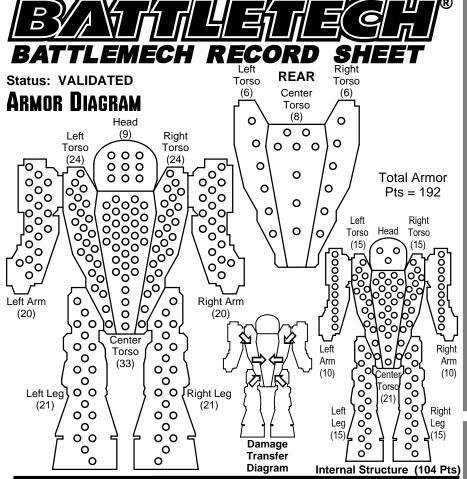
Total Heat Sinks: 12 Single

000000000 00

Auto Eject:

☐ Operational

	HEAT SCALE
30	** Avoid Inferno explosion on Shutdown
28 27	Ammo Explosion, avoid on 8+ (** 12+)
26 25	Shutdown, avoid on 10+ -5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11 10	2 Mayamant Dainta (** 4.)
9	-2 Movement Points (** 4+)
8	+1 Modifier to Fire
7	+1 modifier to 1 mc
6	
5	-1 Movement Point
4	
3	· M
2	AC ACAMBR
1	"AND Sales
0	V



- **Upper Arm Actuator** 2.
- **Hand Actuator**
 - 5. **LRM 15**
 - LRM 15
- 4-6
- - Roll Again 5.
 - 6.

4-6

- 2.
- **Fusion Engine**
- Ammo (LRM 15) 8
- Roll Again 3. Roll Again

Left Arm

Shoulder

LRM 15

LRM 15

LRM 15

2.

5.

6.

2.

3.

5.

6.

1-3

4-6

1-3

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Medium Laser

Machine Gun

Roll Again

Roll Again

Roll Again

Left Torso

- 4. Roll Again
- Roll Again 5.
- Roll Again
- 1. Roll Again
- Roll Again 2.
- Roll Again
- 4-6 4. Roll Again
 - 5. Roll Again Roll Again 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. SRM 6
- SRM 6 6.

Head

Life Support

CRITICAL HIT TABLE

- Sensors
- 3. Cockpit
- 4. Roll Again
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- **Fusion Engine**
- 1-3
 - Gyro
 - 5. Gyro

 - 6. Gyro
 - Gyro
 - **Fusion Engine** 2.
- **Fusion Engine**
- 4-6 **Fusion Engine**
 - Ammo (SRM 6) 15 5.
 - - Ammo (MG) 200

Engine Hits OOO Gyro Hits 00 **Sensor Hits** 00 Life Support

Shoulder

- **Lower Arm Actuator** 1-3

 - LRM 15 6.

 - 2.
- Machine Gun 3.
- Roll Again
- - Roll Again

Right Torso

- Ammo (LRM 15) 8
- Roll Again 2.
- Roll Again
- 1-3 ^{3.} Roll Again
 - Roll Again 5.
 - 6. Roll Again
 - 1. Roll Again
 - Roll Again 2.
 - Roll Again 3.
 - 4. Roll Again
 - 5. Roll Again
 - Roll Again

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. SRM 6 6.
- SRM 6

WARRIOR **D**ATA

☐ Disabled

'MECH DATA

Inner Sphere

Biped 'Mech

5

2

5

2

5 1/hit 6 7

4 2/hit - 3

4 2/hit -

(hexes)

5 1/hit 6 7 14

3

21

9

3

9

9

6

3

Weapon Heat:

(24)

Lốc Ht Dma Min Sht Med Lna

Type: Crusader CRD-3R

Movement Points: Tech & Configuration:

RA

RA

RA

LA

LA

LA

LL

RL

Rounds:

200

15

Total Heat Sinks: 10 Single

000000000

Mass: 65 tons

Weapons Inventory:

Walking: 4

Running: 6

Jumping: 0

1 Medium Laser

Machine Gun

Medium Laser

1 Machine Gun

Qty Type

1 LRM 15

1 LRM 15

1 SRM 6

SRM 6

Ammo Type:

LRM 15

SRM 6

Machine Gun

Auto Eject:

☐ Operational

30

29

16

15

8

5

4

3

2

1

0

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

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ı	71		IΗΛ		li

**	Avoid Inferno explosion	on.
S	hutdown .	

Ammo Explosion, avoid on 8+ (** 12+)

28 27 Shutdown, avoid on 10+ 26

25 -5 Movement Points 24 +4 Modifier to Fire

23 Ammo Explosion, avoid on 6+ (** 10+) 22 Shutdown, avoid on 8+

21

-4 Movement Points 20 19 Ammo Explosion, avoid on 4+ (** 8+)

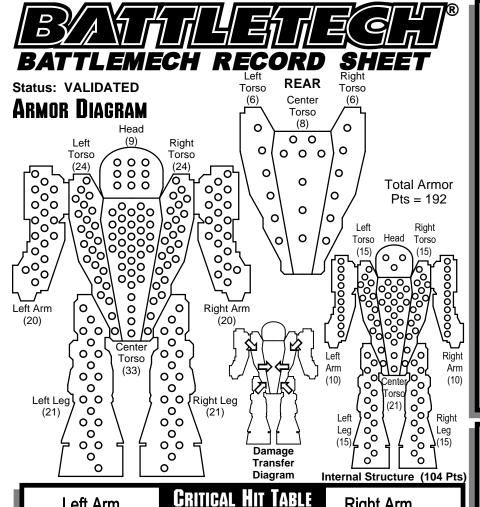
Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire

-3 Movement Points

Shutdown, avoid on 4+ (** 6+) 14 13 +2 Modifier to Fire 12

11 10 -2 Movement Points (** 4+) 9 +1 Modifier to Fire

6 -1 Movement Point



- 1. Shoulder **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 **Hand Actuator**
 - 5. **LRM 15** LRM 15 6.
 - LRM 15
 - Medium Pulse Laser 2.
- 3. Roll Again
- 4-6 Roll Again
- Roll Again 5. Roll Again 6.

Fusion Engine

- **Fusion Engine** 2.
- Gyro
- 5. Gyro

4.

- Roll Again 4. Roll Again
- Roll Again 5. Roll Again

Left Arm

Shoulder

LRM 15

LRM 15

LRM 15

Roll Again

Roll Again

Roll Again

Roll Again

Left Torso

Roll Again

Ammo (LRM 15) 8

2.

5.

6.

2.

3.

5.

6.

3.

1-3

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Medium Pulse Laser

Hand Actuator

- 1. Roll Again
- Roll Again 2. Roll Again 4-6
 - 4. Roll Again 5. Roll Again
 - Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink Streak SRM 2 6.

Center Torso

- **Fusion Engine** 1-3

Head

Life Support

Sensors

Cockpit

Roll Again

Life Support

Sensors

- - 6. Gyro
 - Gyro **Fusion Engine** 2.
- **Fusion Engine** 4-6
- **Fusion Engine** Single Heat Sink 5.
 - Ammo (Streak 2) 50

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Torso

- Ammo (LRM 15) 8
- Roll Again 2.
- 3. Roll Again 1-3 Roll Again
 - Roll Again 5. 6. Roll Again
 - 1. Roll Again
 - Roll Again 2. Roll Again
 - Roll Again Roll Again 5.
 - Roll Again

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink
- 6. Streak SRM 2

'MECH DATA

Type: Crusader CRD-4D

Mass: 65 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6

Biped 'Mech Jumping: 0

(hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 LRM 15 5 1/hit 6 7 14 1 Medium Pulse Laser RA 1 LRM 15 5 1/hit 6 21 1 Medium Pulse Laser LA 6 1 Streak SRM 2 9 LL 2 2/hit -3 1 Streak SRM 2 2 2/hit -

Ammo Type: Rounds: **LRM 15** 16 Streak SRM 2 50

Total Heat Sinks: 13 Single 000000000 000

☐ Operational

6

Weapon Heat: Auto Eject:

WARRIOR **D**ATA

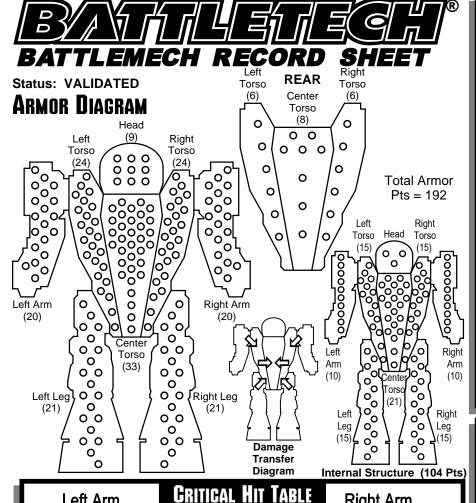
☐ Disabled

(22)

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	4 (D) MO-
2	CH METAWAR
111	MY WAY



- **Lower Arm Actuator** 1-3
- - - Roll Again 5.
 - Roll Again
- 6.

- 2.
- 1-3
- Single Heat Sink
- Single Heat Sink
- 3. Ammo (LRM 10) 12 1-3

Left Arm

Shoulder

LRM 10

LRM 10

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Left Torso

2.

5.

6.

2.

3.

5.

6.

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Medium Pulse Laser

Hand Actuator

- 4. Roll Again
- Roll Again 5.
- Roll Again
- 1. Roll Again
- Roll Again 2.
- Roll Again 4-6
 - 4. Roll Again 5. Roll Again
 - Roll Again 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. SRM 6
- SRM 6 6.

1. Shoulder

- Head Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- **Fusion Engine**
- **Fusion Engine**
- Gyro

 - 5. Gyro

 - 6. Gyro
 - Gyro
- **Fusion Engine** 2.
- **Fusion Engine**
- 4-6 **Fusion Engine**
 - Ammo (SRM 6) 15 5.
 - - Roll Again 4-6

Engine Hits 000 **Gyro Hits** 00

Sensor Hits 00 Life Support

- **Upper Arm Actuator** 2.
- **Hand Actuator**
 - Medium Pulse Laser 5.

 - LRM 10 6.
 - **LRM 10**
- Roll Again 2.
- Roll Again 3.
- 4-6 Roll Again

Right Torso

- Single Heat Sink
- Single Heat Sink
- 3. Ammo (LRM 10) 12 1-3
- 4. Roll Again
 - Roll Again 5.
 - 6. Roll Again
 - Roll Again 1.
 - Roll Again 2.
 - Roll Again 3.
 - 4. Roll Again
 - 5. Roll Again
 - Roll Again

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. SRM 6
- SRM 6 6.

WARRIOR **D**ATA

Total Heat Sinks: 14 Single

000000000 0000

Name: Gunnery Skill: **Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

'MECH DATA

Inner Sphere

Biped 'Mech

6

4 1/hit 6

(hexes)

4 1/hit 6 7 14

Weapon Heat:

(24)

4 2/hit - 3

4 2/hit - 3

21

Loc Ht Dmg Min Sht Med Lng

Type: Crusader CRD-4K

Movement Points: Tech & Configuration:

LA

LL

RL

Rounds:

24

15

☐ Disabled

Mass: 65 tons

Weapons Inventory:

1 Medium Pulse Laser RA

1 Medium Pulse Laser LA

Walking: 4

Running: 6

Jumping: 0

Type

1 LRM 10

1 LRM 10

1 SRM 6

1 SRM 6

Ammo Type:

LRM 10

SRM 6

Auto Eject:

☐ Operational

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117	 יידי	

** Avoid Inferno explosion on.. Shutdown 30 29

28 27 Ammo Explosion, avoid on 8+ (** 12+)

Shutdown, avoid on 10+ 26 25 -5 Movement Points

24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ (** 10+)

22 Shutdown, avoid on 8+ 21

18

17

12

8

6

5

4

3

2

1

0

-4 Movement Points 20 19 Ammo Explosion, avoid on 4+ (** 8+)

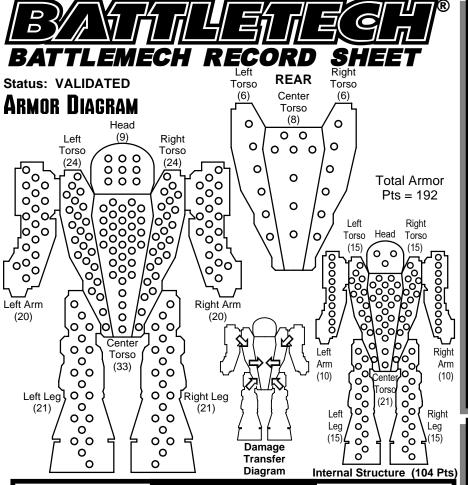
Shutdown, avoid on 6+ +3 Modifier to Fire

16 15 -3 Movement Points

Shutdown, avoid on 4+ (** 6+) 14 13 +2 Modifier to Fire

11 10 -2 Movement Points (** 4+) 9 +1 Modifier to Fire

-1 Movement Point



WARRIOR **D**ATA Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6

☐ Disabled

'MECH DATA

Inner Sphere

Biped 'Mech

(hexes)

Weapon Heat:

(34)

15

9

6

Lốc Ht Dma Min Sht Med Lna

10 1/hit - 3

10 1/hit

Type: Crusader CRD-5K

Movement Points: Tech & Configuration:

HD

Total Heat Sinks: 11 Double (22)

Rounds:

32

Mass: 65 tons

Weapons Inventory:

Walking: 4

Running: 6

Jumping: 4

Qty Type

1 MRM 30

MRM 30

1 Medium Laser

Medium Laser

1 C3 Slave Unit

Ammo Type:

MRM 30

Auto Eject:

☐ Operational

0

2 Medium Pulse Laser CT

000000000

Consciousness # 3 5 7 10 11 Dead

		HEAT CONEL
Γ	30	Shutdown
ı	29	
	28	Ammo Explosion, avoid on 8+
	27	
	26	Shutdown, avoid on 10+
	25	-5 Movement Points
	24	+4 Modifier to Fire
L	23	Ammo Explosion, avoid on 6+
L	22	Shutdown, avoid on 8+
L	21	
L	20	-4 Movement Points
L	19	Ammo Explosion, avoid on 4+
L	18	Shutdown, avoid on 6+
ļ	17	+3 Modifier to Fire
L	16	
Ļ	15	-3 Movement Points
ļ	14	Shutdown, avoid on 4+
ļ	13	+2 Modifier to Fire
ŀ	12	
ŀ	11	
ŀ	10	-2 Movement Points
ŀ	9	4 8 8 100 4 50
ŀ	7	+1 Modifier to Fire
ŀ		
ŀ	6	-1 Movement Point
ŀ	<u>5</u>	-1 Movement Point
ŀ	3	00
ł	2	16 2000000
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CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- Lower Arm Actuator 1-3
- **Hand Actuator**
 - 5. **MRM 30** MRM 30
 - 6.
 - **MRM 30**
 - MRM 30 2.
 - MRM 30 3.
- 4-6 Endo Steel
 - 5. Endo Steel
 - 6. Endo Steel

Left Torso

- XL Engine
- XL Engine
- 3. XL Engine 1-3
 - 4. Jump Jet
 - Jump Jet 5.
 - Medium Laser
 - Ammo (MRM 30) 8 1.
 - Ammo (MRM 30) 8 2.
- Ammo (MRM 30) 8 4-6
- Ammo (MRM 30) 8 4.
 - 5. CASE
 - Endo Steel

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Endo Steel 6.

Head

- Life Support
- Sensors
- Cocknit
- C3 Slave Unit
- Sensors
- Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- XL Engine 3.
- 1-3
 - Gyro

 - 5. Gyro
 - 6. Gyro

 - Gyro
 - XL Engine
 - XL Engine
- 4-6
 - XL Engine
 - **Medium Pulse Laser**

 - 5.
 - Medium Pulse Laser 4-6

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Arm

- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
 - **Hand Actuator**
 - 5. **MRM 30**
 - MRM 30 6.
 - **MRM 30**
 - MRM 30 2.
 - MRM 30 3.
- 4-6 Endo Steel

 - 5. Endo Steel

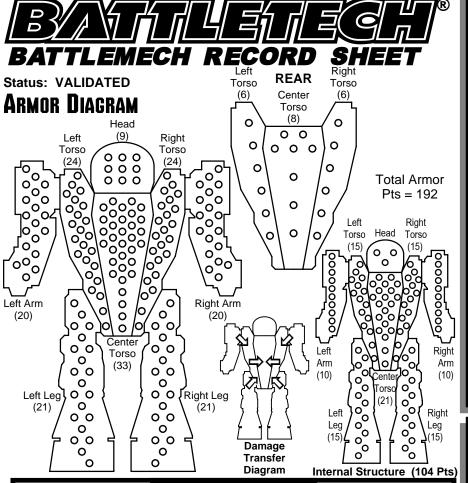
 - 6. Endo Steel

Right Torso

- 1. XL Engine
- XL Engine 2.
- XL Engine
- 1-3 ^{3.} _{4.} Jump Jet
 - 5.
 - Jump Jet **Medium Laser**

 - Double Heat Sink 2.
 - Double Heat Sink
 - Double Heat Sink
 - Endo Steel
 - Endo Steel 5.
 - Endo Steel

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Endo Steel 6.



Streak SRM 2 50 Total Heat Sinks: 13 Double (26) 000000000 000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (24)

WARRIOR DATA							
Name:							
Gunnery Skill: Piloting Skill:							
Hits Taken	1	2	3	4	5	6	
Consciousness #	3	5	7	10	11	Dead	

'MECH DATA

Inner Sphere

Biped 'Mech

(hexes)

1

1

3 6

7

3 6

2

14

6 9

3

3

9

21

Lốc Ht Dma Min Sht Med Lna

5 1/hit 6 7

2

5 1/hit 6

2 2/hit

2 2/hit

0

Type: Crusader CRD-5M

Movement Points: Tech & Configuration:

RA

RA

RA 3 5

LA

LA

LL

RL

Rounds:

100

12

Mass: 65 tons

Weapons Inventory:

Anti-Missile System HD

Walking: 4

Running: 6

Jumping: 4

Machine Gun

Medium Laser

Medium Laser

Streak SRM 2

Streak SRM 2

Machine Gun

Anti-Missile System

Qty Type

1 LRM 15

1 Flamer

LRM 15

Ammo Type: LRM 15

Name:						
Gunnery Skill:		_ Pi	loting	Skill	:	
Hits Taken	1	2	3	4	5	Τ
Consciousness #	3	5	7	10	11	C
Н	ΑΙ	Sc	ALI			

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	• (2 200 mag
2	(N) (4) ALIXWY #R
1	1//
0	V

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3 **Double Heat Sink**
 - 5. Double Heat Sink
 - 6. Double Heat Sink
 - **LRM 15**

 - LRM 15 2. LRM 15
- 3. 4-6
 - Medium Laser 5. Roll Again
 - 6. Roll Again

Left Torso

- XL Engine
- XL Engine
- 3. XL Engine
- 1-3 Double Heat Sink
 - Double Heat Sink 5.
 - Double Heat Sink

 - 1. Jump Jet
 - 2. Jump Jet
- Ammo (Streak 2) 50 4-6
 - 4. CASE
 - 5. Roll Again
 - Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Streak SRM 2
- Roll Again 6.

- Head Life Support
- Sensors
- Cockpit
- **Anti-Missile System**
- Sensors
- Life Support

Center Torso

- 1. XL Engine XL Engine
- 2.
- XL Engine 3. 1-3
- Gyro

 - 5. Gyro
 - 6. Gyro

 - Gyro
- XL Engine 2.
- XL Engine
- XL Engine
 - Roll Again 5.
 - 6. Roll Again

Life Support

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00

Right Arm Shoulder

- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
 - **Hand Actuator**
 - 5. **LRM 15**
 - LRM 15 6.
 - LRM 15
 - Flamer 2.
 - **Machine Gun** 3.
- 4-6 **Medium Laser**
 - 5. Ammo (MG) 100

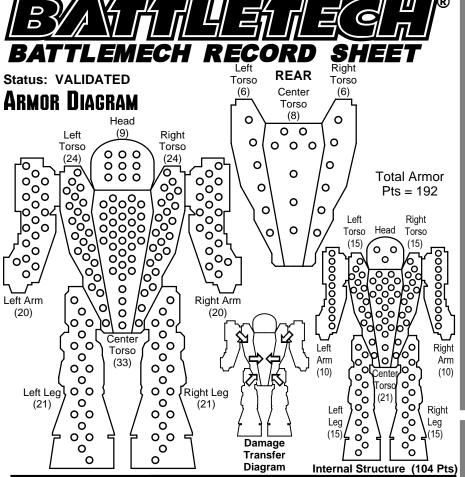
 - Roll Again

Right Torso

- XL Engine 1.
- XL Engine 2.
- XL Engine 1-3
 - Double Heat Sink Double Heat Sink 5.
 - **Double Heat Sink**
 - 1. Jump Jet

 - 2. Jump Jet
 - Ammo (LRM 15) 8
- 4-6 Ammo (LRM 15) 8
 - Ammo (AMS) 12 5.
 - CASE

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Streak SRM 2
- Roll Again 6.



Type: Crusader CRD-5S Mass: 65 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 LRM 15 RΑ 5 1/hit 6 7 14 1 Flamer 1 Medium Laser RA 9 1 LRM 15 LA 5 1/hit 6 21 1 Medium Laser LA 1 SRM 6 4 2/hit - 3 9 LL 6 1 SRM 6 RL 4 2/hit -3 9 Ammo Type: Rounds: LRM 15 16 SRM 6 15 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Disabled (27)☐ Operational

'MECH DATA

WARRIOR **D**ATA Name: **Gunnery Skill: CRITICAL HIT TABLE** Piloting Skill: Left Arm Right Arm Hits Taken 1 2 3 4 5 6 1. Shoulder Consciousness # 3 5 7 10 11 Dead **Upper Arm Actuator Upper Arm Actuator** 2. Head Lower Arm Actuator **Lower Arm Actuator** 1-3 **Hand Actuator** Life Support HEAT SCALE 5. **LRM 15** Sensors LRM 15 6. 3. Cockpit

** Avoid Inferno explosion on.. 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ (** 12+) Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ (** 10+) 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ (** 8+) Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ (** 6+) 14 13 +2 Modifier to Fire 12 11 10 -2 Movement Points (** 4+) 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3 2 1 0

- Shoulder
- 2.
- 1-3
 - **LRM 15**
 - 5. LRM 15
 - 6. LRM 15
 - **Medium Laser**
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Torso

- Roll Again
- Roll Again
- 3. Roll Again 1-3
 - 4. Roll Again
 - Roll Again 5.
 - Roll Again
 - 1. Roll Again
- Roll Again 2.
- Roll Again 4-6 4. Roll Again
 - 5. Roll Again
 - Roll Again 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. SRM 6
- SRM 6 6.

- Roll Again
- Sensors
- Life Support

Center Torso

- 1. Fusion Engine
- **Fusion Engine** 2.
- **Fusion Engine**
- 1-3
 - Gyro
 - 5. Gyro

 - 6. Gyro
 - Gyro **Fusion Engine** 2.
- **Fusion Engine** 4-6
 - **Fusion Engine**
 - Ammo (SRM 6) 15 5.
 - 6. CASE

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

- LRM 15
- Flamer 2.
- **Medium Laser** 3. 4-6
 - Roll Again
 - Roll Again
 - 5. Roll Again 6.

Right Torso

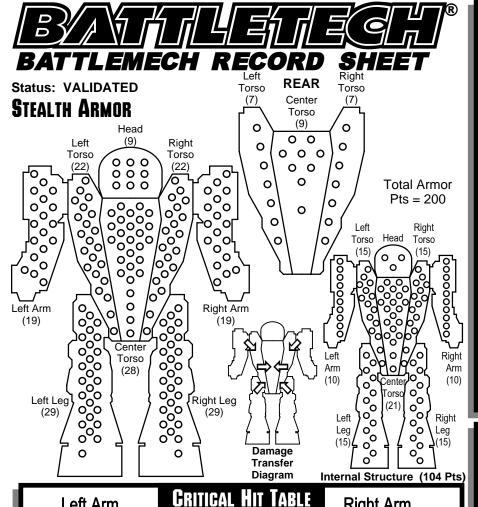
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8 2.
- CASE
- 1-3 ^{3.}

4-6

- Roll Again
 - Roll Again 5. 6. Roll Again

 - 1. Roll Again
 - Roll Again 2.
 - Roll Again 3.
 - 4. Roll Again
 - 5. Roll Again
 - Roll Again

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. SRM 6
- SRM 6 6.



Right Arm Shoulder

- **Upper Arm Actuator** 2. 3. **Lower Arm Actuator**
- 1-3 **Hand Actuator** 5. Double Heat Sink
 - 6. **Double Heat Sink**
 - **Double Heat Sink**
- LRM 15 2. LRM 15 3.
 - 4-6 **LRM 15** 5. Stealth Armor
- Center Torso Stealth Armor 6. **Fusion Engine**

4-6

5.

Fusion Engine 2. Left Torso

3.

Left Arm

Shoulder

LRM 15

LRM 15

LRM 15

Stealth Armor

Stealth Armor

Jump Jet

Streak SRM 4

Double Heat Sink

Double Heat Sink

Double Heat Sink

Upper Leg Actuator

Lower Leg Actuator

Guardian ECM

Guardian ECM

Stealth Armor

Foot Actuator

Stealth Armor

Stealth Armor

Left Leg

2.

5.

6.

2.

3.

5.

6.

1.

3.

4.

5.

6.

1.

2.

4.

5.

6.

1. diH

3.

4.

5.

6.

1-3

4-6

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Double Heat Sink

Double Heat Sink

Double Heat Sink

Fusion Engine 1-3

Head

Life Support

Sensors

Cockpit **ER Medium Laser**

Sensors

Life Support

- Gyro 5. Gyro
- 6. Gyro
- Double Heat Sink Gyro Double Heat Sink **Fusion Engine** 2. Double Heat Sink
 - **Fusion Engine** 4-6
 - **Fusion Engine** 5. Jump Jet
 - ER Medium Laser 6.

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Torso

- Jump Jet 1. Streak SRM 4 2.
- 3. Ammo (Streak 4) 25 1-3 Ammo (LRM 15) 8
 - Ammo (LRM 15) 8 5. 6. Ammo (LRM 15) 8
 - Ammo (LRM 15) 8 1.
 - 2. CASE
 - Stealth Armor 4. Stealth Armor
 - Roll Again Roll Again

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4. 5. Stealth Armor
- Stealth Armor 6.

'MECH DATA

Type: Crusader CRD-7L

Mass: 65 tons Movement Points: Tech & Configuration: Walking: 3 Inner Sphere Running: 5 **Biped 'Mech**

Jumping: 3

Ammo Type:

(hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 LRM 15 RΑ 5 1/hit 6 7 14 1 LRM 15 5 1/hit 6 1 Streak SRM 4 3 2/hit 1 Streak SRM 4 3 2/hit 9 1 Guardian ECM LT 1 ER Medium Laser 5 12 CT 8 1 ER Medium Laser HD 8 12

LRM 15 32 25 Streak SRM 4

Total Heat Sinks: 11 Double (22) 000000000

Weapon Heat: Auto Eject: ☐ Disabled (36)☐ Operational

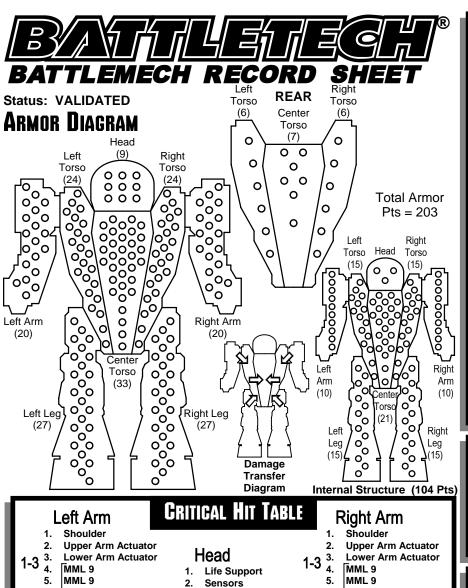
Rounds:

WARRIOR **D**ATA

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

HEAT SCALE

Γ	30	Shutdown
Γ	29	
	28	Ammo Explosion, avoid on 8+
	27	•
	26	Shutdown, avoid on 10+
I	25	-5 Movement Points
	24	+4 Modifier to Fire
L	23	Ammo Explosion, avoid on 6+
L	22	Shutdown, avoid on 8+
L	21	
L	20	-4 Movement Points
L	19	Ammo Explosion, avoid on 4+
L	18	Shutdown, avoid on 6+
L	17	+3 Modifier to Fire
L	16	
L	15	-3 Movement Points
L	14	Shutdown, avoid on 4+
L	13	+2 Modifier to Fire
L	12	
ŀ	11	
ŀ	10	-2 Movement Points
ŀ	9	
ŀ	7	+1 Modifier to Fire
ŀ		
ŀ	6	4 Marray and Baint
ŀ	5	-1 Movement Point
H	3	00
H	2	1 2000000
ŀ	1	an Meraniak
H	0	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
L	v	v



Cockpit

Sensors

1. XL Engine

XL Engine

XL Engine

XL Gyro

XL Gyro

XL Gyro

XL Gyro

XL Gyro

XL Gyro

XL Engine

XL Engine

XL Engine

Engine Hits

Sensor Hits

Life Support

Gyro Hits

2.

3. 1-3

5.

6.

2.

3.

5.

6.

Life Support

Center Torso

Light Ferro-Fibrous

- MML 9 5.
 - 6. MML 9
 - MML 9
 - MML 9 2.
- Artemis IV FCS 3. 4-6 **ER Medium Laser**
 - 5. Ammo (MML 9) 11/13 Ammo (MML 9) 11/13

Right Torso

- XL Engine XL Engine 2.
- 3. XL Engine 1-3 4. MML 5 MML 5 5.
 - MML 5
 - **Artemis IV FCS** 1. 2. Ammo (MML 5) 20/24
- Ammo (MML 5) 20/24 4-6 Ammo (MML 9) 11/13
 - CASE 5.
 - Light Ferro-Fibrous

00 Right Leg

000

00

- 1. Hip
- **Upper Leg Actuator Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Light Ferro-Fibrous Light Ferro-Fibrous 6.

'MECH DATA

Type: Crusader CRD-7W Mass: 65 tons

Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0

Weapons Inventory: (hexes) Loc Ht Dmg Min Sht Med Lng Qty Type 1 MML 9 w/ Artemis IV RA LRM (13 salvos/ton) 1/hit 6 7 14 21 SRM (11 salvos/ton) 2/hit - 3 6 9 1 ER Medium Laser RA 5 -4 8 12 MML 9 w/ Artemis IV LA ER Medium Laser LA 12 MML 5 w/ Artemis IV RT - -LRM (24 salvos/ton) 1/hit 6 7 14 21 SRM (20 salvos/ton) 2/hit - 3 6 9 MML 5 w/ Artemis IV LT

Ammo Type: Rounds: MML 5

Total Heat Sinks: 10 Double (20) 000000000

Weapon Heat: Auto Eject: ☐ Disabled (26)☐ Operational

WARRIOR DATA

Name: Gunnery Skill: Piloting Skill:						
 Hits Taken	1	2	3	4	5	6 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	0-
3	1 2000000
1	ANNOTALIA.
0	1/~°
	V

CASE

1. Hip

6.

1.

2.

3.

5.

6.

3.

4.

5.

6.

1.

4.

5.

1-3

4-6

4-6

MML 9

MML 9

MML 9

Artemis IV FCS

Left Torso

XL Engine

XL Engine

XL Engine

Artemis IV FCS

Ammo (MML 5) 20/24

Ammo (MML 5) 20/24

Ammo (MML 5) 20/24

Light Ferro-Fibrous

MML 5

MML 5

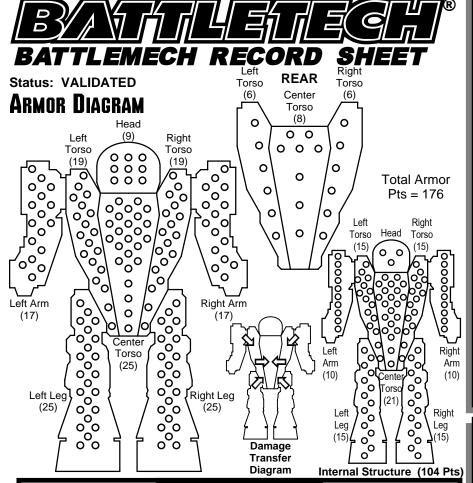
MML 5

ER Medium Laser

Ammo (MML 9) 11/13

Ammo (MML 9) 11/13

- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Light Ferro-Fibrous
- Light Ferro-Fibrous 6.



Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 LRM 10 4 1/hit 6 7 14 1 Medium Laser 5 3 RA 1 LRM 10 LA 4 1/hit 6 7 14 21 1 Medium Laser 5 1 Heavy Gauss Rifle LT 2 25/20/10 4 6 13 Ammo Type: Rounds: LRM 10 12 **Heavy Gauss Rifle** Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Disabled (16)☐ Operational **W**ARRIOR **D**ATA

'MECH DATA

Inner Sphere

Biped 'Mech

(hexes)

Type: Crusader CRD-8S

Movement Points: Tech & Configuration:

Mass: 65 tons

Walking: 4

Running: 6

Jumping: 4

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

HEAT SCALE 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 13 +2 Modifier to Fire 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3

2

1

n

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3 **Hand Actuator**
 - 5. **LRM 10**
 - LRM 10 6.
 - **Medium Laser**
 - Roll Again 2. Endo Steel
- 3. 4-6 Endo Steel
 - 5. Endo Steel
 - 6. Endo Steel

Left Torso

- XL Engine
- XL Engine
- 3. XL Engine 1-3
 - 4. Heavy Gauss Rifle
 - Heavy Gauss Rifle 5.
 - 6. **Heavy Gauss Rifle**
 - **Heavy Gauss Rifle** 1.
 - Heavy Gauss Rifle 2.
- Heavy Gauss Rifle
- 4-6 4. Heavy Gauss Rifle
 - Heavy Gauss Rifle 5.
 - Heavy Gauss Rifle

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Jump Jet
- 6. Jump Jet

Head

- Life Support
- Sensors
- 3. Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- XL Engine 3.
- 1-3 Gyro

 - 5. Gyro
 - 6. Gyro

 - Gyro
 - 2. XL Engine
- XL Engine 3. 4-6
 - XL Engine
 - Heavy Gauss Rifle (Cont)

 - Heavy Gauss Rifle (Cont)

Engine Hits OOO **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Arm

- Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator**
- 1-3 **Hand Actuator**
 - 5. LRM 10
 - LRM 10 6.
 - **Medium Laser**
 - Roll Again 2.
- Endo Steel 3. 4-6
 - Endo Steel
 - 5. Endo Steel

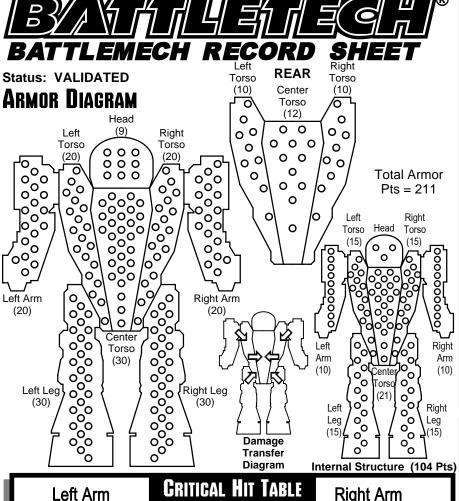
 - Endo Steel 6.

Right Torso

- 1. XL Engine
- XL Engine 2.
- XL Engine
- 1-3 ^{3.} _{4.} Ammo (LRM 10) 12
 - Ammo (Hvy Gauss) 4 5.
 - Ammo (Hvy Gauss) 4

 - 1. CASE
 - 2. Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel 5.
 - Endo Steel

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Jump Jet 6. Jump Jet



Right Arm Shoulder

- **Upper Arm Actuator** 2.
- Double Heat Sink 3. 1-3 **Double Heat Sink**
 - Large Pulse Laser 5.
 - Large Pulse Laser Large Pulse Laser
 - Large Pulse Laser 2.
- Endo Steel 3. 4-6 Ferro-Fibrous
 - Ferro-Fibrous 5.
 - Ferro-Fibrous 6.

Center Torso

- **Fusion Engine**
- 2. **Fusion Engine Fusion Engine**

Head

Life Support

Sensors

Cockpit **ER Small Laser**

Sensors

Life Support

- 1-3 Gyro
 - 5. Gyro
- 6.
- Double Heat Sink Gyro Double Heat Sink
- 5. Double Heat Sink

Shoulder

2.

5.

6.

2.

3.

5.

6.

1.

3.

1-3

1-3

4-6

Upper Arm Actuator

Double Heat Sink

Double Heat Sink

Large Pulse Laser

Large Pulse Laser

Large Pulse Laser

Large Pulse Laser

Endo Steel

Endo Steel

Left Torso

Ferro-Fibrous

Ferro-Fibrous

Double Heat Sink

Double Heat Sink

Double Heat Sink

- **Double Heat Sink** 1.
- **Double Heat Sink** 2.
- Jump Jet 4-6 Endo Steel
 - Endo Steel 5. Ferro-Fibrous

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. **Double Heat Sink** 6. Double Heat Sink

- Gyro
- **Fusion Engine** 2.
- **Fusion Engine**
- 4-6 **Fusion Engine**
 - 5. Jump Jet Active Probe

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Torso

- Double Heat Sink **Double Heat Sink**
- 3. Double Heat Sink 1-3
 - **Double Heat Sink** Double Heat Sink
 - **Double Heat Sink**
 - 1. Double Heat Sink **Double Heat Sink** 2.
- Jump Jet 3. 4-6 Endo Steel
 - Endo Steel 5.
 - Ferro-Fibrous

Right Leg

- 1. Hip
- 2. **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Double Heat Sink
- 6. Double Heat Sink

'MECH DATA

Type: Rifleman IIC Mass: 65 tons

Movement Points: Tech & Configuration:

Walking: 3 Clan

Running: 5 **Biped 'Mech** Jumping: 3

(hexes) Weapons Inventory:

Qty Type Loc Ht Dmg Min Sht Med Lng

2 Large Pulse Laser 10 6 14 2 Large Pulse Laser 14 20 10 10 6

1 Active Probe CT 1 ER Small Laser HD

Total Heat Sinks: 19 Double (38) 000000000 00000000

Weapon Heat: Auto Eject:

☐ Operational ☐ Disabled (42)

WARRIOR **D**ATA

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 7 10 11 Dead

HEAT SCALE

30	Shutdown
29 28	Ammo Explosion, avoid on 8+
27 26	Shutdown, avoid on 10+
25 24	-5 Movement Points +4 Modifier to Fire
23 22	Ammo Explosion, avoid on 6+ Shutdown, avoid on 8+
21 20	-4 Movement Points
19 18	Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+
17 16	+3 Modifier to Fire
15 14	-3 Movement Points Shutdown, avoid on 4+
13 12	+2 Modifier to Fire
10	-2 Movement Points
9	A Madifianta Fina

+1 Modifier to Fire

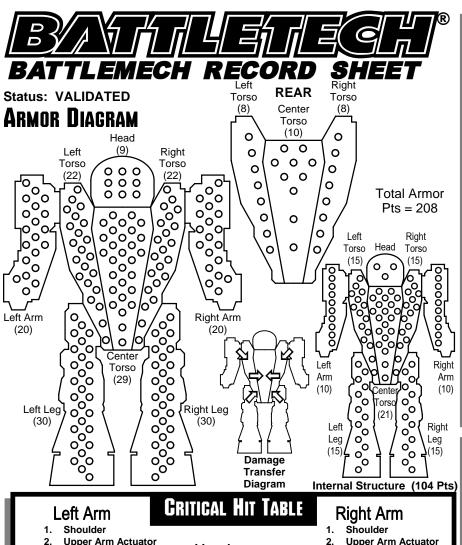
6

5 4

3

1

-1 Movement Point



- **Upper Arm Actuator**
- 1-3
- Ultra AC/2 5.
- 4-6
- Roll Again
 - 5. Roll Again
 - 6.

Center Torso 1. Fusion Engine

- **Fusion Engine**
- 2.
- **Fusion Engine** 1-3 Gyro Gyro

Gyro

Gyro

Fusion Engine

Fusion Engine

Fusion Engine

Jump Jet

Roll Again

Engine Hits

Sensor Hits

Life Support

Gyro Hits

5.

6.

2.

5.

6.

4-6

Head

3.

Life Support

Sensors

Cockpit Roll Again

Sensors

Life Support

- Left Torso (CASE) Ammo (Ult AC/2) 45 Ammo (Ult AC/2) 45
- 3. Ammo (Ult AC/2) 45
- 1-3 4.
 - Jump Jet

3.

5.

6.

2.

3.

5.

6.

1-3

4-6

Ultra AC/2

Ultra AC/2

Ultra AC/2

Ultra AC/2

Endo Steel

Endo Steel

Roll Again

Roll Again

Roll Again

Roll Again

- Endo Steel 5.
- Endo Steel
- 1. Roll Again Roll Again 2.
- Roll Again
- 4-6 4. Roll Again
 - 5. Roll Again
 - Roll Again 6.

Left Leg

- 1.
- 3.
- Foot Actuator 4.
- 5. Roll Again Roll Again 6.
- diH **Upper Leg Actuator** Lower Leg Actuator

- Ultra AC/2 3.
- Ultra AC/2

 - 6. Ultra AC/2
 - Endo Steel
 - Roll Again 2.
- Roll Again 3.
 - - Roll Again

Right Torso (CASE)

- Ammo (Ult AC/2) 45
- Ammo (Ult AC/2) 45
- 1-3 ^{3.} Ammo (Ult AC/2) 45
- Jump Jet
 - Endo Steel 5. 6. Endo Steel

 - Roll Again 1.
 - Roll Again 2.

4-6

000

00

00

- Roll Again 3.
- Roll Again Roll Again 5.
- Roll Again

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Roll Again
- Roll Again 6.

WARRIOR DATA Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6

HEAT SCALE

3 5 7 10 11 Dead

Shutdown

☐ Disabled

'MECH DATA

Clan

Biped 'Mech

2 2

2

(hexes)

9 18 27

27

2 9 18

Weapon Heat:

(8)

Loc Ht Dmg Min Sht Med Lng

Movement Points: Tech & Configuration:

LA

Rounds:

270

Total Heat Sinks: 10 Double (20)

Type: Rifleman IIC 2

Mass: 65 tons

Weapons Inventory:

Walking: 4

Running: 6

Jumping: 3

Qty Type

2 Ultra AC/2

2 Ultra AC/2

Ammo Type:

Ultra AC/2

Auto Eject:

☐ Operational

Consciousness #

30

6

5

4

3

2

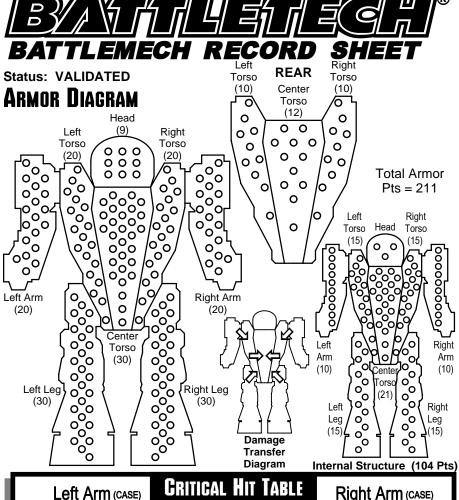
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29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 13 +2 Modifier to Fire 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8

-1 Movement Point



Head

Life Support

Sensors

Cocknit **Active Probe**

Sensors

2.

3.

5. Gyro

6.

2.

5.

6.

4-6

Life Support

Center Torso

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Jump Jet

Endo Steel

Gyro

Gyro

Gyro

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator 2.
- Double Heat Sink 3. 1-3
- Double Heat Sink 5.
 - Heavy Large Laser
 - 6. **Heavy Large Laser**
 - Heavy Large Laser
- Ultra AC/2 2. Ultra AC/2 3.
- 4-6 Ammo (Ult AC/2) 45
 - Endo Steel 5.
 - Endo Steel 6.

- Right Torso Double Heat Sink 1.
- **Double Heat Sink**
- 3. Double Heat Sink 1-3
 - **Double Heat Sink** Double Heat Sink 5.
 - **Double Heat Sink**
 - 1. Double Heat Sink
 - Double Heat Sink 2.
 - Double Heat Sink 3.
 - **Double Heat Sink**
 - Jump Jet 5.
 - Endo Steel

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.

Jump Jet

Endo Steel

Shoulder

Ultra AC/2

Ultra AC/2

Endo Steel

Endo Steel

Left Torso

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

2.

3.

5.

6.

2.

3.

5.

6.

1.

3.

5.

1.

2.

4.

5.

6.

1-3

4-6

1-3

4-6

Upper Arm Actuator

Double Heat Sink

Double Heat Sink

Heavy Large Laser

Heavy Large Laser

Heavy Large Laser

Ammo (Ult AC/2) 45

- 5. 6.
- **Double Heat Sink** Double Heat Sink
- **Engine Hits** 000 **Gyro Hits** 00

4-6

00 Sensor Hits Life Support

Right Leg

- 1. Hip 2.
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Double Heat Sink
- 6. Double Heat Sink

'MECH DATA Type: Rifleman IIC 3 Mass: 65 tons Movement Points: Tech & Configuration: Walking: 3 Clan Running: 5 **Biped 'Mech** Jumping: 3 (hexes) Weapons Inventory: Type Loc Ht Dmg Min Sht Med Lng 1 Heavy Large Laser RA 18 16 5 10 1 Ultra AC/2 RA 9 18 27 1 Heavy Large Laser LA 15 10 1 Ultra AC/2 2

Ultra AC/2 90 Total Heat Sinks: 21 Double (42)

HD

Qty

1 Active Probe

Ammo Type:

000000000 000000000

Rounds:

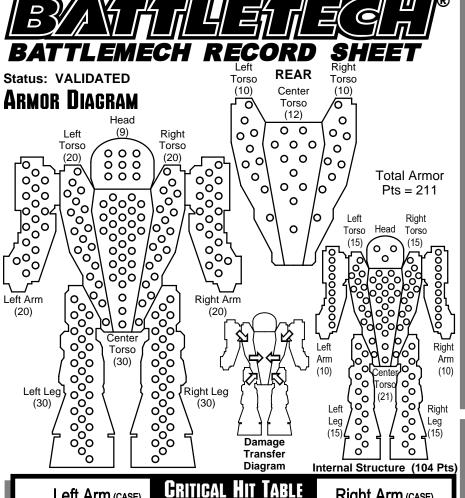
Auto Eject: Weapon Heat: ☐ Operational ☐ Disabled (40)

WARRIOR **D**ATA

Name:						
Gunnery Skill:		. Pi	loting	Skill	·	
Hits Taken	1	2	3	4	5	6
Consciousness #	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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	0-
3	1 200mm
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Qty Type Loc Ht Dmg Min Sht Med Lng 1 Large Pulse Laser 10 10 6 14 1 Adv. Tact. Msl. 9 6 2/hit 4 5 10 RA 15 ER ATM Ammo 27 1/hit 4 9 18 **HE ATM Ammo** 3/hit -3 1 Large Pulse Laser LA 10 10 6 14 20 1 Adv. Tact. Msl. 9 6 2/hit 4 5 10 Ammo Type: Rounds: Adv. Tact. Msl. 9 28 Total Heat Sinks: 16 Double (32) 000000000 000000 Weapon Heat: Auto Eject: ☐ Disabled (32)Operational **W**ARRIOR **D**ATA

'MECH DATA

Clan

Biped 'Mech

(hexes)

Movement Points: Tech & Configuration:

Type: Rifleman IIC 4

Mass: 65 tons

Weapons Inventory:

Walking: 3

Running: 5

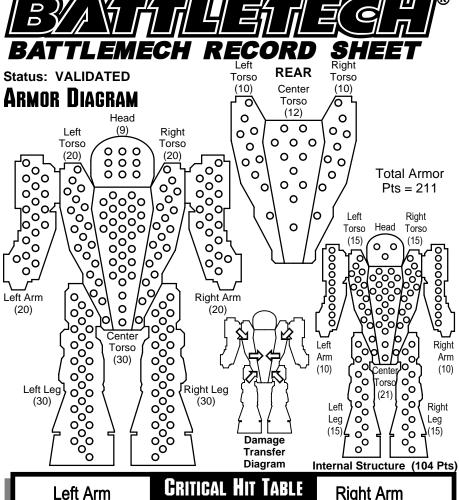
Jumping: 3

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

HEAT GOAL

Right Arm (CASE) Left Arm (CASE) Shoulder 1. Shoulder **Upper Arm Actuator** 2. **Upper Arm Actuator** 2. Head Large Pulse Laser Large Pulse Laser 3. 3. 1-3 1-3 Large Pulse Laser Large Pulse Laser Life Support 5. Adv. Tact. Msl. 9 Adv. Tact. Msl. 9 5. Sensors 6. Adv. Tact. Msl. 9 6. Adv. Tact. Msl. 9 3. Cockpit Roll Again 1. Adv. Tact. Msl. 9 Adv. Tact. Msl. 9 Sensors Adv. Tact. Msl. 9 Adv. Tact. Msl. 9 2. 2. Life Support 3. Ammo (ATM 9) 7 3. Ammo (ATM 9) 7 4-6 4-6 Ammo (ATM 9) 7 Ammo (ATM 9) 7 Endo Steel Endo Steel 5. Center Torso 5. Roll Again Roll Again 6. 6. **Fusion Engine** 2. **Fusion Engine** Left Torso Right Torso **Fusion Engine** 3. 1-3 Double Heat Sink Gyro Double Heat Sink 1. 1. 5. Gyro **Double Heat Sink** Double Heat Sink 3. Double Heat Sink 6. Gyro 3. Double Heat Sink 1-3 1-3 Double Heat Sink **Double Heat Sink** Gyro Double Heat Sink Double Heat Sink 5. 5. **Fusion Engine** 2. Double Heat Sink Double Heat Sink **Fusion Engine** 4-6 **Fusion Engine** 1. Jump Jet 1. Double Heat Sink Double Heat Sink 5. Jump Jet 2. Endo Steel 2. 6. Roll Again Endo Steel Jump Jet 3. 4-6 4-6 4. Endo Steel Endo Steel 5. Roll Again Endo Steel 5. **Engine Hits** 000 Roll Again Roll Again **Gyro Hits** 00 00 Left Leg Sensor Hits Right Leg Life Support 1. diH 1. Hip **Upper Leg Actuator** 2. **Upper Leg Actuator** Lower Leg Actuator **Lower Leg Actuator** 3. 3. **Foot Actuator Foot Actuator** 4. 4. 5. **Double Heat Sink** 5. Double Heat Sink 6. Double Heat Sink 6. Double Heat Sink

	MEAL DUALE
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	. 22.00
2	AC (ACAYM) PO
1	4XM2nmag
0	V* -



- 1. Shoulder **Upper Arm Actuator** 2. Double Heat Sink
- 3. 1-3 Double Heat Sink
 - Double Heat Sink 5. **Double Heat Sink**
- **Double Heat Sink** Double Heat Sink 2.
- 3. ER Large Laser
- 4-6 **Medium Pulse Laser**
 - 5. Endo Steel
 - Endo Steel 6.

Center Torso

Fusion Engine

Fusion Engine

Fusion Engine

Improved Jump Jet

Improved Jump Jet

Engine Hits OOO

00

00

Gyro Hits

Sensor Hits

Life Support

Life Support

Life Support

Sensors

Cockpit **ER Large Laser**

Sensors

- **Fusion Engine** 2. **Fusion Engine**
- **Fusion Engine** 3.

Gyro

Head

- Gyro
- 5. Gyro 6. Gyro

2.

5.

4-6

3.

Improved Jump Jet Improved Jump Jet

Improved Jump Jet

- Improved Jump Jet Double Heat Sink 5.
- Double Heat Sink

Shoulder

2.

3.

5.

6.

2.

3.

5.

6.

3.

1-3

1-3

4-6

Upper Arm Actuator

Medium Pulse Laser

Double Heat Sink

Double Heat Sink

ER Large Laser

Endo Steel

Endo Steel

Roll Again

Roll Again

Roll Again

Roll Again

Left Torso

- Double Heat Sink 1.
- 2. Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
 - 5.
 - Endo Steel 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. **Double Heat Sink**
- 6. Double Heat Sink

Right Torso

- Improved Jump Jet 1.
- Improved Jump Jet Improved Jump Jet 3.
- 1-3 Improved Jump Jet Double Heat Sink 5.
 - **Double Heat Sink**

 - 1. Double Heat Sink 2. Double Heat Sink
 - Double Heat Sink 3.
- 4-6 4. **Double Heat Sink**
 - Endo Steel 5.
 - Roll Again

Right Leg

- 1. Hip
- 2. **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Double Heat Sink
- 6. Double Heat Sink

'MECH DATA

Type: Rifleman IIC 5

Mass: 65 tons Movement Points: Tech & Configuration:

Walking: 3 Clan

Running: 5 **Biped 'Mech** Jumping: 5

(hexes) Weapons Inventory:

Qty Type Loc Ht Dmg Min Sht Med Lng

1 ER Large Laser RA 12 10 8 15

1 Medium Pulse Laser RA 12 1 ER Large Laser 25 8 15

1 Medium Pulse Laser LA

HD 12 10 8 15 25 1 ER Large Laser

Total Heat Sinks: 19 Double (38)

000000000 00000000

Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (44)

WARRIOR DATA

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 7 10 11 Dead

HEAT SCALE

30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+

22 Shutdown, avoid on 8+ 21 -4 Movement Points 20

19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17

+3 Modifier to Fire -3 Movement Points

15 Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 12

16

11

10

9

6

5

4

3

2

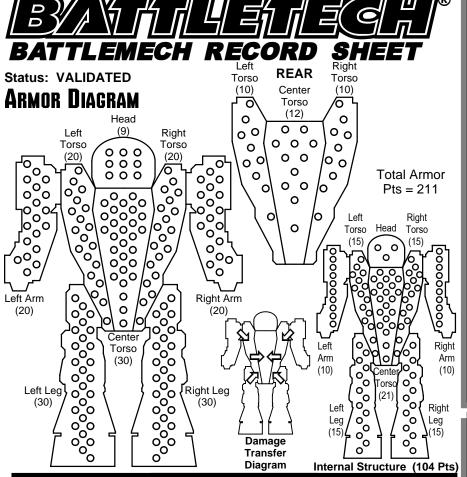
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-2 Movement Points

8 +1 Modifier to Fire

-1 Movement Point



Mass: 65 tons Movement Points: Tech & Configuration: Walking: 3 Clan Running: 5 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Туре Lốc Ht Dma Min Sht Med Lna Qty 1 HAG 30 30 2 8 16 24 1 Anti-Missile System RA 1 HAG 30 16 24 1 Anti-Missile System LA 5 1 Active Probe CT 1 ER Small Laser HD Ammo Type: Rounds: **HAG 30** 28 Anti-Missile System 48 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Disabled (16)☐ Operational **WARRIOR DATA** Name:

Gunnery Skill:

Consciousness #

Hits Taken

1 | 2 | 3 | 4 | 5

3

5 7

'MECH DATA

Type: Rifleman IIC 6

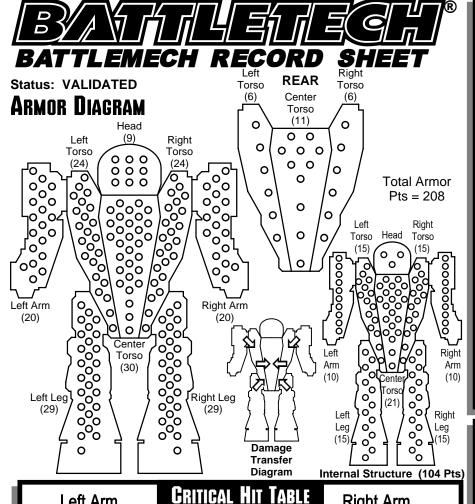
Left Arm (CASE) CRITICAL HIT TABLE Right Arm (CASE)								
1. Shoulder		1. Shoulder						
2. Upper Arm Actuator		2. Upper Arm Actuator						
1-3 3. HAG 30 HAG 30	Head ₄	-3 3. HAG 30						
1-3 4. HAG 30	1. Life Support	-O 4. HAG 30						
5. HAG 30	2. Sensors	5. HAG 30						
6. HAG 30	3. Cockpit	6. HAG 30						
1. HAG 30	4. ER Small Laser	1. HAG 30						
2. HAG 30	5. Sensors	2. HAG 30						
2 1140 20	6. Life Support	0 1140 00						
4-6 4. HAG 30	4	-6 4. HAG 30						
5. Anti-Missile System	Center Torso	5. Anti-Missile System						
6. Ammo (AMS) 24		6. Ammo (AMS) 24						
01 7 mm (7 m 0) 24	1. Fusion Engine	0. 7 (7						
Left Torso	2. Fusion Engine	Right Torso						
	1-3 3. Fusion Engine							
1. Ammo (HAG30) 4	T. Oylo	1. Double Heat Sink						
2. Ammo (HAG30) 4	5. Gyro	2. Double Heat Sink						
1-3 3. Ammo (HAG30) 4	6. Gyro	-3 3. Ammo (HAG30) 4						
4. Allillo (HAGSU) 4	1. Gyro	4. Allillo (11AG30) 4						
5. Endo Steel	2. Fusion Engine	5. Ferro-Fibrous						
6. Endo Steel	A & 3. Fusion Engine	6. Ferro-Fibrous						
1. Endo Steel	4-6 3. Fusion Engine Fusion Engine	1. Ferro-Fibrous						
2. Endo Steel	5. Active Probe	2. Ferro-Fibrous						
A & 3. Endo Steel	6. Ammo (HAG30) 4	a. Ferro-Fibrous						
4-6 4. Endo Steel	4	-6 4. Ferro-Fibrous						
5. Endo Steel	Engine Hits OOO	5. Ferro-Fibrous						
6. Roll Again		6. Roll Again						
	Gyro Hits OO							
Left Leg	Sensor Hits OO	Right Leg						
1. Hip	Life Support O	1. Hip						
2. Upper Leg Actuator		2. Upper Leg Actuator						
3. Lower Leg Actuator		3. Lower Leg Actuator						
4. Foot Actuator		4. Foot Actuator						
Double Heat Sink		5. Double Heat Sink						
6. Double Heat Sink		6. Double Heat Sink						

	HEAT SCALE
	III OUNEL
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	• (2 200 mag
2	an atlayayar
1	1/1/0
0	V

Piloting Skill:

10 11 Dead

6



- Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3 **Hand Actuator**
 - 5. Large Laser
 - Large Laser Roll Again
- Roll Again 2. Roll Again 3.
- 4-6
 - Roll Again 5. Roll Again 6.

Fusion Engine

- 2. **Fusion Engine**

Head

Life Support

Sensors

Cocknit Single Heat Sink

Sensors

Life Support

- 5.
- **Medium Laser Medium Laser** 6. Gyro
- 4. Roll Again Roll Again 5.

Left Arm

Shoulder

2.

5.

6.

2.

3.

4.

5.

6.

3.

1-3

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Machine Gun

Machine Gun

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Left Torso

Medium Laser

Ammo (MG) 200

- Roll Again
- 1. Roll Again Roll Again 2.
- Roll Again 4-6
 - 4. Roll Again 5. Roll Again
 - Roll Again 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink Single Heat Sink 6.

Center Torso

- **Fusion Engine** 3.
- 1-3 Gyro

3.

- Gyro
- Gyro
- **Fusion Engine** 2. **Fusion Engine**
- 4-6 **Fusion Engine**
 - Ammo (LRM 15) 8 5. Ammo (LRM 15) 8

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Roll Again

- Right Torso **LRM 15** 1.
- LRM 15 2. 3. LRM 15 1-3 SRM 2
 - Ammo (SRM 2) 50 5.
 - 6. Roll Again Roll Again 1.
 - Roll Again 2.
 - 3. Roll Again 4. Roll Again
 - 5. Roll Again Roll Again

Right Leg

1. Hip

4-6

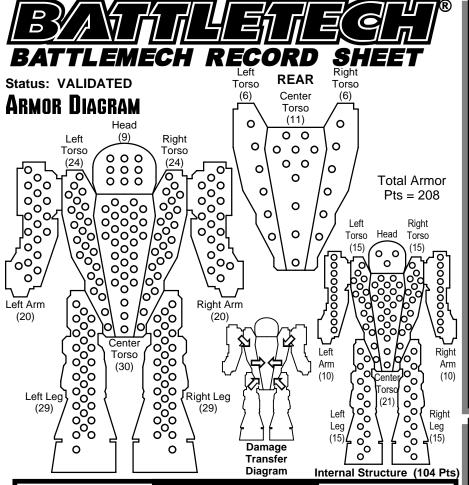
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink
- 6. Single Heat Sink

Type: Thunderbolt TDR-5S Mass: 65 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 5 10 1 Large Laser RA 2 Machine Gun LA 2 1 LRM 15 RT 5 1/hit 6 7 14 21 1 SRM 2 2 2/hit -RT 3 3 Medium Laser LT 5 3 9 6 Ammo Type: Rounds: **Machine Gun** 200 LRM 15 16 SRM 2 50 Total Heat Sinks: 15 Single 000000000 00000 Weapon Heat: Auto Eject: ☐ Disabled (24)☐ Operational

'MECH DATA

WARRIOR **D**ATA Name: **Gunnery Skill: Piloting Skill:** 6 Hits Taken 1 2 3 4 5 Consciousness # 3 5 7 10 11 Dead

	HEAT SCALE
30	** Avoid Inferno explosion on Shutdown
29	
28 27	Ammo Explosion, avoid on 8+ (** 12+)
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+) +2 Modifier to Fire
13	+2 Modifier to Fire
12 11	
10	-2 Movement Points (** 4+)
9	- me rement came (,
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	· Man m-
2	AN METAYUNTAR
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Mass: 65 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 4 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 Large Laser 8 5 10 1 LRM 10 4 1/hit 6 7 14 LT 21 3 Medium Laser LT 5 3 Ammo Type: Rounds: **LRM 10** 24 Total Heat Sinks: 17 Single 000000000 0000000 Weapon Heat: Auto Eject: ☐ Disabled (21)☐ Operational **W**ARRIOR **D**ATA

'Mech Data

Type: Thunderbolt TDR-5SE

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

HEAT SCALE 30 Shutdown 6 5 4 -1 Movement Point 3 1

n

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- Lower Arm Actuator 1-3
 - **Hand Actuator**
 - 5. Roll Again
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Torso

- Jump Jet 1.
- Jump Jet
- 3. LRM 10
- 1-3
 - 4. LRM 10 5.
 - Medium Laser Medium Laser
 - 1. Medium Laser
 - 2. Roll Again
 - Roll Again
- 4-6 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink Single Heat Sink 6.

Head

- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- 2. **Fusion Engine**
- **Fusion Engine** 1-3
 - Gyro
 - 5. Gyro

 - 6. Gyro
 - Gyro
 - **Fusion Engine**
- **Fusion Engine** 4-6
- **Fusion Engine**

Life Support

- Ammo (LRM 10) 12 5.
- Ammo (LRM 10) 12

4-6 Engine Hits 000 Gyro Hits 00 **Sensor Hits**

00

Right Arm

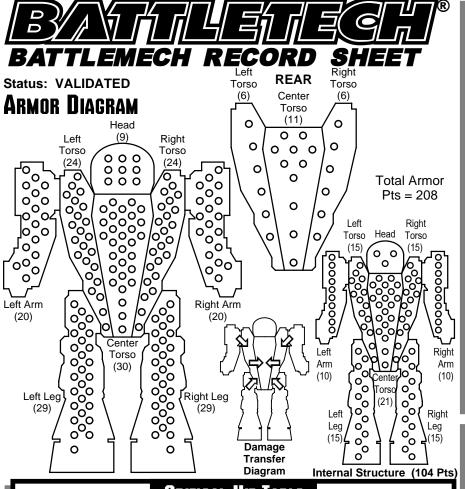
- Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
 - **Hand Actuator**
 - 5. Large Laser
 - Large Laser
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - Roll Again 5.
 - Roll Again 6.

Right Torso

- Single Heat Sink
- Single Heat Sink
- 3. Single Heat Sink
- 1-3 Jump Jet
- 5.
- Jump Jet 6. Roll Again
- Roll Again 1.
- Roll Again 2.
- Roll Again
- 4. Roll Again
- 5. Roll Again
- Roll Again

- 1. Hip
- **Upper Leg Actuator**
- 3. **Lower Leg Actuator**
- **Foot Actuator** 4.
- 5. Single Heat Sink
- 6. Single Heat Sink

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
9	
8	+1 Modifier to Fire



Mass: 65 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 PPC 10 10 3 6 12 1 Flamer 2 RT 3 1 SRM 6 9 LT 4 2/hit -3 3 Medium Laser LT 5 3 Ammo Type: Rounds: SRM 6 15 Total Heat Sinks: 21 Single 000000000 000000000 Auto Eject: Weapon Heat: Operational ☐ Disabled (26)**W**ARRIOR **D**ATA

'MECH DATA

Type: Thunderbolt TDR-5SS

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

HEAT SCALE ** Avoid Inferno explosion on.. 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ (** 12+) Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ (** 10+) 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ (** 8+) Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ (** 6+) 14 13 +2 Modifier to Fire 12 11 10 -2 Movement Points (** 4+) 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3 2 1 0

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
 - **Hand Actuator**
 - 5. Roll Again
 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6 Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Torso

- Single Heat Sink 1.
- SRM 6 2.
- 3. SRM 6 1-3
 - Medium Laser
 - **Medium Laser** 5.
 - Medium Laser
 - Roll Again 1.
 - Roll Again 2.
- Roll Again
- 4-6 4. Roll Again
 - 5. Roll Again
 - Roll Again 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink Single Heat Sink 6.

Head

- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- 2. **Fusion Engine**
- **Fusion Engine** 3.
- 1-3
 - Gyro
 - 5. Gyro
 - 6. Gyro

 - Gyro **Fusion Engine** 2.
- **Fusion Engine** 4-6
 - **Fusion Engine**
 - Single Heat Sink 5.
 - Ammo (SRM 6) 15

Engine Hits 000 Gyro Hits 00 **Sensor Hits** 00 Life Support

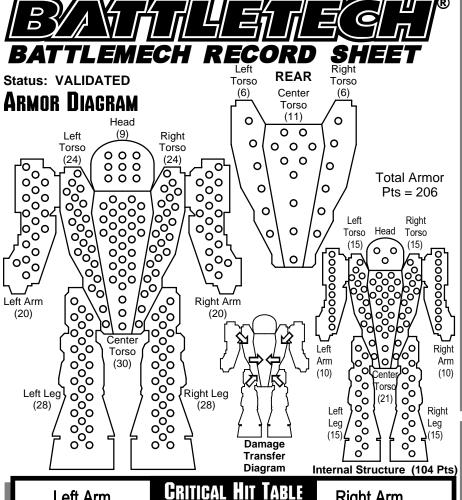
Right Arm

- Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
 - **Hand Actuator**
 - 5. PPC
 - PPC 6.
 - PPC
 - Roll Again 2.
- Roll Again 3. 4-6
- Roll Again
- - Roll Again 5.
 - Roll Again 6.

Right Torso

- Single Heat Sink
- Single Heat Sink
- 3. Single Heat Sink
- 1-3 Single Heat Sink
- 5.
 - Single Heat Sink
 - 6. Flamer
 - 1. Roll Again
 - Roll Again
 - 2.
- Roll Again 3. 4-6
 - 4. Roll Again
 - 5. Roll Again
 - Roll Again

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 6. Single Heat Sink
- 5. Single Heat Sink



- Shoulder **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 **Hand Actuator** 5. ER Large Laser
 - 6. ER Large Laser
 - Ferro-Fibrous
- Ferro-Fibrous 2. Ferro-Fibrous 3. 4-6
- Ferro-Fibrous 5. Ferro-Fibrous
 - Ferro-Fibrous 6.

Center Torso

- **Fusion Engine**
- **Fusion Engine**

Head

Life Support

Sensors

Cockpit Ferro-Fibrous

Sensors

Life Support

- Double Heat Sink
- Double Heat Sink 3. Double Heat Sink
- 4. Medium Laser **Medium Laser** 5.
- Medium Laser

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

6.

1-3

4-6

1-3

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Machine Gun

Machine Gun

Left Torso

- Streak SRM 2 1. 2. Ammo (LRM 15) 8
- Ammo (LRM 15) 8 4-6
 - 4. Ammo (MG) 200 CASE 5.
 - Ferro-Fibrous 6.

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Ferro-Fibrous Ferro-Fibrous 6.

- 2. **Fusion Engine**
- Gyro

3.

- 5. Gyro 6. Gyro
- Gyro
- **Fusion Engine**
- **Fusion Engine** 4-6 **Fusion Engine**
- Ferro-Fibrous 5. 6. Roll Again

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Torso

- Double Heat Sink **Double Heat Sink**
- **Double Heat Sink** 1-3 Double Heat Sink
 - **Double Heat Sink** 5. **Double Heat Sink**
 - **LRM 15** 1.
- LRM 15 2. 4-6
 - LRM 15 3. Ammo (Streak 2) 50
 - CASE 5. Ferro-Fibrous

Right Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Ferro-Fibrous Ferro-Fibrous 6.

Type: Thunderbolt TDR-7M

'Mech Data

Mass: 65 tons Movement Points: Tech & Configuration:

Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0

(hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 8 - 7 14 1 ER Large Laser RA 12 2 Machine Gun LA 1 LRM 15 RT 5 1/hit 6 7 14 21 3 Medium Laser 5 3 LT 1 Streak SRM 2 LT 2 2/hit -6 9 3

Ammo Type: Rounds: **Machine Gun** 200 LRM 15 16 Streak SRM 2 50 Total Heat Sinks: 15 Double (30)

000000000 00000 Weapon Heat: Auto Eject: ☐ Disabled (28)Operational

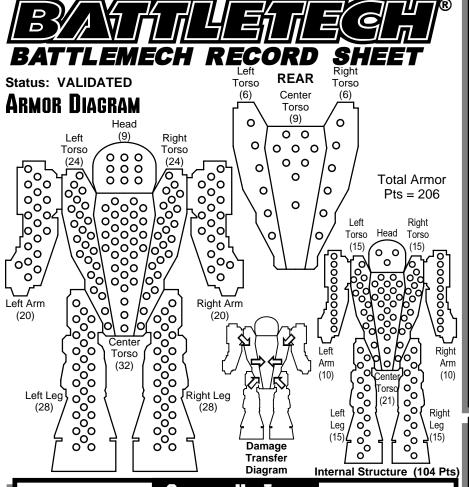
WARRIOR **D**ATA

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 5 7 10 11 Dead

HEAT SCALE

30	Shutdown
29 28 27	Ammo Explosion, avoid on 8+
26 25	Shutdown, avoid on 10+ -5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	4
20 19	-4 Movement Points
18	Ammo Explosion, avoid on 4+ 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
9	+1 Modifier to Fire
7	+1 Wodiller to Fire
6	
5	-1 Movement Point
4	
3	• 600000

1 0



Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 4 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 Gauss Rifle 2 7 15 1 Medium Pulse Laser LA 6 3 Medium Pulse Laser LT 6 1 Guardian ECM Rounds: Ammo Type: **Gauss Rifle** 16 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Disabled (17)☐ Operational **W**ARRIOR **D**ATA

'MECH DATA

Type: Thunderbolt TDR-7SE

Mass: 65 tons

Name:

Gunnery Skill:

Consciousness #

Hits Taken

1 2 3 4 5 6

3 5 7 10 11 Dead

CRITICAL HIT TABLE Left Arm Right Arm Shoulder Shoulder **Upper Arm Actuator** 2. **Upper Arm Actuator** 2. Head Lower Arm Actuator **Lower Arm Actuator** 1-3 1-3 **Hand Actuator Hand Actuator** Life Support 5. Medium Pulse Laser 5. Gauss Rifle Sensors **Gauss Rifle** 6. Endo Steel 6. 3. Cockpit Endo Steel Endo Steel Gauss Rifle Sensors Endo Steel **Gauss Rifle** 2. 2. Life Support **Gauss Rifle** 3. Endo Steel 3. 4-6 4-6 Gauss Rifle Endo Steel Gauss Rifle 5. Endo Steel Center Torso 5. Endo Steel 6. Endo Steel 6. **Fusion Engine Fusion Engine** 2. Left Torso Right Torso **Fusion Engine Medium Pulse Laser** Gyro Ammo (Gauss) 8 5. Gyro **Medium Pulse Laser** Ammo (Gauss) 8 3. **Medium Pulse Laser** 6. Gyro 3. Endo Steel 1-3 1-3 4. Endo Steel Endo Steel Gyro Endo Steel Endo Steel 5. 5. **Fusion Engine** 2. 6. Ferro-Fibrous 6. Ferro-Fibrous **Fusion Engine** 4-6 **Fusion Engine** Ferro-Fibrous 1. Ferro-Fibrous 1. Guardian ECM 5. Ferro-Fibrous 2. Ferro-Fibrous 2. Guardian ECM Ferro-Fibrous Ferro-Fibrous 3. 4-6 4-6 4. Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous 5. Ferro-Fibrous 5. Engine Hits 000 Ferro-Fibrous Ferro-Fibrous 6. **Gyro Hits** 00 Left Leg **Sensor Hits** 00 Right Leg Life Support 1. diH 1. Hip **Upper Leg Actuator** 2. **Upper Leg Actuator** Lower Leg Actuator **Lower Leg Actuator**

3.

4.

5.

6.

Foot Actuator

Jump Jet

Jump Jet

		HEAT SCALE
Г	30	Shutdown
	29	
	28	Ammo Explosion, avoid on 8+
ı	27	
	26	Shutdown, avoid on 10+
Г	25	-5 Movement Points
Γ	24	+4 Modifier to Fire
Г	23	Ammo Explosion, avoid on 6+
Γ	22	Shutdown, avoid on 8+
Γ	21	
Γ	20	-4 Movement Points
Γ	19	Ammo Explosion, avoid on 4+
Γ	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
	9	
L	8	+1 Modifier to Fire
L	7	
L	6	
L	5	-1 Movement Point
L	4	
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Piloting Skill:

Foot Actuator

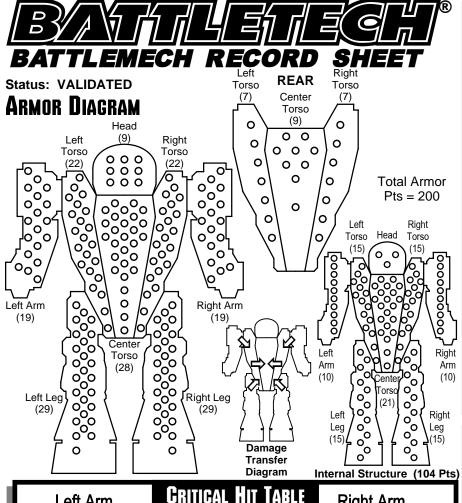
Jump Jet

Jump Jet

3.

4.

6.





'MECH DATA

CRITICAL HIT TABLE Left Arm Right Arm Shoulder 1. Shoulder **Upper Arm Actuator Upper Arm Actuator** 2. 2. Head **Lower Arm Actuator Lower Arm Actuator** 1-3 1-3 **Hand Actuator Hand Actuator** Life Support 5. Roll Again 5. Light Gauss Rifle Sensors Roll Again 6. 6. Light Gauss Rifle 3. Cockpit Roll Again Roll Again Light Gauss Rifle Sensors Roll Again Light Gauss Rifle 2. 2. Life Support Roll Again 3. 3. **Light Gauss Rifle** 4-6 4-6 Roll Again Roll Again Roll Again 5. Roll Again Center Torso 5. Roll Again 6. Roll Again **Fusion Engine** 2. **Fusion Engine** Right Torso Left Torso **Fusion Engine** 3. 1-3 **ER Medium Laser** Gyro **LRM 15** 1. **ER Medium Laser** 5. Gyro LRM 15 2. 3. **ER Medium Laser** 6. Gyro 3. LRM 15 1-3 1-3 4. Endo Steel Ammo (LRM 15) 8 Gyro Endo Steel Ammo (LRM 15) 8 5. 5. **Fusion Engine** 2. Endo Steel 6. Ammo (Lt Gauss) 16 **Fusion Engine** 4-6 **Fusion Engine** 1. Endo Steel 1. CASE Roll Again 5. 2. Endo Steel 2. Endo Steel Roll Again 6. Endo Steel Endo Steel 3. 4-6 4-6 4. Endo Steel Endo Steel 5. Endo Steel Endo Steel 5. Engine Hits 000 Endo Steel Endo Steel 6.

Gyro Hits

Sensor Hits

Life Support

Left Leg

Upper Leg Actuator

Lower Leg Actuator

Foot Actuator

Jump Jet

Jump Jet

1. Hip

3.

4.

5.

6.

00

00

WARKIUK DAIA									
Name:									
Gunnery Skill: Piloting Skill:									
Hits Taken	Hits Taken 1 2 3 4								
Consciousness #	3	5	7	10	11	Dead			
HEAT SCALE									

	MEAL DUALE
	Object
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
26	Chutdaum avaid an 40.
25	Shutdown, avoid on 10+ -5 Movement Points
24	+4 Modifier to Fire
23	
	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+ +3 Modifier to Fire
16	+3 Modifier to Fire
	-3 Movement Points
15	
14	Shutdown, avoid on 4+ +2 Modifier to Fire
13	+2 Modifier to Fire
12	
11	O Massaurant Bainta
10	-2 Movement Points
9	4.55 177 4 57
8	+1 Modifier to Fire
7	
6	4 Management Daint
5	-1 Movement Point
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Right Leg

Upper Leg Actuator

Lower Leg Actuator

Foot Actuator

Jump Jet

Jump Jet

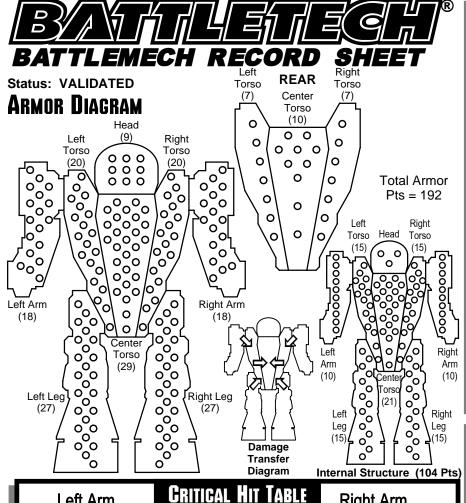
1. Hip

2.

3.

4.

6.



- Shoulder **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 **Hand Actuator** 5. Rotary AC/5
 - 6. Rotary AC/5
 - Rotary AC/5 Rotary AC/5 2.
- 3. Rotary AC/5 4-6
 - Rotary AC/5 Endo Steel 5.
- Endo Steel 6.

- 2. XL Engine
- XL Engine 3. 1-3
- XL Engine 5. XL Engine XL Engine 6.
- 4. Targeting Computer Targeting Computer 5. Targeting Computer

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

6.

3.

1-3

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Endo Steel

Endo Steel

Endo Steel

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Left Torso

- Targeting Computer 1.
- Streak SRM 6 2. Streak SRM 6
- 4-6 ER Medium Laser ER Medium Laser 5.
 - **ER Medium Laser**

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Endo Steel
- Endo Steel 6.

Cockpit

Endo Steel Sensors

Life Support

Life Support

Sensors

Head

3.

Center Torso

- 1. XL Engine
- Gyro
- Gyro Gyro
- Gyro 2. XL Engine
- XL Engine
- XL Engine Guardian ECM Guardian ECM

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Torso

- 1. XL Engine XL Engine 2.
- 3. XL Engine 1-3 Ammo (RAC/5) 20
 - Ammo (Streak 6) 15 5. Ammo (RAC/5) 20
 - Ammo (RAC/5) 20 1.
 - CASE 2.
- Endo Steel 3. 4-6
 - Endo Steel
 - Endo Steel 5. Endo Steel

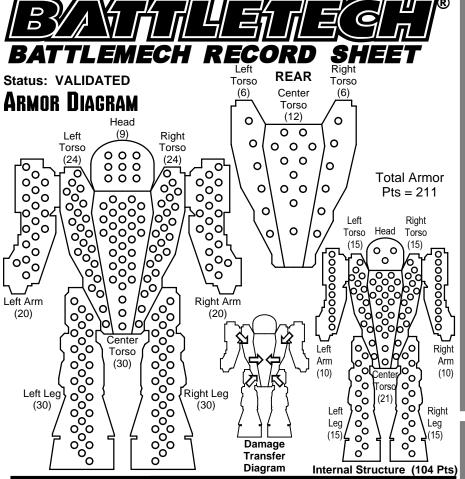
Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Endo Steel 6.

'MECH DATA Type: Thunderbolt TDR-9NAIS Mass: 65 tons Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 Rotary AC/5 5 10 1 Streak SRM 6 4 2/hit 9 3 ER Medium Laser LT 12 8 1 Guardian ECM 1 Targeting Computer Ammo Type: Rounds: 60 Rotary AC/5 Streak SRM 6 15 Total Heat Sinks: 13 Double (26) 000000000 000 Weapon Heat: Auto Eject: ☐ Disabled (25)☐ Operational

WARRIOR **D**ATA Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

	HEAT SCALE
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	01 (1 10
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	4 Marramant Bainta
20	-4 Movement Points
19 18	Ammo Explosion, avoid on 4+
	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	-3 Movement Points
15	•• • ••
14	Shutdown, avoid on 4+ +2 Modifier to Fire
	+2 Modifier to Fire
12	
11	-2 Movement Points
9	-2 Movement Points
8	+1 Modifier to Fire
7	+1 Modifier to Fire
6	
5	-1 Movement Point
4	-1 Movement i omt
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2	AC BOMBO
1	4 The remedia
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Type: Thunderbolt TDR-9S Mass: 65 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 ER PPC RΑ 10 23 2 Machine Gun 3 2 Flamer RT 2 1 Anti-Missile System RT 1 SRM 6 4 2/hit - 3 9 3 Medium Laser 5 LT - 3 Ammo Type: Rounds: Machine Gun 200 Anti-Missile System 12 SRM 6 15 Total Heat Sinks: 15 Double (30) 000000000 00000 Weapon Heat: Auto Eject: ☐ Disabled (35)☐ Operational **W**ARRIOR **D**ATA

'MECH DATA

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

Shoulder **Double Heat Sink Double Heat Sink Lower Leg Actuator**

MEAL SUALE
** Avoid Inferno explosion on
Shutdown .
Ammo Explosion, avoid on 8+ (** 12+)
Shutdown, avoid on 10+
-5 Movement Points
+4 Modifier to Fire
Ammo Explosion, avoid on 6+ (** 10+)
Shutdown, avoid on 8+
-4 Movement Points
Ammo Explosion, avoid on 4+ (** 8+)
Shutdown, avoid on 6+
+3 Modifier to Fire
-3 Movement Points
Shutdown, avoid on 4+ (** 6+)
+2 Modifier to Fire
-2 Movement Points (** 4+)
+1 Modifier to Fire
-1 Movement Point
4 (1200mm
an seinular
1/200
V

Left Arm

- Shoulder
- **Upper Arm Actuator** 2.

Lower Arm Actuator

- 1-3 **Hand Actuator**
 - 5. Double Heat Sink
 - 6. Double Heat Sink

 - Double Heat Sink
 - Machine Gun 2.
 - **Machine Gun** 3.
- 4-6 4. Roll Again
 - Roll Again 5.
 - Roll Again 6.

Left Torso

- Double Heat Sink
- Double Heat Sink
- 3. Double Heat Sink 1-3
- 4. SRM 6
 - SRM 6 5.

 - Medium Laser 1.
 - 2. **Medium Laser**
- Ammo (SRM 6) 15 4-6
- 4. Ammo (MG) 200
 - 5. CASE
 - Roll Again 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Roll Again Roll Again 6.

Head

Life Support

CRITICAL HIT TABLE

- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- 2. **Fusion Engine**
- **Fusion Engine** 3.
- 1-3
- Gyro
 - 5. Gyro
 - 6. Gyro

 - Gyro **Fusion Engine**
 - Fusion Engine
- 4-6
 - **Fusion Engine**
 - Roll Again 5. 6.
 - Roll Again

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Arm

- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
 - Double Heat Sink
 - **Double Heat Sink** 5.

 - 6. Double Heat Sink
 - **ER PPC**
 - ER PPC 2.
- ER PPC 3.
- 4-6 Roll Again
 - 5. Roll Again

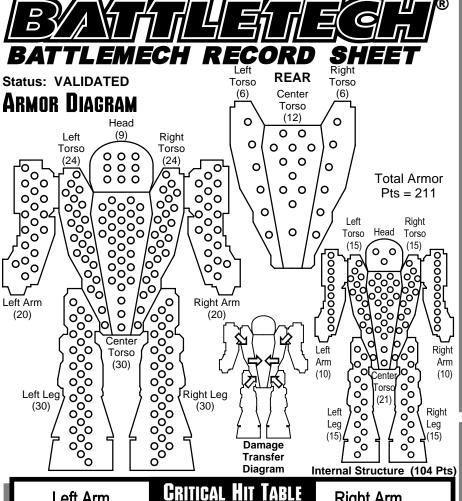
 - Roll Again

Right Torso

- Double Heat Sink
- **Double Heat Sink**
- 1-3 Double Heat Sink
 - Double Heat Sink 5.

 - Flamer 1.
 - 2. Flamer
- Anti-Missile System 3. 4-6
 - Ammo (AMS) 12
 - CASE 5.
 - Roll Again

- 1. Hip
- **Upper Leg Actuator**
- 3.
- **Foot Actuator** 4.
- Roll Again 6.



Mass: 65 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 4 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 Large Pulse Laser 3 Medium Laser 5 3 LT 9 1 LRM 10 LT 4 1/hit 6 7 21 14 Ammo Type: Rounds: **LRM 10** 12 Total Heat Sinks: 15 Double (30) 000000000 00000 Weapon Heat: Auto Eject: ☐ Disabled (23)☐ Operational **W**ARRIOR **D**ATA

'MECH DATA

Type: Thunderbolt TDR-9SE

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

HEAT COALE

Left Arm Right Arm Shoulder Shoulder Upper Arm Actuator **Upper Arm Actuator** 2. 2. Head Lower Arm Actuator **Lower Arm Actuator** 1-3 1-3 **Hand Actuator Hand Actuator** Life Support 5. Double Heat Sink 5. Large Pulse Laser Sensors 6. Double Heat Sink Large Pulse Laser 3. Cockpit Roll Again Double Heat Sink Roll Again Sensors Roll Again Roll Again 2. 2. Life Support Roll Again Roll Again 3. 3. 4-6 4-6 Roll Again 4. Roll Again Roll Again 5. Roll Again Center Torso 5. Roll Again Roll Again 6. 6. **Fusion Engine** 2. **Fusion Engine** Right Torso Left Torso **Fusion Engine** 3. 1-3 Double Heat Sink Gyro Double Heat Sink 1. 5. Gyro **Double Heat Sink** Double Heat Sink 3. Double Heat Sink 6. Gyro 3. **Double Heat Sink** 1-3 1-3 4. Jump Jet Double Heat Sink Gyro **Double Heat Sink** Jump Jet 5. 5. **Fusion Engine** Medium Laser **Double Heat Sink Fusion Engine** 4-6 **Medium Laser Fusion Engine** Double Heat Sink 1. 1. Roll Again 5. 2. **Medium Laser** 2. Double Heat Sink Roll Again LRM 10 Double Heat Sink 3. 3. 4-6 4-6 4. LRM 10 Jump Jet Ammo (LRM 10) 12 5. Jump Jet 5. **Engine Hits** 000 CASE Roll Again 6. **Gyro Hits** 00 Left Leg **Sensor Hits** 00 Right Leg Life Support 1. diH 1. Hip **Upper Leg Actuator Upper Leg Actuator** Lower Leg Actuator **Lower Leg Actuator** 3. 3. **Foot Actuator Foot Actuator** 4. 4.

5.

6.

Roll Again

Roll Again

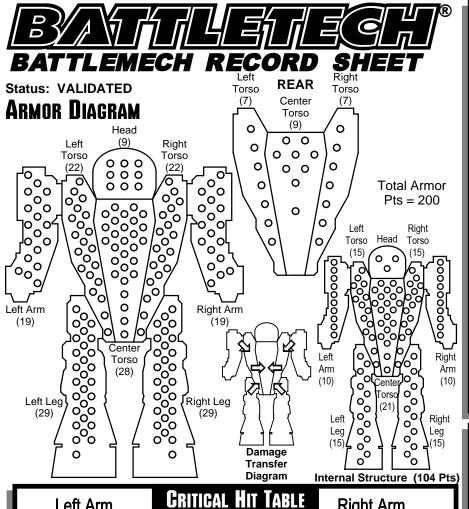
	ntal Jualt
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	, , , , , , , , , , , , , , , , , , , ,
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	•
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	4 (200 mar
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Roll Again

Roll Again

5.

6.



Mass: 65 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 [8] **Biped 'Mech** Jumping: 4 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 ER PPC 15 10 - 7 14 1 LRM 10 4 1/hit 6 14 21 3 ER Medium Laser 12 1 Guardian ECM 1 Targeting Computer Ammo Type: Rounds: **LRM 10** 12 Total Heat Sinks: 12 Double (24) 000000000 00 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (34)**WARRIOR DATA**

'MECH DATA

Type: Thunderbolt TDR-10SE

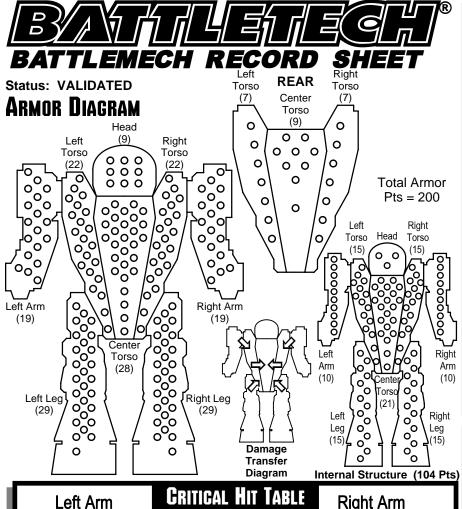
Name: **Gunnery Skill:** Piloting Skill: 4 5 6 Hits Taken 1 2 3 7 Consciousness # 3 5 10 11 Dead

MEAT COALE

er er er er or

E014 / WIIII						1 (1911)			
	1.	Shoulder						1.	Shoulder
	2.	Upper Arm Actuator	or				2.	Upper Arm Actuator	
1-3	3.	Lower Arm Actuator		- 1	⊣ead		1-3	3.	Lower Arm Actuator
1-3	4.	Hand Actuator		1.	Life Suppor	rt	1-3	4.	Hand Actuator
	5.	Endo Steel		2.	Sensors			5.	ER PPC
	6.	Endo Steel		3.	Cockpit			6.	ER PPC
		Frada Ctaal		4.	Roll Again				ED DDC
	1.	Endo Steel		5.	Sensors			1.	ER PPC
	2.	Endo Steel		6.	Life Suppor	rt		2.	Endo Steel
4-6	3.	Endo Steel		٠.	Liio Gappoi	•	4-6	3.	Endo Steel
l	4.	Roll Again) 1 T		. •	4.	Endo Steel
	5.	Roll Again		(Center To	orso		5.	Roll Again
	6.	Roll Again		1.	Fusion Eng	ine		6.	Roll Again
		. –		2.	Fusion Eng				
		.eft Torso	4 0	3.	Fusion Eng			ŀ	Right Torso
	1.	Double Heat Sink	1-3	4.	Gyro			1.	Double Heat Sink
	2.	Double Heat Sink		5.	Gyro			2.	Double Heat Sink
۱.,	2	Double Heat Sink		6 Cuma			_	Double Heat Sink	
1-3	4.	LRM 10			-		1-3	4.	Targeting Computer
	5.	LRM 10		1.	Gyro			5.	Targeting Computer
	6.	ER Medium Laser		2.	Fusion Eng			6.	Targeting Computer
	0.	LIN MEGIGINI Laser	4-6	3.	Fusion Eng			υ.	Liargeting Computer
	1.	ER Medium Laser	- -0	4.	Fusion Eng			1.	MASC
	2.	ER Medium Laser		5.	Guardian E	CM		2.	MASC
46	3.	Ammo (LRM 10) 12		6.	Guardian E	CM	4 6	3.	MASC
4-6	4.	Endo Steel			_		4-6	4.	Endo Steel
ł	5.	Endo Steel	Γ		ngine Hits	000	\Box	5.	Endo Steel
	6.	Endo Steel			•		'	6.	Endo Steel
					Gyro Hits	00			
Left Leg			S	ensor Hits	00		F	Right Leg	
	1. Hip			l if	e Support	0		1.	Hip
2. Upper Leg Actuator		L					2.	Upper Leg Actuator	
3. Lower Leg Actuator							3.	Lower Leg Actuator	
	4. Foot Actuator							4.	Foot Actuator
i	5. Jump Jet							5.	Jump Jet
	6. Jump Jet							6.	Jump Jet

	IICAI JUALC
30	Shutdown
29	1
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	
18	
17	+3 Modifier to Fire
16	
15	
14	
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	4
6	4
5	-1 Movement Point
4	
3	4 (200mg
2	
1	1 1 1 W
0	J



Right Arm Shoulder

- **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 **Hand Actuator**
 - 5. Snub-Nose PPC Snub-Nose PPC 6.
 - Targeting Computer
 - **Targeting Computer** 2. 3. Targeting Computer
- 4-6 Endo Steel
 - Endo Steel 5. Endo Steel 6.

1. Light Fusion Engine

000

Light Fusion Engine 2. **Light Fusion Engine**

Center Torso

Gyro 5. Gyro

Head

3.

Life Support

Sensors

Cockpit Endo Steel

Sensors

Life Support

- 6. Gyro
- Improved Jump Jet Gyro Improved Jump Jet **Light Fusion Engine** Improved Jump Jet
- **Light Fusion Engine** 4-6 **Light Fusion Engine ER Medium Laser** 1. Guardian ECM **ER Medium Laser** 5. 2.
 - Guardian ECM **ER Medium Laser** Ammo (MML 7) 14/17 Engine Hits
- Ammo (MML 7) 14/17 5.
- CASE 6.

Left Leg

Shoulder

2.

5.

6.

2.

3.

5.

6.

3.

4.

5.

1-3

4-6

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Endo Steel

Left Torso

Light Fusion Engine

Light Fusion Engine

Improved Jump Jet

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. **Improved Jump Jet** 6. Improved Jump Jet
- **Gyro Hits** 00 00 Sensor Hits Life Support

Right Torso

- Light Fusion Engine **Light Fusion Engine**
- Improved Jump Jet 1-3 Improved Jump Jet Improved Jump Jet 5.
 - Improved Jump Jet
 - MML 7 1. MML 7 2.
- MML 7 3. 4-6 4. MML 7
 - Endo Steel 5. Endo Steel

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- **Improved Jump Jet**
- 6. Improved Jump Jet

'MECH DATA

Type: Thunderbolt TDR-11SE Mass: 65 tons

Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 6

(hexes) Weapons Inventory: 'Туре Loc Ht Dmg Min Sht Med Lng Qty 1 Snub-Nose PPC RA 10 10/8/5 - 9 13 15 1 MML 7 LRM (17 salvos/ton) 7 14 21 1/hit 6 SRM (14 salvos/ton) 2/hit -3 3 ER Medium Laser 1 Guardian ECM 1 Targeting Computer Ammo Type: Rounds: MML 7 Total Heat Sinks: 10 Double (20)

000000000

Auto Eject:

☐ Operational

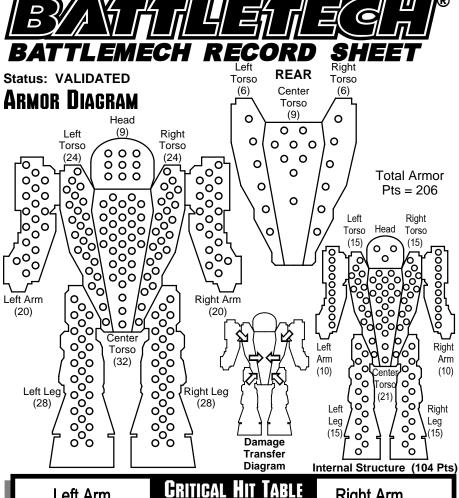
WARRIOR **D**ATA Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

☐ Disabled

Weapon Heat:

(29)

	HEAL 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	
2	CH A CLAYWY AR
1	1/W-2-00°
lol	<i>\(\(\frac{1}{2} \)</i>



- **Upper Arm Actuator** 2.
- 1-3 **Hand Actuator**
 - 5. **ER PPC**
 - 6.
- 3. 4-6
 - - Ferro-Fibrous 6.

Center Torso

- 2. Compact Engine
- **Compact Engine Heavy Duty Gyro**
- 5.

Head

3.

- **Medium Pulse Laser**
- 3. **Medium Pulse Laser** 1-3 4.
 - Endo Steel Endo Steel

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

6.

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Medium Pulse Laser

Hand Actuator

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Medium Pulse Laser

Left Torso

- 5. 6. Endo Steel
- 1. Endo Steel Ferro-Fibrous
- 2.
- Ferro-Fibrous 4-6 4. Ferro-Fibrous
 - Triple Strenath 5.
 - Triple Strength

Left Leg

- Hip 1.
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Jump Jet 6. Jump Jet

- **Compact Engine**

Life Support

Life Support

Sensors

Cockpit Ferro-Fibrous

Sensors

- **Heavy Duty Gyro**
- **Heavy Duty Gyro** 6.
- **Heavy Duty Gyro**
- Guardian ECM 2.
- **Guardian ECM** 3. 4-6
- Endo Steel
 - Ferro-Fibrous 5.
 - Ferro-Fibrous
 - Engine Hits 000 000 **Gyro Hits**

Sensor Hits 00 Life Support

Shoulder

- **Lower Arm Actuator**

 - ER PPC
 - ER PPC
 - _ Endo Steel 2.
- Endo Steel
- Ferro-Fibrous
 - 5. Ferro-Fibrous

Right Torso

- 1. Endo Steel
- Endo Steel 2.
- 3. Endo Steel 1-3
- Ferro-Fibrous
 - Ferro-Fibrous 5.
 - Triple Strength
 - Triple Strength 1.
 - 2. Triple Strength
- Triple Strength 4-6
 - Roll Again
 - Roll Again 5.
 - Roll Again

Right Leg

- 1. Hip
- 2. **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Jump Jet
- 6. Jump Jet

WARRIOR **D**ATA

Total Heat Sinks: 10 Double (20)

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

☐ Disabled

'Mech Data

Inner Sphere

Biped 'Mech

15 10

(hexes)

- 7 14

Weapon Heat:

(31)

6

6

Loc Ht Dmg Min Sht Med Lng

Type: Thunderbolt TDR-17S

Movement Points: Tech & Configuration:

Mass: 65 tons

Walking: 4 [5]

Running: 6 [8]

Weapons Inventory:

1 Medium Pulse Laser LA

3 Medium Pulse Laser LT

000000000

Auto Eject:

☐ Operational

1 Guardian ECM

Jumping: 4

Qty Type

1 ER PPC

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	7
20	Shutdown, avoid on 10+
2	-5 Movement Points (-4 MP with TSM)
24	+4 Modifier to Fire
2:	Ammo Explosion, avoid on 6+
2:	Shutdown, avoid on 8+
2	1
20	-4 Movement Points (-3 MP with TSM)
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
10	6
15	-3 Movement Points (-2 MP with TSM)
14	Shutdown, avoid on 4+
1:	+2 Modifier to Fire
12	2
11	1
10	-2 Movement Points (-1 MP with TSM)

TSM Activates, +1 Movement Point +1 Modifier to Fire

-1 Movement Point

8

6

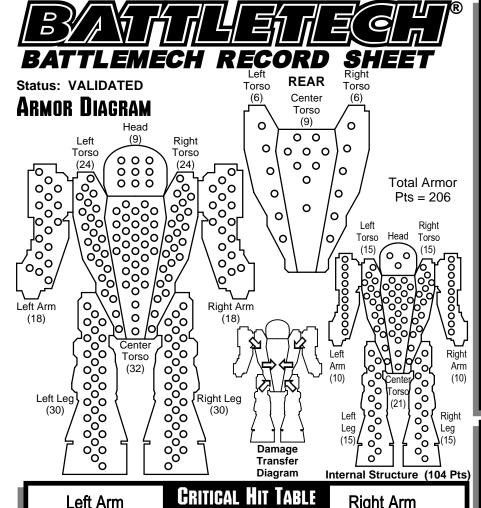
5

4

3

1

n



'MECH DATA

Type: Thunderbolt TDR-60-RLA

Inner Sphere

Biped 'Mech

(hexes)

12

15

Loc Ht Dmg Min Sht Med Lng

RT 10 10/8/5 - 9 13

10/8/5

Movement Points: Tech & Configuration:

[9]

Mass: 65 tons

Walking: 5 [6]

Weapons Inventory:

Running: 8

Jumping: 5

Type

1 Snub-Nose PPC

3 ER Medium Laser

1 Snub-Nose PPC

Qty

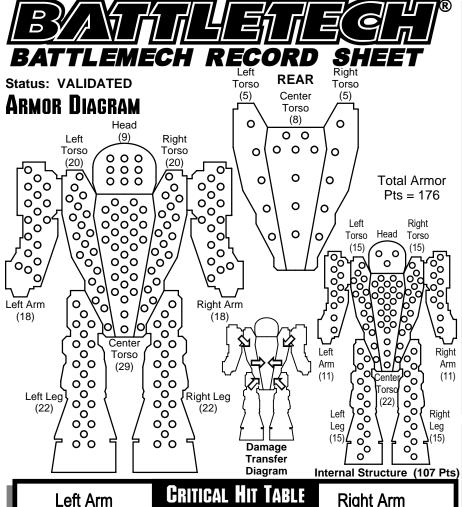
WARRIOR DATA Name: Piloting Skill: Gunnery Skill: 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

HEAT SCALE

Con

								_	
	1.	Shoulder						1.	Shoulder
	2.	Upper Arm Actuator			اممما			2.	Upper Arm Actuator
1-3	3.	Lower Arm Actuator		- 1	Head		1-3	3.	Lower Arm Actuator
1-3	4.	Hand Actuator		1.	Life Suppor	t	1-3	4.	Hand Actuator
	5.	Ferro-Fibrous		2.	Sensors			5.	Ferro-Fibrous
	6.	Ferro-Fibrous		3.	Cockpit			6.	Ferro-Fibrous
	1.	Ferro-Fibrous		4.	Triple Streng	ath		1.	Ferro-Fibrous
	1. 2.	Ferro-Fibrous		5.	Sensors	•		1. 2.	Ferro-Fibrous
	2. 3.	Ferro-Fibrous		6.	Life Suppor	t		_	Ferro-Fibrous
4-6		Ferro-Fibrous					4-6	3. 4.	
	4.			-	Santar Ta		. •	4.	Ferro-Fibrous
	5.	Ferro-Fibrous		(Center To	orso		5.	Ferro-Fibrous
	6.	Triple Strength		1.	XL Engine			6.	Triple Strength
		6 T		2.	XL Engine				D: 14 T
	L	.eft Torso	1-3	3.	XL Engine			ŀ	Right Torso
	1.	XL Engine	1-3	4.	Gyro			1.	XL Engine
	2.	XL Engine		5.	Gyro			2.	XL Engine
م ا	3.	XL Engine		6.	Gyro		4 ^	3.	XL Engine
1-3	4.	Snub-Nose PPC			_		1-3	4.	Snub-Nose PPC
	5.	Snub-Nose PPC		1.	Gyro			5.	Snub-Nose PPC
	6.	Medium Pulse Laser		2.	XL Engine			6.	ER Medium Laser
			4-6	3.	XL Engine			٥.	
	1.	Medium Pulse Laser	- -0	4.	XL Engine			1.	ER Medium Laser
	2.	Small Laser		5.	Jump Jet			2.	ER Medium Laser
4-6	3.	Small Laser		6.	Small Pulse	Laser	4-6	3.	Triple Strength
4-0	4.	Triple Strength	_				4- 0	4.	Triple Strength
	5.	Roll Again	Г	F	ngine Hits	000	1	5.	Roll Again
	6.	Roll Again			•			6.	Roll Again
		ŭ			Gyro Hits	00			ŭ
Left Leg			Se	ensor Hits	00		F	Right Leg	
	•			l if	e Support	0			•
	1. Hip		L	LII	e Support	<u> </u>	╛	1. 2.	Hip
	2. Upper Leg Actuator								Upper Leg Actuator
	3. Lower Leg Actuator							3.	Lower Leg Actuator
4. Foot Actuator								4.	Foot Actuator
	5. Jump Jet							5.	Jump Jet
1	6	Jump Jet						6	.lump .let

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points (-4 MP with TSM)
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points (-3 MP with TSM)
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points (-2 MP with TSM)
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
_ 11_	
10	-2 Movement Points (-1 MP with TSM)
9	TSM Activates, +1 Movement Point
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	· M
2	CHUYAH AWIER
1	48/40
0	٧°
	-



- Head Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

Fusion Engine

Fusion Engine

Fusion Engine

Roll Again

Engine Hits

Sensor Hits

Life Support

Gyro Hits

Single Heat Sink

- **Fusion Engine**
- 2. **Fusion Engine**

Gyro

Gyro

Gyro

Fusion Engine 1-3 Gyro 5.

6.

2.

5.

4-6

- **LRM 15**
- LRM 15 2.

Shoulder

2.

5.

6.

2.

3.

5.

1.

1-3

4-6

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

- 3. LRM 15
- 1-3 Ammo (LRM 15) 8
 - Ammo (LRM 15) 8 5.
 - Roll Again
 - Roll Again 1.
 - Roll Again 2.
- Roll Again
- 4-6 4. Roll Again
 - 5. Roll Again
 - Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Roll Again
- Roll Again 6.

1. Shoulder

- **Upper Arm Actuator** 2.
 - **Lower Arm Actuator** 1-3
 - **Hand Actuator**
 - 5. Large Laser
 - Large Laser
 - Roll Again
 - Roll Again 2.
 - Roll Again 3. 4-6
 - Roll Again
 - Roll Again 5.
 - Roll Again

Right Torso

- **LRM 15** 1.
- LRM 15 2.
- 3. LRM 15

4-6

000

00

00

- 1-3 Ammo (LRM 15) 8
 - Ammo (LRM 15) 8 5.
 - 6. Roll Again
 - Roll Again 1.
 - Roll Again 2.
 - Roll Again
 - Roll Again
 - Roll Again 5.
 - Roll Again

Right Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Roll Again
- Roll Again 6.

WARRIOR **D**ATA

Total Heat Sinks: 12 Single

000000000 00

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

'MECH DATA

Inner Sphere

Biped 'Mech

8

(hexes)

5 1/hit 6 7 14

5 1/hit 6 7 14

Weapon Heat:

(26)

5 10

15

21

5 10

Lốc Ht Dma Min Sht Med Lna

Movement Points: Tech & Configuration:

LA

RT

LT

Rounds:

32

☐ Disabled

Type: Archer ARC-2K

Mass: 70 tons

Weapons Inventory:

Walking: 4

Running: 6

Jumping: 0

1 Large Laser

1 Large Laser

1 LRM 15

1 LRM 15

Ammo Type:

LRM 15

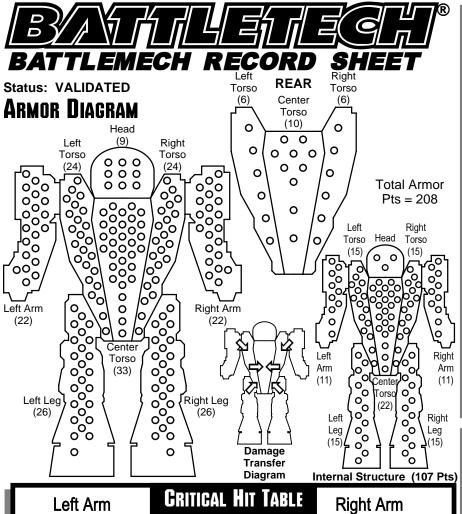
Auto Eject:

☐ Operational

Qty Type

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	4 (D) MO-
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1	1//
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- **Upper Arm Actuator** 2.
- 1-3 **Hand Actuator**

 - Roll Again
- Roll Again 3.
- Roll Again
 - Roll Again 5.
 - Roll Again

4-6

000

00

00

Center Torso **Fusion Engine**

Life Support

Life Support

Sensors

Cockpit Roll Again

Sensors

- 2. **Fusion Engine**
- **Fusion Engine** 3. 1-3

Gyro

Engine Hits

Gyro Hits

Sensor Hits

Life Support

Fusion Engine

Fusion Engine

Fusion Engine

Medium Laser (R)

Medium Laser (R)

Head

Gyro

2.

4-6

3.

- 5. Gyro 6. Gyro
- LRM 20 LRM 20

Shoulder

2.

5.

6.

2.

3.

5.

6.

1.

2.

3.

1-3

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Medium Laser

Roll Again

Left Torso

LRM 20

LRM 20

- 4.
- LRM 20 5.
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6 1.
- Roll Again 2.
- Roll Again 4-6
- 4. Roll Again
 - 5. Roll Again
 - Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Roll Again Roll Again 6.

Shoulder

- **Lower Arm Actuator**
 - Medium Laser 5.
 - 6. Roll Again
- Roll Again 2.
- 4-6

Right Torso

- ILRM 20 1.
- LRM 20 2.
- 3. **LRM 20** 1-3
- **LRM 20**
 - LRM 20 5.
 - Ammo (LRM 20) 6

 - Ammo (LRM 20) 6 1.
 - Roll Again
 - 2.
 - 3. Roll Again
 - 4. Roll Again
 - 5. Roll Again
 - Roll Again

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Roll Again
- Roll Again 6.

WARRIOR **D**ATA

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

'MECH DATA

Inner Sphere

Biped 'Mech

5

6 1/hit 6

6 1/hit 6

5

(hexes)

3

3

7

- 3

Weapon Heat:

(24)

7 14

6

9

21

Loc Ht Dmg Min Sht Med Lng

Movement Points: Tech & Configuration:

LA

RT

CT(R) 3

Rounds:

24

☐ Disabled

Total Heat Sinks: 10 Single

000000000

Auto Eject:

☐ Operational

3 2 1

Type: Archer ARC-2R

Mass: 70 tons

Weapons Inventory:

Walking: 4

Running: 6

Jumping: 0

Type

1 Medium Laser

Medium Laser

2 Medium Laser

1 LRM 20

1 LRM 20

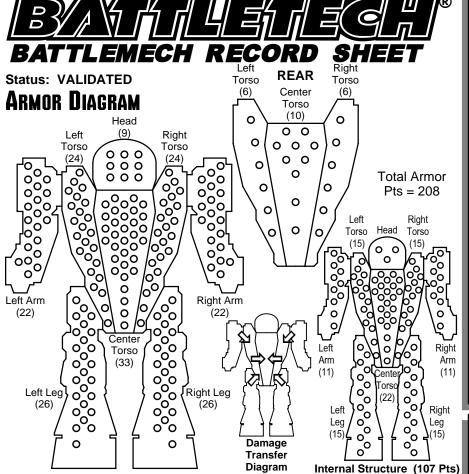
Ammo Type:

LRM 20

Qty

HEAT SCALE

	Chartelesson
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	



Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 Medium Laser RΑ 5 1 Medium Laser 5 9 1 LRM 15 RT 5 1/hit 6 21 1 SRM 4 RT 3 2/hit 3 9 1 LRM 15 LT 5 1/hit 6 7 1 SRM 4 3 2/hit - 3 LT 6 9 2 Medium Laser CT(R) 3 5 - 3 9 Ammo Type: Rounds: **LRM 15** 32 SRM 4 50 Total Heat Sinks: 10 Single 000000000 Weapon Heat: Auto Eject: ☐ Disabled (28)☐ Operational **W**ARRIOR **D**ATA Name:

'MECH DATA

Movement Points: Tech & Configuration:

Type: Archer ARC-2S

Mass: 70 tons

Walking: 4

Gunnery Skill: Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

HEAT SCALE

** Avoid Inferno explosion on.. 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ (** 12+) Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ (** 10+) 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ (** 8+) Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ (** 6+) 14 13 +2 Modifier to Fire 12 11 10 -2 Movement Points (** 4+) 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3 2 1

0

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
- **Hand Actuator**
 - 5. **Medium Laser**
 - 6. Roll Again
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again 5. Roll Again
 - 6. Roll Again

Left Torso

- **LRM 15**
- 1. LRM 15 2.
- LRM 15
- 3. 1-3 4. SRM 4

 - Ammo (LRM 15) 8 5.
 - Ammo (LRM 15) 8
 - Ammo (SRM 4) 25 1.
 - Roll Again 2.
- Roll Again 4-6
- 4. Roll Again
 - 5. Roll Again
 - Roll Again 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Roll Again
- Roll Again 6.

Head

- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- 2. **Fusion Engine**
- **Fusion Engine**
- 3. 1-3
 - Gyro
 - 5. Gyro
 - 6. Gyro

 - Gyro
 - **Fusion Engine** 2.
- **Fusion Engine** 4-6
 - **Fusion Engine**

Life Support

- 5. Medium Laser (R)
- Medium Laser (R)

Engine Hits OOO Gyro Hits 00 **Sensor Hits** 00

Right Arm

- Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
- **Hand Actuator**
 - **Medium Laser** 5.
 - 6. Roll Again

 - Roll Again
- Roll Again 2. Roll Again 3.
- 4-6 Roll Again
 - - Roll Again 5.

 - Roll Again

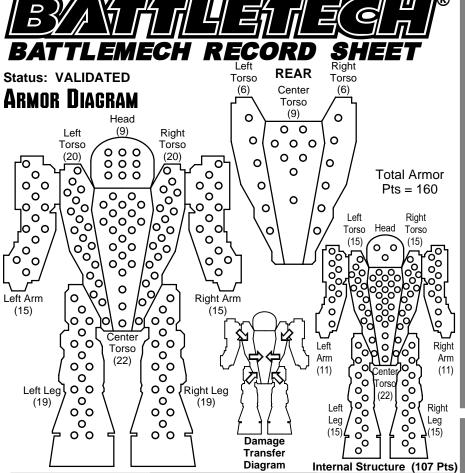
Right Torso

- **LRM 15** 1.
- LRM 15 2.
- 3. LRM 15 1-3
- SRM 4

4-6

- Ammo (LRM 15) 8 5.
 - 6. Ammo (LRM 15) 8
 - Ammo (SRM 4) 25 1.
 - Roll Again 2.
 - Roll Again 3.
 - Roll Again
 - 4. 5. Roll Again
 - Roll Again

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Roll Again
- Roll Again 6.



- **Upper Arm Actuator**
- 1-3 **Hand Actuator**

 - Roll Again
- Roll Again 3.
- 4-6
- 5.
- Roll Again

Fusion Engine

2. **Fusion Engine**

CRITICAL HIT TABLE

Life Support

Sensors

Cockpit Roll Again

Sensors

Life Support

Center Torso

Fusion Engine

Fusion Engine

Fusion Engine

Roll Again

Engine Hits

Gyro Hits

Ammo (SRM 4) 25

Head

Fusion Engine

Gyro

- 1-3
- Gyro

3.

5. Gyro

5.

- 6. Gyro

4-6

LRM 20 **LRM 20** 5. SRM 4

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

6.

1.

2.

3.

4.

1-3

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Medium Laser

Roll Again

Left Torso

LRM 20

LRM 20

LRM 20

- Ammo (LRM 20) 6 1.
- Ammo (LRM 20) 6 2.
- Roll Again 4-6 4. Roll Again
 - 5. Roll Again
 - Roll Again

Left Leg

- 1.
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Roll Again Roll Again 6.
- diH
- **Sensor Hits** Life Support **Upper Leg Actuator**

- 1. Shoulder
- 2.
- **Lower Arm Actuator**
 - - Medium Laser 5.
 - 6. Roll Again
- Roll Again 2.
- Roll Again
 - Roll Again

Right Torso

- ILRM 20 1. LRM 20 2.
- 3. **LRM 20**
- 1-3
- **LRM 20** LRM 20 5.

4-6

000

00

00

- SRM 4
- Ammo (LRM 20) 6 1. Ammo (LRM 20) 6 2.
- Roll Again 3.
- 4. Roll Again
- Roll Again 5.
- Roll Again

Right Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Roll Again
- Roll Again 6.

WARRIOR **D**ATA

'MECH DATA

Inner Sphere

Biped 'Mech

5

6 1/hit 6

3 2/hit -

3 2/hit - 3

(hexes)

3

3

Weapon Heat:

(24)

6 1/hit 6 7 14

21

21

Loc Ht Dmg Min Sht Med Lng

Movement Points: Tech & Configuration:

RA

LA

RT

RT

LT

LT

Total Heat Sinks: 10 Single

000000000

Auto Eject:

☐ Operational

3 2 1

Rounds:

24

25

☐ Disabled

Type: Archer ARC-2W

Mass: 70 tons

Weapons Inventory:

Walking: 4

Running: 6

Jumping: 0

Type

1 Medium Laser

Medium Laser

1 LRM 20

1 SRM 4

1 LRM 20

1 SRM 4

Ammo Type:

LRM 20

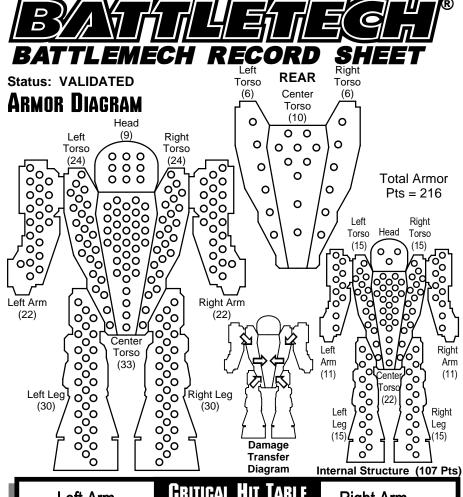
SRM 4

Qty

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

HEAT SCAL	
	г
HII (411 CJJ)414	т

	** Avoid Inferno explosion on
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	4 Marray and Baint
5	-1 Movement Point



'MECH DATA Type: Archer ARC-4M Mass: 70 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 Medium Laser 5 3 Medium Laser 3 9 LA 6 1/hit 6 7 14 1 LRM 20 w/ Artemis IV RT 21 1 LRM 20 w/ Artemis IV LT 6 1/hit 6 2 Medium Laser CT(R) 3 5 - 3 6 9 Rounds: Ammo Type: **LRM 20** 24 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Disabled (24)☐ Operational

WARRIOR **D**ATA Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

HEAT SCALE 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 13 +2 Modifier to Fire 12 11 10 -2 Movement Points 9 8 +1 Modifier to Fire 6 5 -1 Movement Point 4 3 2 1

CRITICAL HIT TABLE Left Arm

- Shoulder
- **Upper Arm Actuator** 2.
- Lower Arm Actuator 1-3 **Hand Actuator**
- 5. **Medium Laser**
 - 6. Endo Steel

 - Endo Steel
 - Endo Steel 2.
- Endo Steel 3. 4-6
 - Endo Steel
 - 5. Endo Steel
 - 6. Endo Steel

Left Torso

- **LRM 20** 1.
- LRM 20 2.
- 3. LRM 20 1-3 LRM 20
 - 4.
 - **LRM 20** 5. Artemis IV FCS
 - Ammo (LRM 20) 6 1.
 - Ammo (LRM 20) 6 2.
- CASE
- 3. 4-6 4. Roll Again
 - Roll Again 5.
 - Roll Again 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Roll Again Roll Again 6.

Head

- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- 2. **Fusion Engine**
- **Fusion Engine** 3.
- 1-3 Gyro
 - 5.
 - Gyro
 - 6. Gyro
 - Gyro **Fusion Engine** 2.
- **Fusion Engine** 4-6
 - **Fusion Engine**

 - 5. Medium Laser (R)
 - Medium Laser (R)

Engine Hits OOO **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Arm

- Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 3. 1-3
 - **Hand Actuator**
 - **Medium Laser** 5.
 - 6. Endo Steel

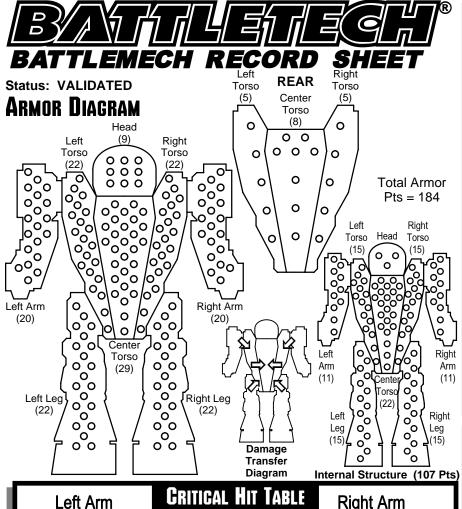
 - Endo Steel
 - Endo Steel 2.
- Endo Steel 3. 4-6
- Endo Steel
 - Endo Steel 5.
 - Endo Steel
 - 6.

Right Torso

- **LRM 20** 1.
- LRM 20 2.
- 3. **LRM 20**
- 1-3 4. **LRM 20**
 - **LRM 20** 5.
 - Artemis IV FCS

 - Ammo (LRM 20) 6 1.
 - Ammo (LRM 20) 6 2.
- CASE 3. 4-6
 - 4. Roll Again
 - Roll Again 5.
 - Roll Again

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Roll Again
- 6.



Right Arm 1. Shoulder

- 2. **Upper Arm Actuator Lower Arm Actuator** 1-3
- **Hand Actuator** 5. Double Heat Sink
 - 6. Double Heat Sink
 - **Double Heat Sink** ER Large Laser 2.
- 3. ER Large Laser 4-6 Endo Steel
- 5. Endo Steel
- Roll Again

Center Torso

Fusion Engine

Fusion Engine

000

Roll Again

Roll Again

- **Fusion Engine** 2. **Fusion Engine**
- **Fusion Engine** 3.

Head

Life Support

Sensors

Cockpit Roll Again

Sensors

Life Support

1-3 Gyro

3.

- 5. Gyro 6. Gyro
- LRM 15 Artemis IV FCS Gyro Ammo (LRM 15) 8 **Fusion Engine** 2.

4-6

5.

6.

- 5. Ammo (LRM 15) 8
- 1. Endo Steel

Shoulder

2.

5.

6.

2.

3.

5.

1.

2.

3.

1-3

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

ER Large Laser

ER Large Laser

Endo Steel

Endo Steel

Roll Again

Roll Again

Roll Again

Roll Again

Left Torso

LRM 15

LRM 15

- 2. Endo Steel Endo Steel
- 4-6 Endo Steel
 - 5. Endo Steel
 - CASE 6.

Left Leg

- 1.
- **Lower Leg Actuator** 3.
- Foot Actuator 4.
- 5. Roll Again Roll Again 6.
- diH **Upper Leg Actuator**
- **Gyro Hits** 00 00 Sensor Hits Life Support

Engine Hits

Right Torso

- **LRM 15** 1. LRM 15 2.
- 3. LRM 15 1-3
 - Artemis IV FCS Ammo (LRM 15) 8 5.
 - 6. Ammo (LRM 15) 8
 - Endo Steel 1. Endo Steel
- 2. 4-6
 - Endo Steel 3. Endo Steel
 - Endo Steel 5.
 - CASE

Right Leg

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Roll Again
- Roll Again 6.

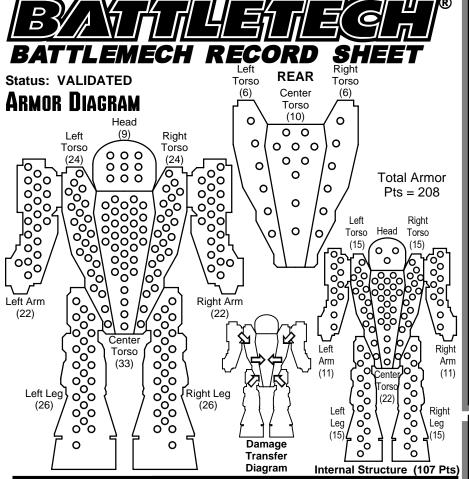
'MECH DATA Type: Archer ARC-5R Mass: 70 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Type 1 ER Large Laser 12 - 7 14 1 ER Large Laser 8 14 LA 12 19 1 LRM 15 w/ Artemis IV RT 5 1/hit 6 21 1 LRM 15 w/ Artemis IV LT 5 1/hit 6 7 14

Qty

Ammo Type:	Rounds:			
LRM 15	32			
Total Heat Sinks: 12 Double (24)				
000000	0000 00			
Auto Eject:	Weapon Heat:			
☐ Operational	□ Disabled (34)			

Warrior Data						
Name:						
Gunnery Skill:		. Pi	loting	Skill		
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

	HEAT SCALE
30	Shutdown
29	
28 27	Ammo Explosion, avoid on 8+
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	4.00
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	. 12.
2	AN ACKYMER I
1	4XM2Damago.
0	V



Type: Archer ARC-5S Mass: 70 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Qtv Type 1 Streak SRM 2 RA 2 2/hit - 3 1 Medium Pulse Laser RA 6 4 6 1 Streak SRM 2 2 2/hit -9 LA Medium Pulse Laser LA 6 1 LRM 15 5 1/hit 6 7 21 1 LRM 15 LT 5 1/hit 6 7 21 1 Narc Missile Beacon LT 0 2 Medium Pulse Laser CT(R) 4 6 Ammo Type: Rounds: Streak SRM 2 100 **LRM 15** 32 Narc Missile Beacon Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (30)WARRION DATA

'MECH DATA

CRITICAL HIT TABLE Left Arm Right Arm Shoulder 1. Shoulder **Upper Arm Actuator Upper Arm Actuator** 2. 2. Head **Lower Arm Actuator Lower Arm Actuator** 1-3 1-3 **Hand Actuator Hand Actuator** Life Support 5. Streak SRM 2 Streak SRM 2 5. Sensors **Medium Pulse Laser** 6. **Medium Pulse Laser** 6. 3. Cockpit Roll Again Roll Again Roll Again Sensors Roll Again Roll Again 2. 2. Life Support Roll Again Roll Again 3. 3. 4-6 4-6 Roll Again Roll Again Roll Again 5. Roll Again Center Torso 5. Roll Again 6. Roll Again 1. XL Engine 2. XL Engine Left Torso Right Torso XL Engine 3. 1-3 XL Engine Gyro XL Engine 5. Gyro XL Engine XL Engine 2. 1-3 ^{3.} 3. XL Engine 6. Gyro XL Engine 1-3 4. **LRM 15 LRM 15** Gyro LRM 15 LRM 15 5. 5. 2. XL Engine LRM 15 **LRM 15** XL Engine 3. Narc Missile Beacon XL Engine Ammo (LRM 15) 8 1. 1. Medium Pulse Laser (R) Ammo (LRM 15) 8 Narc Missile Beacon 5. 2. Medium Pulse Laser (R) Ammo (LRM 15) 8 Ammo (LRM 15) 8 4-6 4. Ammo (Streak 2) 50 Ammo (Streak 2) 50 Ammo (Narc Pods) 6 CASE 5. 5. Engine Hits OOO CASE Roll Again 6. Gyro Hits 00 Left Leg **Sensor Hits** 00 Right Leg Life Support 1. diH 1. Hip **Upper Leg Actuator Upper Leg Actuator** Lower Leg Actuator **Lower Leg Actuator** 3. 3. Foot Actuator **Foot Actuator** 4. 4. 5. Roll Again Roll Again

Roll Again

6.

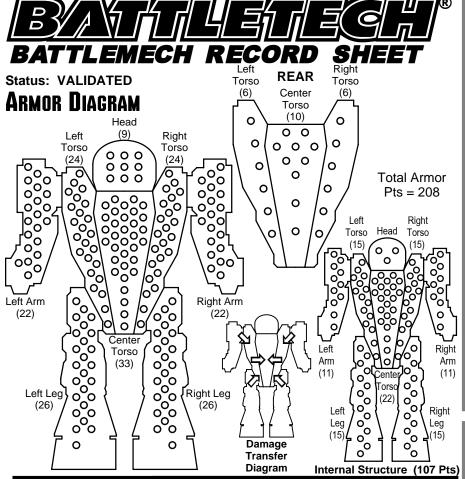
WANNIUN DAIA									
Name:									
Gunnery Skill: Piloting Skill:									
Hits Taken	1	2	3	4	5	6			
Consciousness #	3	5	7	10	11	Dead			

HEAT COALE

	HEAT SCALE
30	Shutdown
29 28	Ammo Explosion, avoid on 8+
27	ranno Explosion, avoia on o
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	O Marramant Bainta
15	-3 Movement Points
14	Shutdown, avoid on 4+ +2 Modifier to Fire
12	+2 Modifier to Fire
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	• 6000 Mar
2	an selayuyar
1	1//
0	V

6.

Roll Again



Type: Archer ARC-5W Mass: 70 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 SRM 4 3 2/hit - 3 RA 1 SRM 4 LA 3 2/hit -1 LRM 20 RT 6 1/hit 6 7 14 21 1 LRM 20 21 6 1/hit 6 7 14 I T 1 Narc Missile Beacon CT 3 Ammo Type: Rounds: SRM 4 50 LRM 20 24 Narc Missile Beacon 12 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Disabled (18)☐ Operational **W**ARRIOR **D**ATA

'MECH DATA

CRITICAL HIT TABLE Left Arm Right Arm Shoulder 1. Shoulder **Upper Arm Actuator Upper Arm Actuator** 2. 2. Head Lower Arm Actuator **Lower Arm Actuator** 1-3 1-3 **Hand Actuator Hand Actuator** Life Support 5. SRM 4 SRM 4 5. Sensors Ammo (SRM 4) 25 Ammo (SRM 4) 25 6. 6. Cockpit Roll Again Roll Again Roll Again Sensors Roll Again Roll Again 2. 2. Life Support Roll Again Roll Again 3. 3. 4-6 4-6 Roll Again Roll Again 5. Roll Again Center Torso 5. Roll Again Roll Again 6. Roll Again 6. 1. XL Engine 2. XL Engine Left Torso Right Torso XL Engine 3. 1-3 XL Engine Gyro XL Engine 5. Gyro XL Engine XL Engine 3. XL Engine 6. Gyro 3. XL Engine 1-3 1-3 4. LRM 20 LRM 20 Gyro LRM 20 LRM 20 5. 5. 2. XL Engine 6. **LRM 20 LRM 20** XL Engine 3. 4-6 XL Engine **LRM 20** 1. LRM 20 1. LRM 20 LRM 20 Narc Missile Beacon 2. 2. Narc Missile Beacon 4-6 Ammo (Narc Pods) 6 Ammo (Narc Pods) 6 4-6 4. Ammo (LRM 20) 6 Ammo (LRM 20) 6 Ammo (LRM 20) 6 Ammo (LRM 20) 6 5. 5. Engine Hits 000 CASE CASE 6. **Gyro Hits** 00

Sensor Hits

Life Support

00

Left Leg

Upper Leg Actuator

Lower Leg Actuator

Foot Actuator

Roll Again

Roll Again

1. Hip

3.

4.

5.

6.

Name: **Gunnery Skill: Piloting Skill:** 6 Hits Taken 1 2 3 4 5 Consciousness # 3 5 7 10 11 Dead

	HEAT SCALE
30	** Avoid Inferno explosion on Shutdown
29	Silutdowii
28	Ammo Explosion, avoid on 8+ (** 12+)
27	Annio Explosion, avoid on 0+ (12+)
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	0 M
10	-2 Movement Points (** 4+)
8	+1 Modifier to Fire
7	+1 Modifier to Fire
6	
5	-1 Movement Point
4	- I Movement I omt
3	O
2	AL (PEXMIR)
1	4XMSDOWLESS.
0	(/ ° °
	•

3.

4.

6.

Right Leg

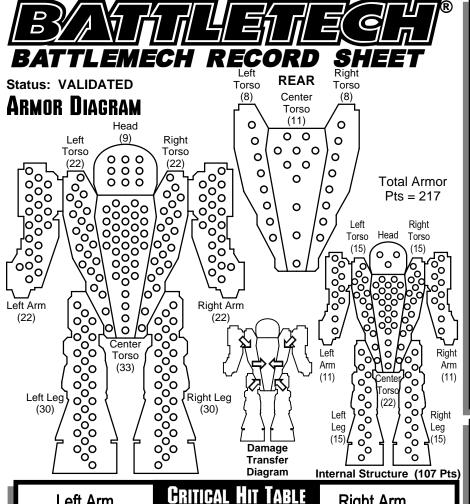
Upper Leg Actuator

Lower Leg Actuator

Foot Actuator

Roll Again

Roll Again



(hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 Streak SRM 2 2 2/hit - 3 1 Streak SRM 2 2 2/hit -1 LRM 20 w/ Artemis IV RT 6 1/hit 6 7 14 21 1 LRM 20 w/ Artemis IV I T 6 1/hit 6 7 14 5 2 Medium Laser 3 **ER Small Laser** HD Ammo Type: Rounds: Streak SRM 2 100 **LRM 20** 24 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Disabled (24)☐ Operational **W**ARRIOR **D**ATA

'MECH DATA

Inner Sphere

Biped 'Mech

Movement Points: Tech & Configuration:

Type: Archer ARC-6S

Mass: 70 tons

Walking: 4

Running: 6

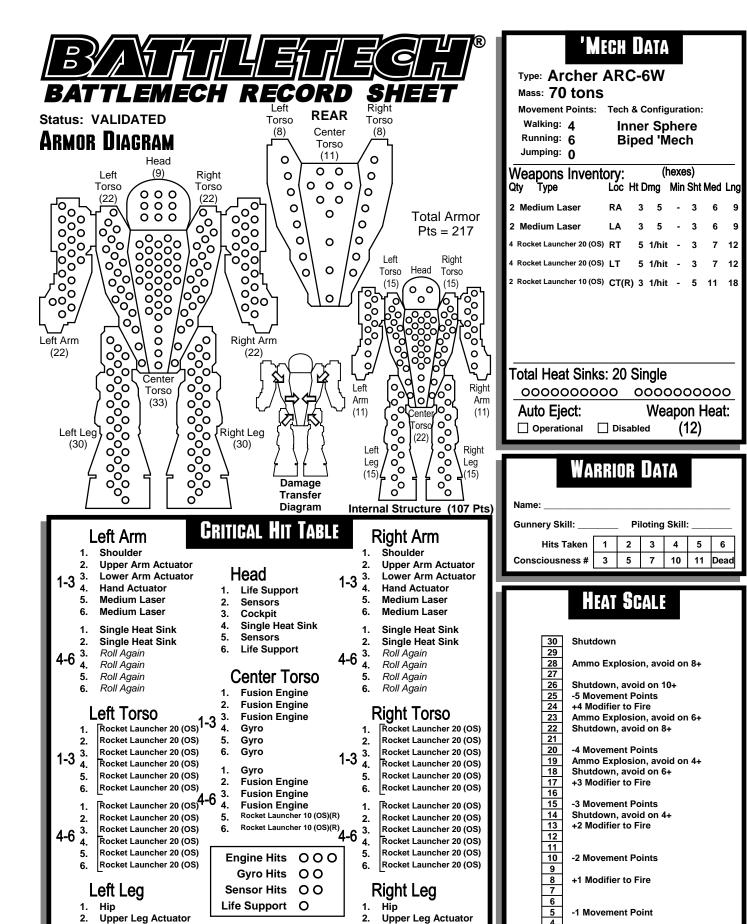
Jumping: 0

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

HEAT SCALE

Right Arm Left Arm Shoulder 1. Shoulder **Upper Arm Actuator Upper Arm Actuator** 2. 2. Head **Lower Arm Actuator** Lower Arm Actuator 1-3 1-3 **Hand Actuator Hand Actuator** Life Support 5. Streak SRM 2 Streak SRM 2 5. Sensors 6. Endo Steel Endo Steel 3. Cocknit ER Small Laser (R) Endo Steel Endo Steel Sensors Endo Steel Endo Steel 2. 2. Life Support Endo Steel 3. Endo Steel 3. 4-6 4-6 4. Endo Steel Endo Steel 5. Roll Again Center Torso 5. Roll Again Roll Again 6. Roll Again 6. Light Fusion Engine **Light Fusion Engine** 2. Left Torso Right Torso **Light Fusion Engine** Light Fusion Engine **Light Fusion Engine** Gyro 5. Gyro Light Fusion Engine **Light Fusion Engine** 3. LRM 20 6. Gyro 3. LRM 20 1-3 1-3 4. LRM 20 4. **LRM 20** Gyro LRM 20 LRM 20 5. 5. **Light Fusion Engine** 2. 6. LRM 20 6. **LRM 20 Light Fusion Engine** 4-6 LRM 20 **Light Fusion Engine** LRM 20 1. 1. Medium Laser 5. 2. Artemis IV FCS 2. Artemis IV FCS **Medium Laser** Ammo (LRM 20) 6 Ammo (LRM 20) 6 3. 4-6 4-6 Ammo (LRM 20) 6 Ammo (LRM 20) 6 4. Ammo (Streak 2) 50 Ammo (Streak 2) 50 5. 5. Engine Hits 000 CASE CASE 6. **Gyro Hits** 00 Left Leg Sensor Hits 00 Right Leg Life Support Hip 1. diH **Upper Leg Actuator Upper Leg Actuator** Lower Leg Actuator **Lower Leg Actuator** 3. 3. Foot Actuator **Foot Actuator** 4. 4. 5. Endo Steel 5. Endo Steel Endo Steel Endo Steel 6. 6.

	III JUALI
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	a -
3	4 (200mm
2	an retivities.
1	1000
0	V



3.

4.

6.

Lower Leg Actuator

Foot Actuator

Single Heat Sink

Single Heat Sink

Lower Leg Actuator

Foot Actuator

Single Heat Sink

Single Heat Sink

3.

4.

5.

6.

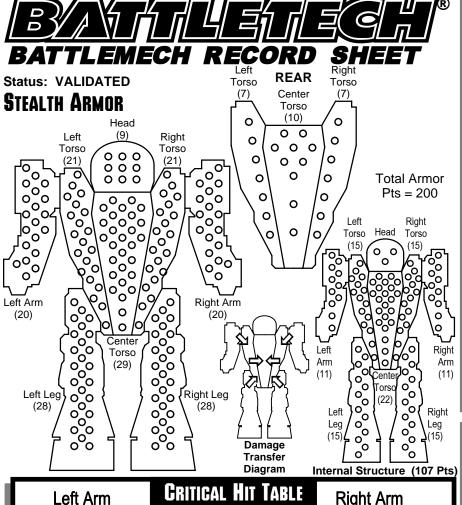
4

3

2

1

n



Right Arm Shoulder

- **Upper Arm Actuator** 2. 3. **Lower Arm Actuator**
- 1-3 **Hand Actuator** 5. Double Heat Sink
 - 6. **Double Heat Sink**
 - **Double Heat Sink** Double Heat Sink 2.
- 3. **Double Heat Sink** 4-6 Double Heat Sink
 - 5. -Stealth Armor
 - 6.

Center Torso

Life Support

- **Fusion Engine**
- 2. **Fusion Engine**

Head

Life Support

Sensors

Cockpit **ER Medium Laser**

Sensors

- **Fusion Engine** 3. 1-3 Gyro
- 5. Gyro

3.

- 6. Gyro
- Gyro **Fusion Engine**
- **Fusion Engine** 4-6 **Fusion Engine**
- 5. Jump Jet 6. **ER Medium Laser**

Engine Hits 000 **Gyro Hits** 00

Sensor Hits

Life Support

00

Left Leg

CASE

Shoulder

2.

3.

5.

6.

2.

3.

5.

6.

1.

2.

3.

4.

5.

1.

2.

4.

5.

6.

1-3

4-6

1-3

4-6

Upper Arm Actuator

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Guardian ECM

Guardian ECM

Stealth Armor

Stealth Armor

Left Torso

Jump Jet

LRM 20

LRM 20

LRM 20

LRM 20

LRM 20

Ammo (LRM 20) 6

Ammo (LRM 20) 6

Ammo (LRM 20) 6

Stealth Armor

Stealth Armor

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Stealth Armor
- Stealth Armor 6.

Stealth Armor

- Right Torso Jump Jet 1.
- LRM 20 2. 3. **LRM 20**
- 1-3 4. **LRM 20** LRM 20 5.
 - LRM 20 1. Ammo (LRM 20) 6
- Ammo (LRM 20) 6 2. Ammo (LRM 20) 6 3. 4-6
 - 4. CASE Stealth Armor 5. Stealth Armor
 - Right Leg

- 1. Hip
- 2. **Upper Leg Actuator** 3.
- **Lower Leg Actuator**
- **Foot Actuator** 4.
- 5. Stealth Armor
- Stealth Armor 6.

'MECH DATA

Type: Archer ARC-7L

Mass: 70 tons Movement Points: Tech & Configuration: Walking: 3 Inner Sphere Running: 5 **Biped 'Mech**

Jumping: 3

LRM 20

(hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 Guardian ECM 1 LRM 20 6 1/hit 6 7 14 21 RT 1 LRM 20 LT 6 1/hit 6 21 1 ER Medium Laser 1 ER Medium Laser 5 HD 8 12 Rounds: Ammo Type:

Total Heat Sinks: 12 Double (24)

000000000 00 Auto Eject:

Weapon Heat: ☐ Disabled (32)☐ Operational

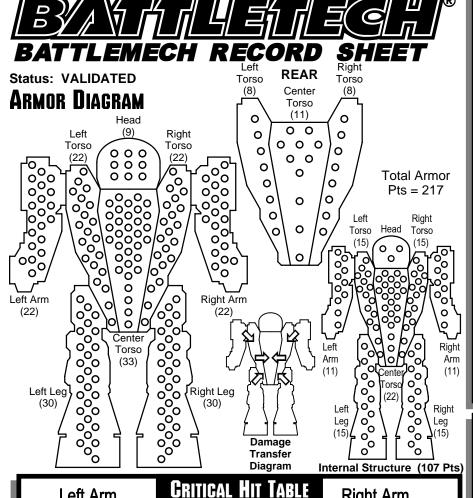
36

WARRIOR DATA

•					_				
Name:									
Gunnery Skill:	unnery Skill: Piloting Skill:								
Hits Taken	1	2	3	4	5	6			
Consciousness #	3	5	7	10	11	Dead			

HEAT SCALE

30	Shutdown
29	$ec{\Box}$
28	Ammo Explosion, avoid on 8+
27	₹
26	Shutdown, avoid on 10+
2	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
2	
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	
12	<u>!</u>
11	
10	-2 Movement Points
9	_
8	+1 Modifier to Fire
7	_
6	
5	-1 Movement Point
4	
3	4 (Poomos
2	- AMACEÀWIAR
1	1
0	U -



Right Arm

- 1. Shoulder **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 Streak SRM 2 Heavy Ferro-Fibrous 5.
 - Heavy Ferro-Fibrous
 - Heavy Ferro-Fibrous Heavy Ferro-Fibrous 2.
- Heavy Ferro-Fibrous 3. 4-6 Heavy Ferro-Fibrous
 - 5. Heavy Ferro-Fibrous Heavy Ferro-Fibrous

Light Fusion Engine **Light Fusion Engine**

2. **Light Fusion Engine**

Center Torso

Light Fusion Engine 1-3 Gyro

Head

3.

Life Support

Small Pulse Laser (R)

Sensors

Cocknit

Sensors

Life Support

5. Gyro 6. Gyro

Gyro

4-6

5.

- LRM 20 5. 6.
- **LRM 20** LRM 20 1.
- 2.
- Artemis IV FCS

Left Torso

LRM 20

LRM 20

Ammo (LRM 20) 6 4-6 4. Ammo (LRM 20) 6

Left Arm

Shoulder

Streak SRM 2

2.

5.

6.

2.

3.

5.

6.

3.

4.

1-3

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Heavy Ferro-Fibrous

Light Fusion Engine

- Ammo (Streak 2) 50 5.
- CASE 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Heavy Ferro-Fibrous Heavy Ferro-Fibrous 6.

000 Engine Hits **Gyro Hits** 00 Sensor Hits 00 Life Support

Light Fusion Engine

Light Fusion Engine

Light Fusion Engine

Heavy Ferro-Fibrous

ER Medium Laser

Right Torso

- Light Fusion Engine Light Fusion Engine
- LRM 20
- 3. 4. **LRM 20**

1-3

4-6

- LRM 20 5. **LRM 20**
- LRM 20 1. 2.
- Artemis IV FCS Ammo (LRM 20) 6 Ammo (LRM 20) 6
- Ammo (Streak 2) 50 5.
- CASE

Right Leg

- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous 6.

'MECH DATA

Type: Archer ARC-7S

Mass: 70 tons

Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0

(hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 Streak SRM 2 2 2/hit - 3 1 Streak SRM 2 2 2/hit -

1 LRM 20 w/ Artemis IV RT 6 1/hit 6 7 14 21 1 LRM 20 w/ Artemis IV I T 6 1/hit 6 7 1 ER Medium Laser 5 12

Small Pulse Laser HD(R) 2 Ammo Type: Rounds: Streak SRM 2 100

Total Heat Sinks: 10 Double (20)

LRM 20

☐ Operational

0

000000000 Weapon Heat: Auto Eject: ☐ Disabled (23)

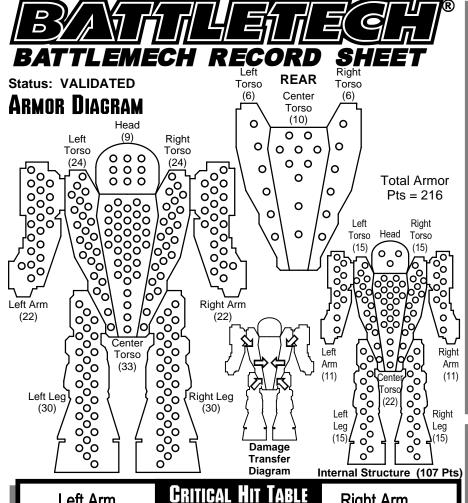
24

WARRIOR **D**ATA

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	0-
3	4 (200M20
1	an retirilar
1 1 1	



Right Arm 1. Shoulder

- **Upper Arm Actuator** 2. 3. **Lower Arm Actuator**
- 1-3 **Hand Actuator ER Medium Laser** 5.
 - 6. Endo Steel

 - Endo Steel
- Endo Steel 2. Endo Steel 3.
- Endo Steel

 - Endo Steel
- 6.

4-6

000

00

00

Fusion Engine

Life Support

Life Support

Sensors

Cocknit **ER Medium Laser**

Sensors

- 2. **Fusion Engine**
- **Fusion Engine**

Gyro

Fusion Engine

Fusion Engine

Fusion Engine

ER Large Laser

ER Large Laser

Engine Hits

Sensor Hits

Life Support

Gyro Hits

Head

3. 1-3

3.

- Gyro
- 5. Gyro Double Heat Sink 6. Gyro

4-6

5.

- Double Heat Sink
- 1-3 4. **LRM 15**

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

6.

3.

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Endo Steel

Left Torso

Double Heat Sink

ER Medium Laser

- LRM 15 5.
- LRM 15
- **Artemis IV FCS** 1.
- Ammo (LRM 15) 8 2.
- Ammo (LRM 15) 8 4-6
- 4. CASE
 - Roll Again 5.
 - Roll Again 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Roll Again
- Roll Again 6.

- 4-6 Center Torso

 - - Endo Steel 5.

Right Torso

- **LRM 15** 1.
- LRM 15 2.
- 3. LRM 15
- 1-3 Artemis IV FCS
 - Ammo (LRM 15) 8 5.
 - 6. Ammo (LRM 15) 8
 - 1. CASE
 - 2. Roll Again
 - Roll Again
 - Roll Again
 - Roll Again 5.
 - Roll Again

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Roll Again
- Roll Again 6.

WARRIOR **D**ATA

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

'MECH DATA

Inner Sphere

Biped 'Mech

5

5

5 1/hit 6

5 1/hit 6

8

5

(hexes)

4

Weapon Heat:

(37)

12

21

12

14 19

Loc Ht Dmg Min Sht Med Lng

Movement Points: Tech & Configuration:

LA

HD

Total Heat Sinks: 12 Double (24)

Rounds:

32

☐ Disabled

00

Type: Archer ARC-8M

Mass: 70 tons

Weapons Inventory:

Walking: 4

Running: 6

Jumping: 0

Type

1 ER Medium Laser

1 ER Medium Laser

1 ER Large Laser

Ammo Type:

LRM 15

Auto Eject:

☐ Operational

1 ER Medium Laser

1 LRM 15 w/ Artemis IV RT

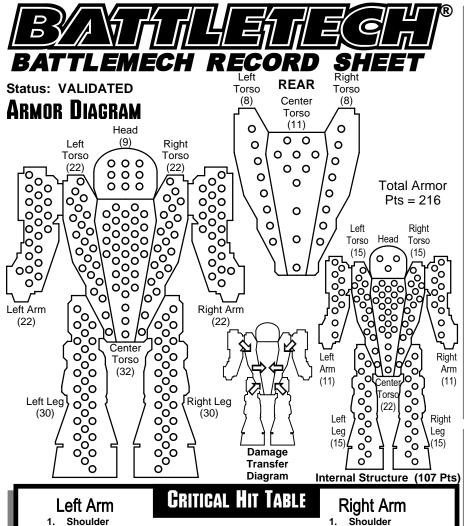
1 LRM 15 w/ Artemis IV LT

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Qty

-			
	77	 13	П
	74	14	11

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	1
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	• Con ma-
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1	1//
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- **Upper Arm Actuator** 2. 3. **Lower Arm Actuator**
- 1-3 **Hand Actuator** 5. Double Heat Sink
 - 6. **Double Heat Sink**
 - Double Heat Sink Light PPC 2.
- Light PPC 3. 4-6 Endo Steel
 - 5. Endo Steel
 - Endo Steel 6.

Center Torso **Fusion Engine**

- 2. **Fusion Engine**
- **Fusion Engine** 3. 1-3

Head

3.

Life Support

Sensors

Cockpit C3 Slave Unit

Sensors

Life Support

- Gyro 5. Gyro
 - 6. Gyro Gyro
 - **Fusion Engine Fusion Engine**

Engine Hits

Sensor Hits

Life Support

Gyro Hits

Ammo (MML 5) 20/24⁴⁻⁶ **Fusion Engine** Ammo (MML 5) 20/24 Light PPC 5. Light PPC

Ammo (MML 5) 20/24 4-6 4. Endo Steel 5. Endo Steel

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Double Heat Sink

Double Heat Sink

Double Heat Sink

Light PPC

Light PPC

Endo Steel

Endo Steel

Endo Steel

Left Torso

MML 5

MML 5

MML 5

MML 5

MML 5

MML 5

2.

5.

6.

2.

3.

5.

6.

1.

2.

3.

4.

5.

6.

1.

6.

1-3

1-3

4-6

Roll Again Left Leg

- 1. diH
- **Upper Leg Actuator Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel Endo Steel 6.

- Right Torso MML 5
- 1. MML 5 2. 3. MML 5 1-3 4. MML 5 MML 5 5.
 - MML 5 Ammo (MML 5) 20/24 1.
- Ammo (MML 5) 20/24 2. Ammo (MML 5) 20/24 3. 4-6 Endo Steel

Endo Steel Roll Again

5.

000

00 00

Right Leg

- 1. Hip **Upper Leg Actuator**
- **Lower Leg Actuator** 3. **Foot Actuator** 4.
- 5. Endo Steel

Endo Steel 6.

'MECH DATA

Type: Archer ARC-9K

Mass: 70 tons

Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0

(hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 Light PPC 5 3 6 12 18 RA 1 Light PPC 2 MML 5 RT LRM (24 salvos/ton) 1/hit 6 7 14 21 SRM (20 salvos/ton) 2/hit -2 MML5 LT 1 Light PPC CT 5 3 6 12 18 1 C3 Slave Unit HD Rounds: Ammo Type: MML 5 Total Heat Sinks: 13 Double (26)

> ☐ Disabled **WARRIOR DATA**

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Weapon Heat:

(27)

000000000

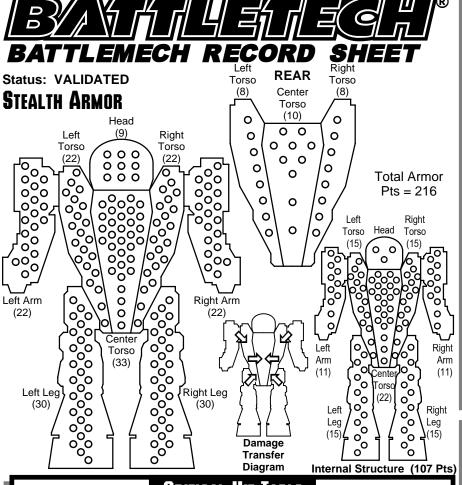
Auto Eject:

☐ Operational

Name:						
Gunnery Skill:		Piloting Skill:				
Hits Taken	1	2	3	4	5	6
Consciousness #	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
9	
8	+1 Modifier to Fire
7	
6	4 Marramant Daint
5	-1 Movement Point
3	00
2	1 2000000
1	an welvoursk.
	1/A-0
	V



☐ Disabled (60)☐ Operational **W**ARRIOR **D**ATA Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6

'MECH DATA

Inner Sphere

Biped 'Mech

(hexes)

23

6

9

6

6

Loc Ht Dmg Min Sht Med Lng

Type: Warhammer WHM-4L

Movement Points: Tech & Configuration:

RΑ 15 10

CT

Total Heat Sinks: 16 Double (32)

Rounds:

000000

Weapon Heat:

Mass: 70 tons

Weapons Inventory:

1 Medium Pulse Laser RA

Medium Pulse Laser LA

1 Medium Pulse Laser LT

Medium Pulse Laser HD

000000000

Walking: 4

Running: 6

Jumping: 0

Qty Type

1 ER PPC

1 ER PPC

1 Streak SRM 6

1 Guardian ECM

Streak SRM 6

Auto Eject:

Ammo Type:

Consciousness # 3 7 10 11 Dead

HEAT SCALE 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 12 11 10 -2 Movement Points 9 8 +1 Modifier to Fire 6 -1 Movement Point 5 4 3 2

1

n

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- Lower Arm Actuator 1-3
- **Double Heat Sink**
 - 5. Double Heat Sink 6.
 - Double Heat Sink
 - 1. ER PPC
 - ER PPC 2. ER PPC
- 3. 4-6
 - Medium Pulse Laser
 - 5. Stealth Armor
 - Stealth Armor 6.

Left Torso

- XL Engine 1.
- XL Engine
- 3. XL Engine
- 1-3 Double Heat Sink
 - Double Heat Sink 5.
 - Double Heat Sink
 - Double Heat Sink 1.
 - 2. Double Heat Sink
- Double Heat Sink
- 4-6 Medium Pulse Laser
 - 5. Stealth Armor
 - Stealth Armor 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Stealth Armor
- Stealth Armor 6.

Head

- Life Support
- Sensors
- 3. Cockpit
- **Medium Pulse Laser**
- Sensors
- Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- XL Engine 3.
- 1-3
 - Gyro
 - 5. Gyro
 - 6. Gyro

 - Gyro
 - 2. XL Engine XL Engine
- 4-6 XL Engine
 - Guardian ECM 5.

 - Guardian ECM

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Arm

- Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
 - Double Heat Sink
 - **Double Heat Sink** 5.
 - 6.
 - Double Heat Sink
 - ER PPC
 - ER PPC 2.
 - ER PPC 3.
- 4-6 Medium Pulse Laser
 - 5. Stealth Armor
 - Stealth Armor

Right Torso

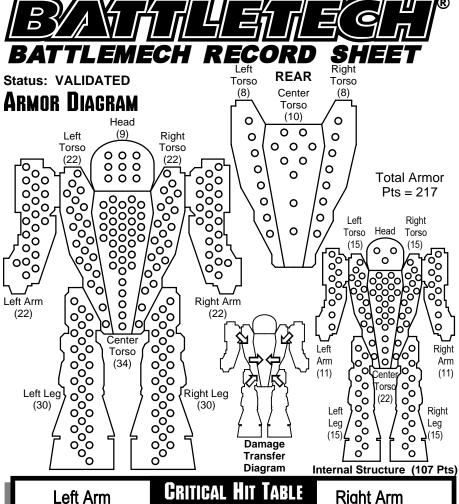
- XL Engine 1.
- XL Engine 2.
- 3. XL Engine
- 1-3 Double Heat Sink
 - **Double Heat Sink** 5.
 - **Double Heat Sink**

 - Streak SRM 6 1.
 - Streak SRM 6 2.
 - Ammo (Streak 6) 15 3.
- 4-6 4. CASE
 - Stealth Armor 5.

 - Stealth Armor

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Stealth Armor
- Stealth Armor 6.



Right Arm

- Shoulder 2.
- 1-3
- - PPC 5.
 - PPC 6.
- Roll Again 2.
- Roll Again 3.
- 4-6 Roll Again
 - Roll Again 5.

- 2.
- **Fusion Engine** 1-3
- Single Heat Sink Single Heat Sink
- 3. **Medium Laser**

Shoulder

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Left Torso

PPC

2.

5. PPC

6. PPC

2.

3.

5.

6.

1-3

4-6

1-3

Upper Arm Actuator

Lower Arm Actuator

- 4. **Small Laser**
- Roll Again 5.
- Roll Again
- 1. Roll Again
- Roll Again
- 2.
- Roll Again 4-6
 - 4. Roll Again 5. Roll Again
 - Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink
- Single Heat Sink 6.

Head

- Life Support
- Sensors
- 3.
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- **Fusion Engine**
- Gyro

 - 5. Gyro
 - 6. Gyro

 - Gyro **Fusion Engine**
 - **Fusion Engine**
- 4-6
 - **Fusion Engine**
 - Single Heat Sink 5.

 - Single Heat Sink

4-6 Engine Hits 000

Gyro Hits 00 **Sensor Hits** 00 Life Support

- **Upper Arm Actuator**
- **Lower Arm Actuator**
- PPC

 - Roll Again

- Roll Again

Right Torso

- Single Heat Sink
- Medium Laser
- 3. **Small Laser** 1-3
- Roll Again Roll Again 5.
 - 6. Roll Again

 - 1. Roll Again Roll Again
 - 2.
 - Roll Again
 - Roll Again
 - 5. Roll Again
 - Roll Again

Right Leg

- Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- Single Heat Sink
- Single Heat Sink 6.

Type: Warhammer WHM-6D Mass: 70 tons Movement Points: Tech & Configuration: Walking: 4 **Inner Sphere** Running: 6 **Biped 'Mech** Jumping: 0

'Mech Data

Weapons Inventory:			(hexes)				
Qty Type		Ht D	mg	Min	Sht	Med	Lng
1 PPC	RA	10	10	3	6	12	18
1 PPC	LA	10	10	3	6	12	18
1 Medium Laser	RT	3	5	-	3	6	9
1 Small Laser	RT	1	3	-	1	2	3
1 Medium Laser	LT	3	5	-	3	6	9
1 Small Laser	LT	1	3	-	1	2	3

Total Heat Sinks: 20 Single

Name:

Consciousness #

3 2 1

000000000 000000000 Weapon Heat:

Auto Eject: ☐ Operational ☐ Disabled

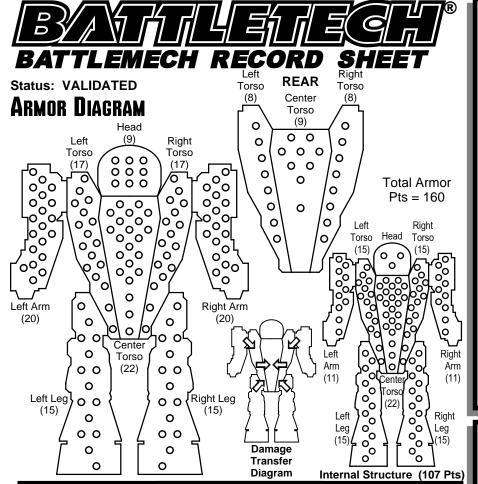
WARRIOR **D**ATA **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6

7 10 11 Dead

(28)

HEAT SCALE

_	30	Shutdown
	29	Snutdown
	28	Amma Evaluaian avaid an 9.
	27	Ammo Explosion, avoid on 8+
	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
	9	Ammo Explosion, avoid on 4+
	8	Shutdown, avoid on 6+
	17	+3 Modifier to Fire
	16	
	15	-3 Movement Points
	4	Shutdown, avoid on 4+
	13	+2 Modifier to Fire
	12	
	1	
	0	-2 Movement Points
	9	
	8	+1 Modifier to Fire
	7	
	6	
	5	-1 Movement Point
Г.	4	



Right Arm Shoulder

- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
- PPC
 - PPC 5.
 - PPC 6.
 - 1. Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - 5. Roll Again
 - 6.

- 2. **Fusion Engine**
- 1-3
- Single Heat Sink Single Heat Sink
- 3. Single Heat Sink
- Medium Laser
- Small Laser 5. 6. Roll Again

Left Arm

Shoulder

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Left Torso

PPC

2.

5. PPC

6. PPC

2.

3.

5.

6.

1-3

4-6

1-3

Upper Arm Actuator

Lower Arm Actuator

- Roll Again 1.
- Roll Again 2.
- Roll Again 4-6 4. Roll Again
 - 5. Roll Again
 - Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink
- Single Heat Sink 6.

Head

Life Support

CRITICAL HIT TABLE

- Sensors
- 3.
- Cockpit 4. Roll Again
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- **Fusion Engine**
- Gyro

 - 5. Gyro

 - 6. Gyro
 - Gyro
 - **Fusion Engine**
- **Fusion Engine** 4-6
- **Fusion Engine**

Life Support

- Single Heat Sink 5.
- Single Heat Sink

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00

Roll Again

- Right Torso
- Medium Laser
- Small Laser 2.
- 3. SRM 6
- 1-3 4. SRM 6

4-6

- Ammo (SRM 6) 15 5.
- 6. Roll Again
- 1. Roll Again
- Roll Again
- 2.
- Roll Again 3.
- 4. Roll Again 5. Roll Again
- Roll Again

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink
- 6. Single Heat Sink

WARRIOR DATA

☐ Disabled

'Mech Data

Inner Sphere

Biped 'Mech

3

4 2/hit -

5

3

10 10

(hexes)

3 6 12

3

- 1

000000000

Weapon Heat:

(32)

18

9

9

9

Lốc Ht Dma Min Sht Med Lna

Type: Warhammer WHM-6K

Movement Points: Tech & Configuration:

RT

RT

RT

LT

LT

Total Heat Sinks: 20 Single

000000000

Rounds:

15

Mass: 70 tons

Weapons Inventory:

Walking: 4

Running: 6

Jumping: 0

1 Medium Laser

1 Medium Laser

Auto Eject:

☐ Operational

3 2

1 Small Laser

Ammo Type:

SRM 6

1 Small Laser

1 SRM 6

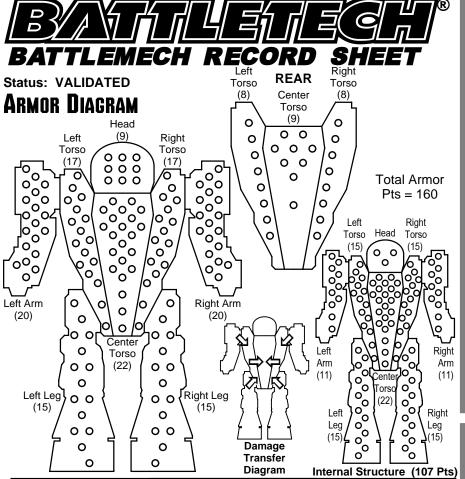
Qty Type

1 PPC

1 PPC

Name:						
Gunnery Skill:		. Pi	loting	Skill	:	
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

	** Avoid Inferno explosion on
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point



Mass: 70 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Min Sht Med Lna Qty Type Loc Ht Dma 1 PPC 10 10 3 6 12 18 1 PPC 10 12 18 LA 1 Medium Laser 6 9 RT 1 Small Laser 3 RT 3 2 1 SRM 6 9 RT 3 1 Flamer 1 Medium Laser 9 LT 1 Small Laser LT 2 3 1 1 Flamer LT 3 Rounds: Ammo Type: SRM 6 Total Heat Sinks: 18 Single 000000000 0000000 Weapon Heat: Auto Eject: ☐ Disabled (38)☐ Operational **WARRIOR DATA**

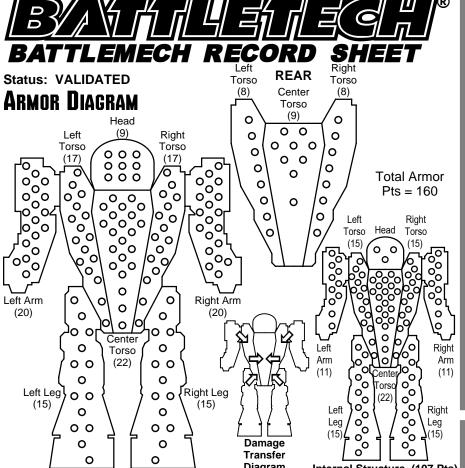
'Mech Data

Type: Warhammer WHM-6L

Name: **Gunnery Skill:** Piloting Skill: 5 6 Hits Taken 1 2 3 4 7 Consciousness # 3 5 10 11 Dead HEAT COALE

ı		L	_eft Arm	G	illi	ICAL HIT TABL			Right Arm
		1.	Shoulder					1.	•
		2.	Upper Arm Actuator					2.	. Upper Arm Actuator
	1-3	3.	Lower Arm Actuator		ı	Head	1-	ე 3.	. Lower Arm Actuator
	I-3	4.	PPC		1.	Life Support	1-	o _{4.}	. PPC
		5.	PPC		2.	Sensors		5.	. PPC
		6.	PPC		3.	Cockpit		6.	. PPC
		1.	Roll Again		4.	Single Heat Sink		1.	. Roll Again
		2.	Roll Again		5.	Sensors		2	o e
		3.	Roll Again		6.	Life Support		- 3	3
14	4-6	4.	Roll Again				4-	6 4	
		5.	Roll Again		(Center Torso		5.	
		6.	Roll Again					6.	3
		•			1. 2.	Fusion Engine		•	
		1	.eft Torso		2	Fusion Engine			Right Torso
				1-3	3. 4.	Fusion Engine Gyro			
		1. 2.	Medium Laser Small Laser		4. 5.	Gyro		1.	
		_			5. 6.	Gyro		2.	
ı.	1-3	3. 4.	Flamer Roll Again		0.	Gylu	1-	3 3.	
		4. 5.	Roll Again		1.	Gyro		5.	
		5. 6.	Roll Again		2.	Fusion Engine		6.	
		0.	Non Again	4-6	3.	Fusion Engine		0.	. Allillo (SKW 6) 15
		1.	Roll Again	T -U		Fusion Engine		1.	. Roll Again
		2.	Roll Again		5.	Single Heat Sink		2.	3 -
H.	4-6	3.	Roll Again		6.	Single Heat Sink	4-	გ 3.	
Ľ	T -U	4.	Roll Again	_			_	4.	3
		5.	Roll Again		Е	ngine Hits OO	o L	5.	. 5
		6.	Roll Again		_	_		6.	. Roll Again
			64 1			Gyro Hits OO			5
L	Left Leg				ensor Hits OO			Right Leg	
		1.	Hip		Lif	e Support O		1.	· ·
		2.	Upper Leg Actuator					2.	
		3.	Lower Leg Actuator					3.	
		4.	Foot Actuator					4.	
ı		5.	Single Heat Sink					5.	. 5
ı		6.	Single Heat Sink					6.	. Single Heat Sink

	HEAL SUALE
	** Avoid Inferno explosion on
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	0.14 (P. 1. (##.4.)
10	-2 Movement Points (** 4+)
9	4.88 199 4 50
8 7	+1 Modifier to Fire
6	4 Management Baint
5 4	-1 Movement Point
	00
3 2	1 2000000
1	an Merimak
0	1\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
LU	V



Mass: 70 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Type 1 PPC RA 10 10 3 6 12 18 1 PPC 10 10 12 18 LA 6 1 SRM 6 4 2/hit 9 **Medium Laser** 9 3 Small Laser RT 3 3 **Machine Gun** RT n 9 Medium Laser LT 3 3 6 **Machine Gun** LT 2 3 0 2 1 Small Laser LT 3 Ammo Type: Rounds: **Machine Gun** 200 Total Heat Sinks: 18 Single 000000000 00000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (32)

'MECH DATA

Type: Warhammer WHM-6R

Diagram Internal Structure (107 Pts) CRITICAL HIT TABLE Left Arm Right Arm Shoulder 1. Shoulder **Upper Arm Actuator Upper Arm Actuator** 2. 2. Head **Lower Arm Actuator Lower Arm Actuator** 1-3 1-3 Single Heat Sink Single Heat Sink Life Support 5. **PPC** 5. PPC Sensors PPC PPC 6. 6. 3. Cocknit Single Heat Sink 1. PPC PPC Sensors Roll Again Roll Again 2. 2. Life Support Roll Again 3. 4-6 ^{3.} Roll Again 4-6 Roll Again Roll Again

Center Torso

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Roll Again

Engine Hits

Sensor Hits

Life Support

Gyro Hits

Ammo (MG) 200

Gyro

Gyro

Gyro

2.

5. Gyro

6.

2.

5.

1-3

4-6

WARRIOR DATA							
Name:							
Gunnery Skill: Piloting Skill:							
Hits Taken	1	2	3	4	5	6	
Consciousness #	3	5	7	10	11	Dead	
HEAT SCALE							
** Avoid Inferno explosion on							

4.	Ruli Agalli
5.	Roll Again
6.	Roll Again
1. 2. 3.	SRM 6 Medium Laser Small Laser
1. 2. 3. 4. 5.	Roll Again Roll Again
-	N' - 1- (1

	** Avoid Inferno explosion on
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	• 1 200 m=
2	CH ACCEPTANCE OF THE PROPERTY
1	48/00
0	V • -

1. Hip

5.

6.

1.

3.

4.

5.

1.

2.

4.

5.

1-3

4-6

Roll Again Roll Again

Left Torso

Medium Laser

Machine Gun

Small Laser

Roll Again

Roll Again

Roll Again

Roll Again Roll Again

Roll Again

Roll Again Roll Again

- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink
- Single Heat Sink 6.

4-6

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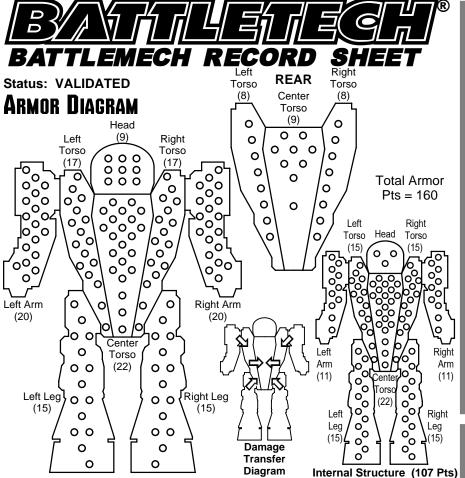
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- 1-3

Right Leg

- **Upper Leg Actuator**
- 3. **Lower Leg Actuator**
- **Foot Actuator** 4.
- Single Heat Sink
- Single Heat Sink 6.



Movement Points: Tech & Configuration: Walking: 4 **Inner Sphere** Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 ER PPC RA 15 10 7 14 23 1 ER PPC 23 LA 15 10 1 SRM 6 RT 4 2/hit 6 9 1 Medium Laser 9 RT 6 3 1 Machine Gun RT 2 2 9 **Medium Laser** LT 1 Anti-Missile System LT Ammo Type: Rounds: SRM 6 15 **Machine Gun** 200 Anti-Missile System 12 Total Heat Sinks: 18 Double (36) 000000000 0000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (41)

'Mech Data

Type: Warhammer WHM-7M

Mass: 70 tons

WARRIUR DAIA						
Name:						
Gunnery Skill:		_ Pi	iloting	Skill	:	
Hits Taken	1 2 3 4 5					6
Consciousness #	3	5	7	10	11	Dead
II A						

HEAT SCALE ** Avoid Inferno explosion on.. Shutdown 30 29 28 27 Ammo Explosion, avoid on 8+ (** 12+) Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ (** 10+) 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ (** 8+) Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ (** 6+) 14 +2 Modifier to Fire 13 12 11 10 -2 Movement Points (** 4+) 9 +1 Modifier to Fire 8 6 -1 Movement Point 5 4 3 2 1

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.

Lower Arm Actuator

- 1-3 **Double Heat Sink**
- 5. Double Heat Sink
 - 6. Double Heat Sink
 - ER PPC
 - ER PPC 2.
 - ER PPC 3.
- 4-6 Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Torso

- Double Heat Sink
- Double Heat Sink
- 3. Double Heat Sink 1-3
 - Double Heat Sink
 - Double Heat Sink 5.
 - Double Heat Sink
 - Double Heat Sink 1.

 - 2. Double Heat Sink
- Double Heat Sink 4-6
- Medium Laser Anti-Missile System
 - 5. Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Roll Again
- Roll Again 6.

Head

- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- 2. **Fusion Engine**
- **Fusion Engine** 1-3
 - Gyro
 - 5. Gyro

 - 6. Gyro
 - Gyro
 - **Fusion Engine**
 - **Fusion Engine**
 - **Fusion Engine**
 - Ammo (MG) 200 5. Roll Again

4-6 Engine Hits 000 **Gyro Hits** 00

Sensor Hits 00 Life Support

Right Arm

- Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
- Double Heat Sink
 - **Double Heat Sink** 5.
 - 6.
 - Double Heat Sink
 - ER PPC
- ER PPC 2. ER PPC
- 3. 4-6
- Roll Again
- 5. Roll Again

 - Roll Again

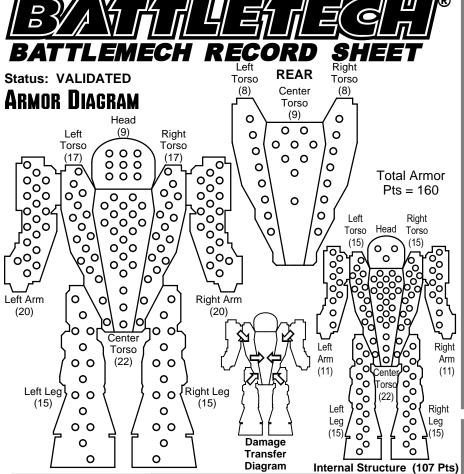
Right Torso

- Double Heat Sink
- **Double Heat Sink**
- 3. **Double Heat Sink** 1-3
- Double Heat Sink
 - Double Heat Sink 5.
 - **Double Heat Sink**
 - SRM 6 1.
 - SRM 6 2.

 - Medium Laser 3.
 - Machine Gun
 - Ammo (SRM 6) 15 5.
 - Ammo (AMS) 12

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Roll Again
- Roll Again 6.



CRITICAL HIT TABLE

Life Support

Sensors

Cockpit Roll Again

Sensors

Life Support

Center Torso

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Roll Again

Engine Hits

Ammo (Streak 2) 50

000

Gyro

Gyro

Gyro

Head

3.

2.

5. Gyro

6.

2.

5.

6.

1-3

Right Arm

- Shoulder
 Upper Arm Actuator
- 1-3 3. Lower Arm Actuator Double Heat Sink
 - 5. Double Heat Sink
 6. Double Heat Sink
 - 6. Double Heat Sink
 - 1. ER PPC 2. ER PPC
- 4-6 3. ER PPC Roll Again
 - 5. Roll Again
 - 6. Roll Again

Right Torso

- Double Heat Sink
 Double Heat Sink
- 1-3 3. Double Heat Sink Double Heat Sink
 - 5. Double Heat Sink6. Double Heat Sink
 - Double Heat Sink
 Double Heat Sink
- 4-6 3. Double Heat Sink
 - 4. Streak SRM 25. Medium Pulse Laser
 - 6. Small Laser

Left Leg Sensor Hits

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator

Left Arm

Shoulder

ER PPC

ER PPC

ER PPC

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Left Torso

Double Heat Sink

Medium Pulse Laser

Streak SRM 2

Small Laser

2.

5.

6.

2.

3.

5.

6.

1.

3.

4.

5.

1.

2.

5.

1-3

4-6

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Roll Again
 Roll Again

Gyro Hits O O Sensor Hits O O Life Support O

Right Leg

- Hip
 Upper Lea Act
- Upper Leg Actuator
 Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

Type: Warhammer WHM-7S Mass: 70 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 ER PPC RΑ 15 10 14 1 ER PPC 10 1 Streak SRM 2 RT 2 2/hit Medium Pulse Laser RT 6 1 Small Laser 3 9 1 Streak SRM 2 LT 2 2/hit 1 Medium Pulse Laser LT 6 2 6 1 Small Laser LT 2 Rounds: Ammo Type: Streak SRM 2 50 Total Heat Sinks: 18 Double (36)

'MECH DATA

Warrior Data						
Name:	Name:					
Gunnery Skill:		. Pi	loting	Skill		
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

☐ Disabled

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Weapon Heat:

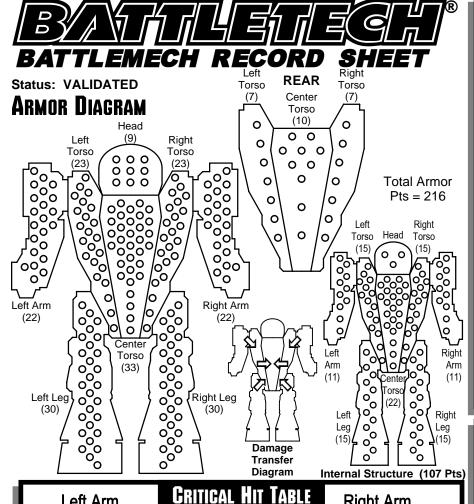
(44)

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Auto Eject:

☐ Operational

	HEAT SCALE
30	Shutdown
29 28 27	Ammo Explosion, avoid on 8+
26 25	Shutdown, avoid on 10+ -5 Movement Points
24	+4 Modifier to Fire Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+ +3 Modifier to Fire
16 15	-3 Movement Points
14	Shutdown, avoid on 4+
13 12	+2 Modifier to Fire
11	
10 9	-2 Movement Points
8	+1 Modifier to Fire
6	
<u>5</u>	-1 Movement Point
3	1 Como
1	AN CONTROL
0	V



Right Arm Shoulder

- **Upper Arm Actuator** 2.
 - **Lower Arm Actuator** 1-3 Double Heat Sink
 - **Double Heat Sink** 5.
 - 6. Double Heat Sink
 - ER PPC ER PPC 2.
 - ER PPC 3. 4-6
 - Endo Steel 5. Endo Steel
 - 6.

Fusion Engine Fusion Engine

2. **Fusion Engine** 3. 1-3 Gyro

Head

Life Support

Sensors

Cockpit C3 Slave Unit

Sensors

Life Support

Center Torso

- 5. Gyro 6. Gyro
- Gyro
- **Fusion Engine** 2.
- **Fusion Engine Fusion Engine**

Life Support

Roll Again 5. Roll Again 6.

ER Medium Laser **ER Small Laser Engine Hits** 000 Endo Steel **Gyro Hits** 00 **Sensor Hits** 00

Left Leg

Left Arm

Shoulder

ER PPC

ER PPC

ER PPC

Endo Steel

Endo Steel

Endo Steel

Left Torso

Double Heat Sink

2.

5.

6.

2.

3.

5.

6.

1.

3.

4.

5.

1.

2.

5.

1-3

4-6

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Double Heat Sink

Double Heat Sink

Double Heat Sink

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Endo Steel 6.

Endo Steel

- Right Torso Double Heat Sink
- **Double Heat Sink** 3. **Double Heat Sink** 1-3
- ER Medium Laser **ER Small Laser** 5. Streak SRM 6
 - Streak SRM 6 1.
 - 2. Ammo (Streak 6) 15 CASE 3.
- 4-6 Endo Steel Endo Steel 5.
 - Endo Steel

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Endo Steel 6.

'MECH DATA

Type: Warhammer WHM-8D

Mass: 70 tons

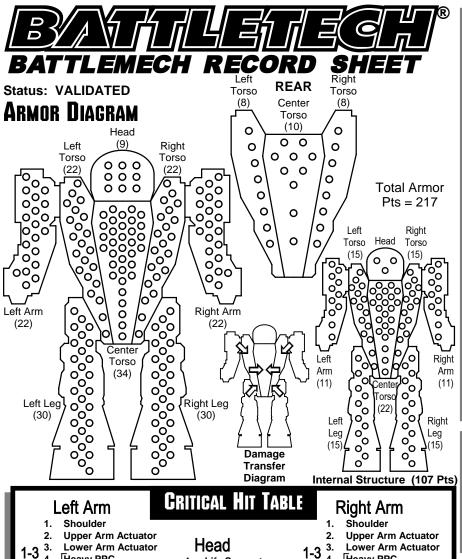
Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0

(hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 ER PPC RΑ 15 10 14 1 ER PPC 23 1 ER Medium Laser 12 1 ER Small Laser RT 5 9 1 Streak SRM 6 1 ER Medium Laser 12 LT 1 ER Small Laser LT 3 5 1 C3 Slave Unit HD Ammo Type: Rounds: Streak SRM 6 15 Total Heat Sinks: 17 Double (34)

000000000 0000000 Weapon Heat: Auto Eject: ☐ Disabled (48)☐ Operational

WARRIOR **D**ATA Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

	MEAL SUALE
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	7
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
9	_
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	4 (Promo-
2	<i>■ GH</i> M€IÀWIÆR
1	1///
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- **Lower Arm Actuator** 3.
- **Heavy PPC** 5.
- Heavy PPC 6. **Heavy PPC**
- **Heavy PPC**
- Endo Steel 2. Endo Steel 3.
- 4-6 Endo Steel
 - 5. Light Ferro-Fibrous
 - 6.

Center Torso

Life Support

Sensors

Cockpit C3 Slave Unit

Sensors

Life Support

- **Fusion Engine Fusion Engine**
- 2. **Fusion Engine** 3.
- 1-3 Gyro

3.

- 5. Gyro 6. Gyro
- Gyro
- **Fusion Engine** 2.
- **Fusion Engine** 4-6
- **Fusion Engine** Light Ferro-Fibrous 5.
- 6. Roll Again
- Engine Hits 000 Light Ferro-Fibrous **Gyro Hits** 00 00
- **Sensor Hits** Left Leg Life Support Hip
- **Upper Leg Actuator** 3.
- Lower Leg Actuator
- **Foot Actuator** 4.

Heavy PPC

Heavy PPC

Heavy PPC

Heavy PPC

Endo Steel

Endo Steel

Endo Steel

Left Torso

Light Ferro-Fibrous

Light Ferro-Fibrous

Double Heat Sink

Endo Steel Endo Steel

5.

6.

2.

3.

5.

6.

1.

3.

4.

5.

1.

2.

5.

1.

1-3

4-6

4-6

5. Endo Steel Endo Steel 6.

Light Ferro-Fibrous

- Right Torso Double Heat Sink 1.
- **Double Heat Sink** 2. 3. **Double Heat Sink**
- 1-3 Double Heat Sink **Double Heat Sink** 5.
 - **Double Heat Sink**
 - Streak SRM 4 1. 2. Ammo (Streak 4) 25
- CASE 3. 4-6 Endo Steel
 - Endo Steel 5. Light Ferro-Fibrous

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4. 5. Endo Steel
- Endo Steel
- 6.

'MECH DATA

Type: Warhammer WHM-8K

Mass: 70 tons

Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0

(hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 Heavy PPC 15 15 3 6 12 1 Heavy PPC 15 15 12 18

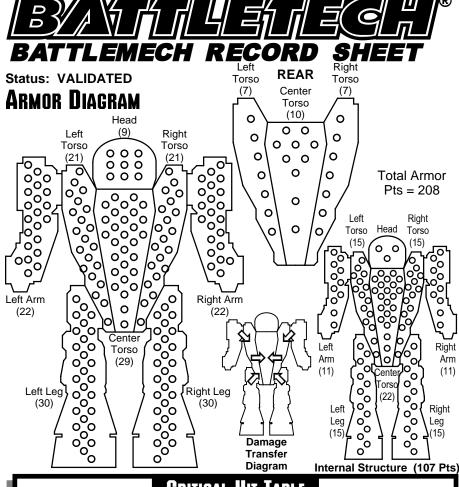
1 Streak SRM 4 RT 3 2/hit 1 C3 Slave Unit HD

Rounds: Ammo Type: Streak SRM 4 25 Total Heat Sinks: 16 Double (32) 000000000 000000

Weapon Heat: Auto Eject: ☐ Disabled (33)☐ Operational

WARRIOR **D**ATA Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

	MEAL SUALE
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	CH A CLAYWY AR
1	1/W
lol	U *



Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 ER PPC 15 10 - 7 14 1 ER PPC 14 23 1 Light Gauss Rifle 17 25 1 ER Medium Laser 1 ER Medium Laser 5 LT 8 12 Ammo Type: Rounds: **Light Gauss Rifle** 16 Total Heat Sinks: 12 Double (24) 000000000 00 Weapon Heat: Auto Eject: ☐ Disabled (41)☐ Operational **W**ARRIOR **D**ATA

'MECH DATA

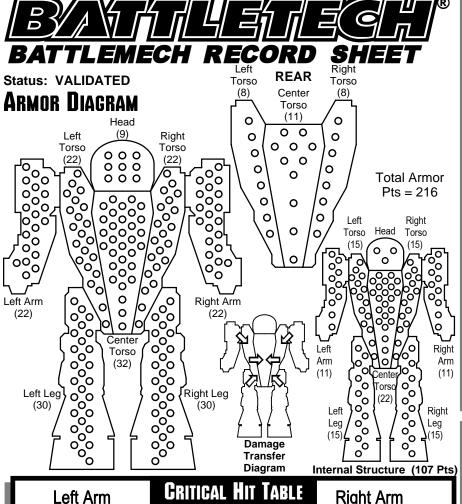
Type: Warhammer WHM-8M

Mass: 70 tons

Name: **Gunnery Skill: Piloting Skill: CRITICAL HIT TABLE** Right Arm Hits Taken 1 2 3 4 5 6 Shoulder Consciousness # 3 5 7 10 11 Dead **Upper Arm Actuator** 2. Head **Lower Arm Actuator** 3. 1-3 ER PPC Life Support HEAT COALE ER PPC 5. Sensors

Left Arm Shoulder **Upper Arm Actuator** 2. Lower Arm Actuator 1-3 ER PPC 5. ER PPC ER PPC ER PPC 6. 6. 3. Cockpit Roll Again Endo Steel Endo Steel Sensors Endo Steel Endo Steel 2. 2. Life Support 3. Endo Steel 3. Endo Steel 4-6 4-6 Roll Again Roll Again Roll Again 5. Roll Again Center Torso 5. Roll Again 6. Roll Again 6. **Fusion Engine** 2. **Fusion Engine** Left Torso Right Torso **Fusion Engine** 3. 1-3 Double Heat Sink Gyro Light Gauss Rifle 5. Gyro Light Gauss Rifle Double Heat Sink **Light Gauss Rifle** 3. **Double Heat Sink** 6. Gyro 3. 1-3 1-3 4. ER Medium Laser Light Gauss Rifle Gyro Endo Steel **Light Gauss Rifle** 5. 5. **Fusion Engine** 2. Endo Steel ER Medium Laser **Fusion Engine** 4-6 **Fusion Engine** Ammo (Lt Gauss) 16 1. Endo Steel 1. Roll Again 5. CASE 2. Endo Steel 2. Roll Again 6. Roll Again 3. Roll Again 4-6 4-6 4. Roll Again Roll Again 5. Roll Again Roll Again 5. **Engine Hits** 000 Roll Again Roll Again **Gyro Hits** 00 **Sensor Hits** 00 Left Leg Right Leg Life Support 1. diH 1. Hip **Upper Leg Actuator Upper Leg Actuator Lower Leg Actuator Lower Leg Actuator** 3. 3. **Foot Actuator Foot Actuator** 4. 4. 5. Endo Steel 5. Endo Steel Endo Steel Endo Steel 6. 6.

	MEAL SUALE
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	
2	an seinular
1	1//
0	V



Right Arm Shoulder

- **Upper Arm Actuator** 2. **Lower Arm Actuator** 3.
- 1-3 Double Heat Sink **Double Heat Sink** 5.
 - 6. Double Heat Sink
 - Double Heat Sink **Double Heat Sink** 2.
- **Double Heat Sink** 3. 4-6
- ER PPC
- ER PPC 5. ER PPC

Center Torso

1. XL Engine XL Engine

Head

3.

Life Support

Sensors

Cockpit Roll Again

Sensors

Life Support

- 2. XL Engine 3.
- 1-3 Gyro
- 5. Gyro
- 6. Gyro
- ER Medium Laser Targeting Computer
- Targeting Computer 4-6 1.
- Targeting Computer Targeting Computer
- 4-6 Endo Steel Endo Steel 5.

Shoulder

2.

5.

6.

2.

3.

4.

5.

6.

3.

4.

5.

6.

1-3

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Double Heat Sink

ER PPC ER PPC

ER PPC

Left Torso

XL Engine

XL Engine

XL Engine

- Endo Steel 6.
- Left Leg
- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Endo Steel Endo Steel 6.

- Jump Jet Gyro
- - XL Engine XL Engine
 - XL Engine
 - 5. Jump Jet Roll Again

Engine Hits 000 **Gyro Hits** 00 00 Sensor Hits Life Support

Right Torso

- XL Engine 1.
- XL Engine 2. 3. XL Engine
- 1-3 Jump Jet 5.
 - ER Medium Laser Endo Steel
 - Endo Steel 1. Endo Steel
- 2. Endo Steel 3. 4-6
 - Endo Steel Endo Steel 5. Endo Steel

Right Leg

- 1. Hip
- **Upper Leg Actuator Lower Leg Actuator** 3.
- **Foot Actuator** 4. 5. Endo Steel
- Endo Steel
- 6.

'Mech Data

Type: Warhammer WHM-9D

Mass: 70 tons

Movement Points: Tech & Configuration: Walking: 5 Inner Sphere Running: 8 **Biped 'Mech** Jumping: 3

(hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng

1 ER PPC 15 - 7 14 1 ER PPC 14 15 23

1 ER Medium Laser 12 RT 1 ER Medium Laser

1 Targeting Computer

Total Heat Sinks: 18 Double (36)

000000000 0000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (40)

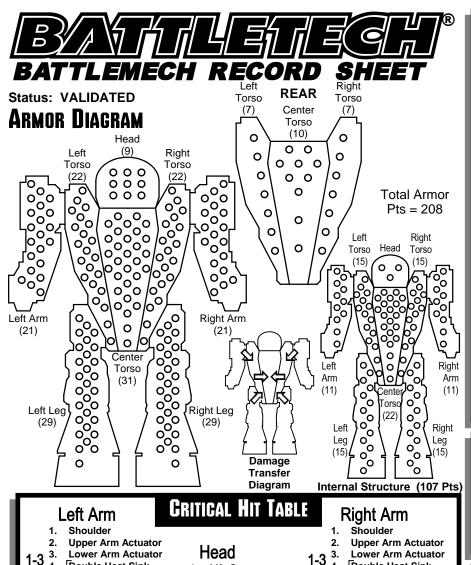
WARRIOR **D**ATA

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

HEAT SCALE

ſ	30	Shutdown
ı	29	
İ	28	Ammo Explosion, avoid on 8+
İ	27	
ı	26	Shutdown, avoid on 10+
ı	25	-5 Movement Points
İ	24	+4 Modifier to Fire
Ī	23	Ammo Explosion, avoid on 6+
Ī	22	Shutdown, avoid on 8+
Ī	21	•
[20	-4 Movement Points
[19	Ammo Explosion, avoid on 4+
	18	Shutdown, avoid on 6+
[17	+3 Modifier to Fire
Į.	16	
	15	-3 Movement Points
Į.	14	Shutdown, avoid on 4+
	13	+2 Modifier to Fire
	12	
	11	
- 1	10	-2 Movement Points
- 1	9	
ļ	8	+1 Modifier to Fire
ļ	7	
- 1	6	
-	5	-1 Movement Point
	4	•
- }	3	A POMBO
	2	

1 0



Life Support

Sensors

Cockpit Roll Again

Sensors

Gyro

Gyro

Gyro

Gyro

Engine Hits

Sensor Hits

Life Support

Gyro Hits

Life Support

Center Torso

Light Fusion Engine

Light Fusion Engine

Light Fusion Engine

Light Fusion Engine

Light Fusion Engine

Light Fusion Engine

000

00

00

ER Medium Laser

ER Medium Laser

3.

2.

3.

5.

6.

2.

5.

4-6

- 1-3 Double Heat Sink 5. **Double Heat Sink**
 - 6. Double Heat Sink
 - Double Heat Sink **Double Heat Sink** 2.
- **Double Heat Sink** 3. 4-6 ER PPC
- ER PPC 5.
- ER PPC

Right Torso

- Light Fusion Engine **Light Fusion Engine**
- 3. Double Heat Sink 1-3 **Double Heat Sink**
 - **Double Heat Sink** 5. _ Double Heat Sink
 - **Double Heat Sink** 1. 2. Double Heat Sink
- 3. Streak SRM 6 4-6 4. Streak SRM 6
 - Ammo (Streak 6) 15 5. CASE

Right Leg 1.

- Hip
- 2. **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Roll Again
- Roll Again 6.

'MECH DATA Type: Warhammer WHM-9S Mass: 70 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0

(hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng 1 ER PPC 15 10 - 7 14 1 ER PPC 14 10 23 1 Streak SRM 6 RT 4 2/hit 2 ER Medium Laser СТ Rounds: Ammo Type: Streak SRM 6 15 Total Heat Sinks: 20 Double (40)

Weapons Inventory:

000000000 000000000 Weapon Heat:

Auto Eject: ☐ Disabled (44)☐ Operational

WARRIOR DATA

Name:								
Gunnery Skill: Piloting Skill:								
Hits Taken	1	2	3	4	5	6		
Consciousness #	3	5	7	10	11	Dead		

HEAT SCALE

30	Shutdown
29	Silutuowii
28	Ammo Explosion, avoid on 8+
27	Allillo Explosion, avoid on 6+
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	M
2	AL COMPRE
1	4XM2nm(20)
0	(/v •

Roll Again

- 1.
- **Upper Leg Actuator**
- Lower Leg Actuator 3.

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Light Fusion Engine

Light Fusion Engine

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

ER PPC ER PPC

ER PPC

Left Torso

5.

6.

1.

2.

3.

4.

5.

6.

3.

5.

6.

1.

2.

5.

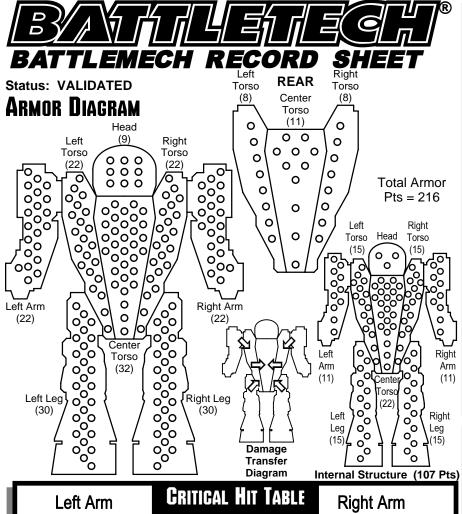
6.

1-3

4-6

4-6

- **Foot Actuator** 4.
- 5. Roll Again
- Roll Again 6.



WARRIOR **D**ATA Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6

Total Heat Sinks: 11 Double (22)

000000000

Auto Eject:

☐ Operational

Consciousness # 3 5 7 10 11 Dead

☐ Disabled

'Mech Data

Inner Sphere

Biped 'Mech

10 10 3

10 10

RT

(hexes)

6 12

Weapon Heat:

(30)

12 18

12

Loc Ht Dmg Min Sht Med Lng

Type: Warhammer WHM-10T

Movement Points: Tech & Configuration:

Mass: 70 tons

Weapons Inventory:

Walking: 5

Running: 8

Jumping: 7

1 ER Medium Laser

1 ER Medium Laser

Qty Type

1 PPC

1 PPC

		HEAT SCALE
F	30	Shutdown
-	29 28 27	Ammo Explosion, avoid on 8+
þ	26 25	Shutdown, avoid on 10+ -5 Movement Points
	24	+4 Modifier to Fire
ŀ	23 22	Ammo Explosion, avoid on 6+ Shutdown, avoid on 8+
	21	-4 Movement Points
Į	19	Ammo Explosion, avoid on 4+
	18 17	Shutdown, avoid on 6+ +3 Modifier to Fire
ı	16	

-3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 2 1 n

- Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
- PPC
 - 5. PPC
 - 6. PPC
 - Endo Steel
 - Endo Steel 2.
 - Endo Steel 3.
- 4-6 Endo Steel
 - 5. Roll Again
 - 6. Roll Again

Left Torso

- XL Engine
- XL Engine
- 3. XL Engine 1-3
 - Improved Jump Jet
 - Improved Jump Jet 5.
 - Improved Jump Jet
 - Improved Jump Jet 1.
 - 2. ER Medium Laser
- Endo Steel 4-6
 - 4. Endo Steel 5. Endo Steel
 - Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. **Improved Jump Jet** 6.
 - Improved Jump Jet

Head

- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1. XL Engine 2. XL Engine
- XL Engine 3.
- 1-3 Gyro
 - 5. Gyro
 - 6. Gyro
 - Gyro
 - 2. XL Engine
 - XL Engine

Life Support

- XL Engine
- Improved Jump Jet
- Improved Jump Jet

Engine Hits 000 **Gyro Hits** 00 Sensor Hits 00

- Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 3. 1-3
 - PPC
 - PPC 5.
 - 6. PPC
 - Endo Steel
 - Endo Steel 2.
- Endo Steel 3. 4-6
- Endo Steel
 - 5. Roll Again
 - 6.
 - Roll Again

Right Torso

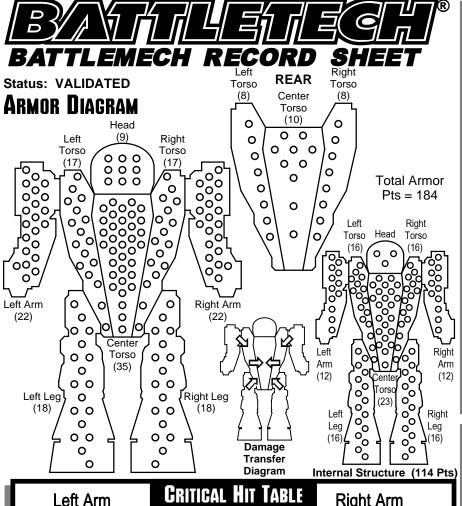
- XL Engine 1.
- XL Engine 2.
- XL Engine
- 1-3 **Improved Jump Jet**
 - Improved Jump Jet 5.
 - Improved Jump Jet
 - Improved Jump Jet
 - ER Medium Laser 2.
 - Endo Steel
 - Endo Steel
 - Endo Steel 5.
 - Roll Again

Right Leg

1. Hip

4-6

- 2. **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- **Improved Jump Jet**
- 6. Improved Jump Jet



Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 PPC 10 10 3 6 12 1 Medium Laser 3 RA 9 1 PPC 18 LA 10 3 6 12 **Medium Laser** 3 8 5 10 15 1 Large Laser RT Total Heat Sinks: 20 Single 000000000 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (34)**WARRIOR DATA**

'MECH DATA

Type: Marauder MAD-3D

Mass: 75 tons

Name: **Gunnery Skill: Piloting Skill:** Right Arm Hits Taken 1 2 3 4 5 6 Shoulder Consciousness # 3 7 10 11 Dead 2. **Upper Arm Actuator Lower Arm Actuator** 1-3 PPC Life Support

HEAT SCALE 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 13 +2 Modifier to Fire 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3 2 1 0

CRITICAL HIT TABLE

- Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
- PPC
 - 5. PPC
 - 6. PPC
 - Medium Laser
 - Roll Again 2.
- Roll Again 3.
- 4-6 Roll Again
 - 5. Roll Again
 - Roll Again 6.

Left Torso

- Single Heat Sink
- Single Heat Sink
- 3. Roll Again
- 1-3 4. Roll Again
 - Roll Again 5.
 - Roll Again
 - 1. Roll Again
 - Roll Again 2.
- Roll Again 4-6
 - 4. Roll Again
 - 5. Roll Again Roll Again 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink
- Single Heat Sink 6.

Head

- Sensors
- 3.
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- 2. **Fusion Engine**
- **Fusion Engine**
- 1-3
- Gyro
 - 5. Gyro

 - 6. Gyro
 - Gyro
- **Fusion Engine**
- **Fusion Engine**
- 4-6
- **Fusion Engine**
 - 5.
- Single Heat Sink Single Heat Sink

Engine Hits OOO **Gyro Hits** 00 **Sensor Hits** 00 Life Support

- PPC 5.
- PPC 6.
- **Medium Laser**
- Roll Again 2.
- Roll Again 3. 4-6
- Roll Again
 - Roll Again 5.

 - Roll Again

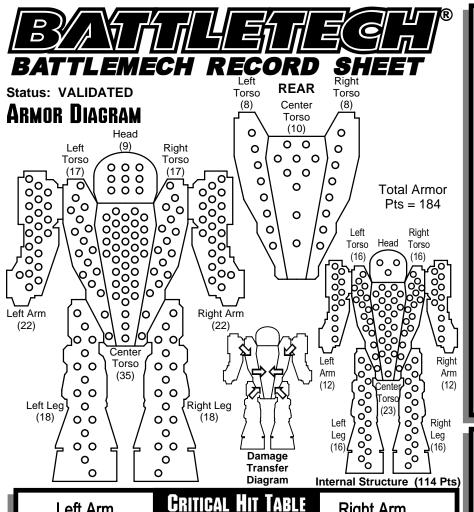
Right Torso

- Large Laser
- Large Laser 2.
- 3. Roll Again 1-3
- Roll Again
 - Roll Again 5. 6. Roll Again

 - 1. Roll Again
 - Roll Again 2.
- Roll Again 4-6
 - 4. Roll Again
 - 5. Roll Again
 - Roll Again

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- 3.
- **Foot Actuator** 4.
- Single Heat Sink
- 6. Single Heat Sink



Right Arm

- Shoulder
- 1-3

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

Fusion Engine

- 2. **Fusion Engine**
- **Fusion Engine**
- 3. 1-3
- Single Heat Sink 5. Single Heat Sink
- 3. Ammo (AC/5) 20 1-3

Left Arm

Shoulder

Large Laser

Large Laser

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Left Torso

Medium Laser

2.

5.

6.

2.

3.

5.

6.

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

- 4. Roll Again
 - Roll Again 5.
 - Roll Again

 - 1. Roll Again Roll Again
- 2.
- Roll Again 4-6
 - 4. Roll Again
 - 5. Roll Again Roll Again

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink
- Single Heat Sink 6.

Head

- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Gyro
 - Gyro

 - 6. Gyro
 - Gyro
- **Fusion Engine** 2.
- **Fusion Engine** 4-6
- **Fusion Engine**
 - Roll Again 5.
 - Roll Again 6.

4-6 Engine Hits 000

Gyro Hits 00 **Sensor Hits** 00 Life Support

- 2. **Upper Arm Actuator**
- 3. **Lower Arm Actuator**
 - PPC
 - PPC 5.
 - PPC 6.
 - Roll Again 2.
- Roll Again 3. 4-6
 - 5.

 - Roll Again 6.

Right Torso

- Autocannon/5 1.
- Autocannon/5 2.
- 3. Autocannon/5 1-3
- 4. Autocannon/5
 - Roll Again 5.
 - 6. Roll Again
 - Roll Again 1.
 - Roll Again 2.
 - Roll Again 3.
 - Roll Again
 - Roll Again 5.
 - Roll Again

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- 3. **Lower Leg Actuator**
- **Foot Actuator** 4.
- 5. Single Heat Sink
- 6. Single Heat Sink

(hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 PPC 10 3 6 12 1 Medium Laser RA 9 1 Large Laser 15 LA 5 10 1 Medium Laser RT 5 3 6 12 18 1 Autocannon/5 Rounds: Ammo Type: Autocannon/5 20 Total Heat Sinks: 18 Single 000000000 0000000 Weapon Heat: Auto Eject: ☐ Disabled (25)☐ Operational **W**ARRIOR **D**ATA Name:

Piloting Skill:

7 10 11 Dead

'MECH DATA

Inner Sphere

Biped 'Mech

Type: Marauder MAD-3L

Movement Points: Tech & Configuration:

Mass: 75 tons

Walking: 4

Running: 6

Jumping: 0

Gunnery Skill:

Consciousness #

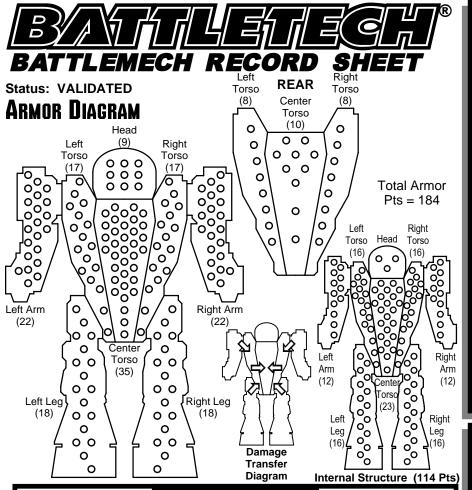
Hits Taken

1 2 3 4 5 6

3

HEAT COAL

	IICAI JUALC
30	Shutdown
29	Onutaown
28	Ammo Explosion, avoid on 8+
27	7 = Aprosion, arola on o
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
9	
8	+1 Modifier to Fire
7	
6	4 Marramant Baint
5	-1 Movement Point
3	00
2	16 2000000
1	4 WELVINGER
Ö	(M-2
	V



WARRIOR **D**ATA

Total Heat Sinks: 20 Single

000000000

'MECH DATA

Inner Sphere

Biped 'Mech

5 3 6 12 18

(hexes)

5 10

9

15

3

5 10

000000000

Weapon Heat:

(23)

Lốc Ht Dma Min Sht Med Lna

Type: Marauder MAD-3M

Movement Points: Tech & Configuration:

RA

LA

RT

Rounds:

20

☐ Disabled

Mass: 75 tons

Weapons Inventory:

Walking: 4

Running: 6

Jumping: 0

Type

1 Medium Laser

Medium Laser

1 Autocannon/5

Ammo Type:

Autocannon/5

Auto Eject:

☐ Operational

1 Large Laser

1 Large Laser

Qty

Gunnery Skill:		_ Pi	loting	Skill	:	
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

MEAL DUALE 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 13 +2 Modifier to Fire 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 2

1

0

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- Lower Arm Actuator 1-3
- Large Laser 5.
 - Large Laser 6. **Medium Laser**

 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again 5. Roll Again
 - Roll Again 6.

Left Torso

- Single Heat Sink
- Single Heat Sink
- 3. Single Heat Sink 1-3
- 4. Ammo (AC/5) 20
 - Roll Again 5.
 - Roll Again
 - 1. Roll Again
 - Roll Again 2.
- Roll Again 4-6
 - 4. Roll Again 5. Roll Again
 - 6. Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink
- Single Heat Sink 6.

Head

- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- 2. **Fusion Engine**
- **Fusion Engine**
- 1-3
 - Gyro
 - 5.
 - Gyro
 - 6. Gyro
 - Gyro
- **Fusion Engine**
- Fusion Engine
- 4-6
 - **Fusion Engine**
 - 5.

Single Heat Sink Roll Again

Engine Hits 000 **Gyro Hits** 00 00 Sensor Hits Life Support

Right Arm Shoulder

- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
 - Large Laser
 - Large Laser 5.
 - 6. Medium Laser

 - Roll Again
- Roll Again 2.
- Roll Again 3.
- 4-6 Roll Again
- Roll Again 5.
 - Roll Again 6.

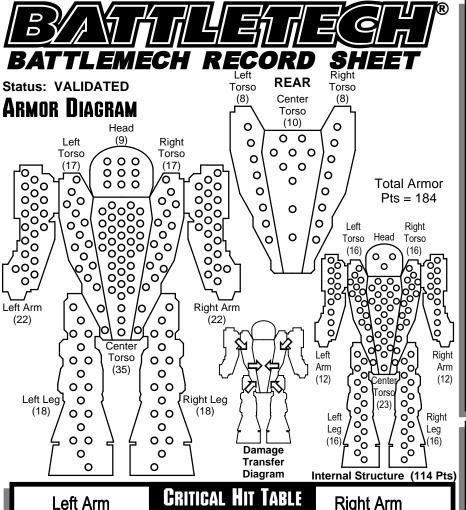
Right Torso

- Autocannon/5 1.
- Autocannon/5 2.
- 3. Autocannon/5 1-3 4.
 - Autocannon/5 Roll Again 5.

 - 6. Roll Again
 - 1. Roll Again
 - Roll Again 2.
- Roll Again 4-6
 - Roll Again
 - 5. Roll Again
 - Roll Again

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink
- 6. Single Heat Sink



Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Qty Type 1 PPC 10 3 6 12 1 Medium Laser RA 9 1 PPC 18 LA 10 3 6 12 Medium Laser 5 3 6 12 18 1 Autocannon/5 RT Ammo Type: Rounds: Autocannon/5 20 Total Heat Sinks: 16 Single 000000000 000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (27)**W**ARRIOR **D**ATA

'MECH DATA

Inner Sphere

Biped 'Mech

(hexes)

Type: Marauder MAD-3R

Movement Points: Tech & Configuration:

Mass: 75 tons

Walking: 4

Running: 6

Jumping: 0

Name: **Gunnery Skill:** Piloting Skill: 6 Hits Taken 1 2 3 4 5 Consciousness # 3 5 7 10 11 Dead

HFAT SCALE

1-3 4-6	5. 6. 1. 2.	Upper Arm Actuator Lower Arm Actuator PPC PPC PPC Medium Laser Roll Again Roll Again		1. 2. 3. 4. 5. 6.	Life Suppo Sensors Cockpit Roll Again Sensors Life Suppo		1- 4-	5 6 1 2	. Lower Arm Act PPC PPC PPC Medium Laser Roll Again Roll Again
	5.	Roll Again		(Center To	orso		5	. Roll Again
	6.	Roll Again		1.	Fusion Eng	jine		6	. Roll Again
	L	_eft Torso	4.0	2. 3.	Fusion Eng Fusion Eng	•			Right Torso
	1.	Ammo (AC/5) 20	1-3	4.	Gyro	,		1	
	2.	Roll Again		5.	Gyro			2	
1-3	3.	Roll Again		6.	Gyro		1-	2 3	. Autocannon/5
1-3	4.	Roll Again		1.	Gyro		-	·o 4	
	5.	Roll Again		2.	Fusion Eng	iine		5	O O
	6.	Roll Again	4.0	2	Fusion Eng			6	. Roll Again
	1.	Roll Again	4-6	4.	Fusion Eng	•		1	. Roll Again
	2.	Roll Again		5.	Roll Again			2	. Roll Again
4-6	3.	Roll Again		6.	Roll Again		4-	ه a	. Roll Again
4-0	4.	Roll Again	_					- 4	
	5.	Roll Again		E	ngine Hits	00	οl	5	. 5
	6.	Roll Again		_	Gyro Hits	00		6	. Roll Again
	L	₋eft Leg		S	ensor Hits	00			Right Leg
	1.	Hip		Lif	e Support	0		1	. Hip
	2.	Upper Leg Actuator	L					2	. Upper Leg Act
	3.	Lower Leg Actuator						3	
	4.	Foot Actuator						4	
	5.	Single Heat Sink						5	 Single Heat Sit

Left Arm

Single Heat Sink

1. Shoulder

	IIIAI OUALL
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	• 600 00-
2	CHAYAYA R
1	4×1000000000000000000000000000000000000
0	V
	-

6.

Upper Leg Actuator Lower Leg Actuator Foot Actuator

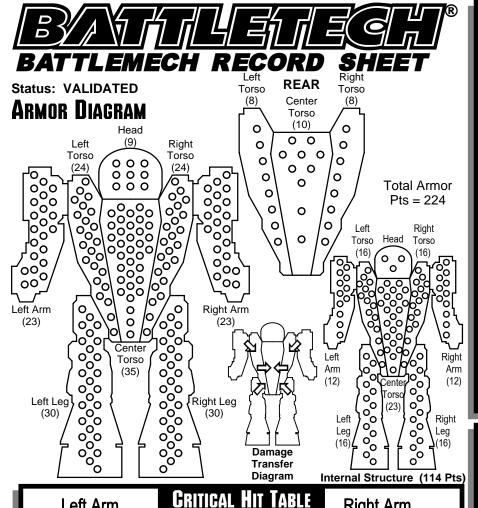
Single Heat Sink

Single Heat Sink

Right Arm

Upper Arm Actuator Lower Arm Actuator

Shoulder



Right Arm

- Shoulder 2.
- **Lower Arm Actuator** 3. 1-3
 - ER PPC 5.

 - **Medium Pulse Laser**
 - Roll Again
 - 5. Roll Again
 - Roll Again 6.

- XL Engine
- XL Engine 3.

3.

- XL Engine 3. XL Engine Double Heat Sink

Left Arm

Shoulder

ER PPC

ER PPC

ER PPC

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Left Torso

XL Engine

2.

5.

6.

2.

3.

4.

5.

6.

1.

1-3

4-6

1-3

Upper Arm Actuator

Lower Arm Actuator

Medium Pulse Laser

- Double Heat Sink 5.
- Double Heat Sink
- Double Heat Sink 1.
- 2. Double Heat Sink
- Double Heat Sink
- 4-6 Streak SRM 2
 - 5. Ammo (Streak 2) 50
 - CASE 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Jump Jet
- 6. Jump Jet

- Life Support
- Roll Again Sensors

Head

Center Torso

Life Support

Sensors

Cockpit

- 1. XL Engine
- 2.
- 1-3 Gyro
 - 5.
 - Gyro
 - 6. Gyro

 - Gyro
 - 2. XL Engine
 - XL Engine 3.
 - XL Engine
 - Roll Again 5. 6.
 - Roll Again

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

- **Upper Arm Actuator**
- - ER PPC

 - ER PPC 6.

 - Roll Again 2.
- Roll Again 3.
- 4-6

Right Torso

- XL Engine 1.
- XL Engine 2.
- 3. XL Engine 1-3
 - Double Heat Sink **Double Heat Sink** 5.
 - **Double Heat Sink**

 - Double Heat Sink 1.
 - 2. Double Heat Sink
 - **Double Heat Sink** 3.

 - Large Pulse Laser
 - Large Pulse Laser 5.
 - Roll Again

Right Leg

1. Hip

4-6

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Jump Jet
- 6. Jump Jet

WARRIOR **D**ATA

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

'MECH DATA

Inner Sphere

Biped 'Mech

15 10

2 2/hit -

000000

(hexes)

- 7 14

3

Weapon Heat:

(50)

6

23

10

9

Lốc Ht Dma Min Sht Med Lna

Type: Marauder MAD-5D

Movement Points: Tech & Configuration:

RT 10 9

LT

Total Heat Sinks: 16 Double (32)

Rounds:

50

☐ Disabled

Mass: 75 tons

Weapons Inventory:

1 Medium Pulse Laser RA

Medium Pulse Laser LA

000000000

1 Large Pulse Laser

1 Streak SRM 2

Streak SRM 2

Auto Eject:

☐ Operational

Ammo Type:

Walking: 4

Running: 6

Jumping: 4

Qty Type

1 ER PPC

1 ER PPC

-				
'	ĿΛ		ΠΛ	П
П	1741	III .	1,12	۱.

30 29	Shutdown
28 27	Ammo Explosion, avoid on 8+
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

- -2 Movement Points
- 9 +1 Modifier to Fire 8

12

11

10

6

5

4

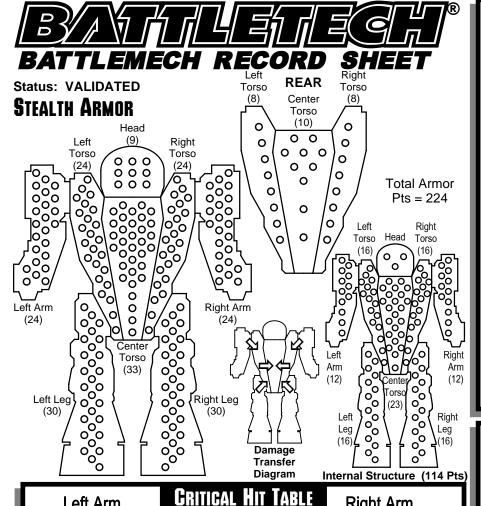
2

1

0

-1 Movement Point





Right Arm

- **Upper Arm Actuator**
- 1-3

 - 6. Double Heat Sink
 - ER Large Laser
- 2.
- 4-6
 - - Stealth Armor 5.

Center Torso

- 2. **Fusion Engine**
- 1-3
- Gyro
- Double Heat Sink Double Heat Sink
- 3. Double Heat Sink Double Heat Sink
- Double Heat Sink 5.

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

6.

1.

1-3

4-6

1-3

Upper Arm Actuator

Lower Arm Actuator

ER Large Laser

ER Large Laser

Triple Strength

Triple Strength

Triple Strength

Stealth Armor

Stealth Armor

Roll Again

Left Torso

ER Medium Laser

- Double Heat Sink
- Double Heat Sink 1.
- 2. Double Heat Sink
- Double Heat Sink
- 4-6 Triple Strength
 - 5. Stealth Armor
 - Stealth Armor 6.

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Stealth Armor
- Stealth Armor 6.

- Head
- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

- **Fusion Engine**
- **Fusion Engine**
- - 5. Gyro
 - 6. Gyro

 - Gyro 2.
 - **Fusion Engine Fusion Engine**
- 4-6 **Fusion Engine**
 - Guardian ECM 5.
 - Guardian ECM
 - Engine Hits 000 **Gyro Hits** 00

Sensor Hits 00 Life Support

- Shoulder 2.
- **Lower Arm Actuator**
 - Double Heat Sink
 - 5. **Double Heat Sink**
- ER Large Laser
- ER Medium Laser 3.
- Triple Strength
- - Stealth Armor

Right Torso

- Double Heat Sink 1.
- **Double Heat Sink**
- **Double Heat Sink** 1-3
 - Double Heat Sink **Double Heat Sink** 5.
 - **Double Heat Sink**
 - ER PPC 1.
 - ER PPC 2.
- ER PPC 3. 4-6
 - Triple Strength
 - Stealth Armor 5.
 - Stealth Armor

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Stealth Armor Stealth Armor 6.

000000000

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 7 10 11 Dead

☐ Disabled

WARRIOR **D**ATA

'Mech Data

Inner Sphere

Biped 'Mech

10

0000000

Weapon Heat:

(59)

(hexes)

- 7 14

8 12

14

14 23

19

Loc Ht Dmg Min Sht Med Lng

Type: Marauder MAD-5L

Movement Points: Tech & Configuration:

RA

LA

RT

CT

Total Heat Sinks: 18 Double (36)

Mass: 75 tons

Walking: 4 [5]

Running: 6 [8]

Weapons Inventory:

Jumping: 0

Type

1 ER Large Laser

1 ER Large Laser

1 Guardian ECM

Auto Eject:

☐ Operational

18

17

13

6

5

4

2

1

n

1 ER PPC

1 ER Medium Laser

1 ER Medium Laser

Qty

HEAT SCALE

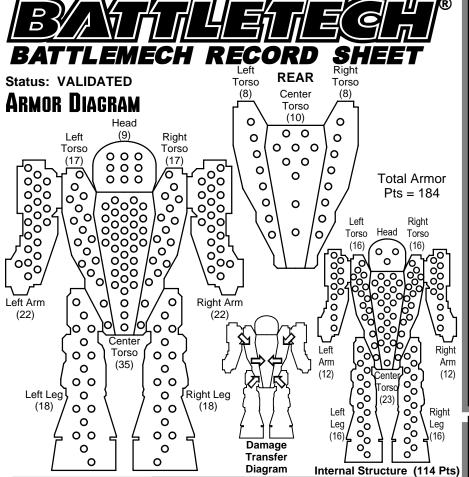
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	•
26	Shutdown, avoid on 10+
25	-5 Movement Points (-4 MP with TSM)
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points (-3 MP with TSM)
19	Ammo Explosion, avoid on 4+

- +3 Modifier to Fire 16 15 -3 Movement Points (-2 MP with TSM) 14
 - Shutdown, avoid on 4+ +2 Modifier to Fire

Shutdown, avoid on 6+

- 12 11 -2 Movement Points (-1 MP with TSM) 10 9 TSM Activates, +1 Movement Point 8 +1 Modifier to Fire
 - -1 Movement Point





Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 4 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 Large Pulse Laser 1 Medium Pulse Laser RA 6 1 Large Pulse Laser 10 1 Medium Pulse Laser LA 1 LB 10-X AC 2 10 6 12 18 RT Rounds: Ammo Type: LB 10-X AC 10 Total Heat Sinks: 16 Double (32) 000000000 000000 Weapon Heat: Auto Eject: ☐ Disabled (30)Operational **W**ARRIOR **D**ATA

'MECH DATA

Type: Marauder MAD-5M

Mass: 75 tons

Name:

Gunnery Skill:

Consciousness #

Hits Taken

1 | 2 | 3 | 4 | 5

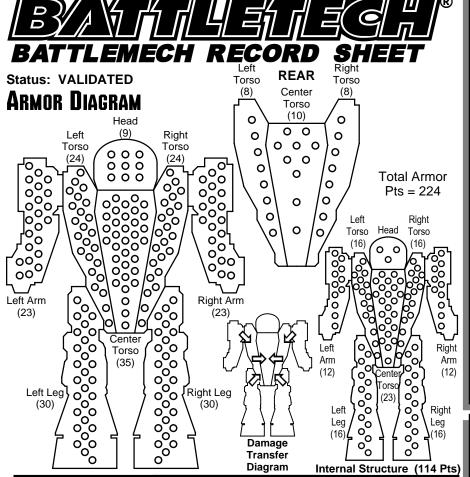
3 | 5 | 7 | 10 | 11 | Dead

CRITICAL HIT TABLE Left Arm Right Arm Shoulder Shoulder **Upper Arm Actuator Upper Arm Actuator** 2. 2. Head Lower Arm Actuator 3. **Lower Arm Actuator** 1-3 1-3 **Double Heat Sink** Large Pulse Laser Life Support 5. Double Heat Sink Large Pulse Laser 5. Sensors 6. Double Heat Sink 6. Medium Pulse Laser 3. Cockpit Roll Again 1. Large Pulse Laser Roll Again Sensors Roll Again Large Pulse Laser 2. 2. Life Support Roll Again 3. Medium Pulse Laser 3. 4-6 4-6 Roll Again Roll Again Roll Again 5. Center Torso 5. Roll Again Roll Again Roll Again 6. 1. XL Engine 2. XL Engine Right Torso Left Torso XL Engine 3. 1-3 XL Engine Gyro XL Engine 1. 1. 5. Gyro XL Engine XL Engine 2. 3. XL Engine 6. Gyro 3. XL Engine 1-3 1-3 Double Heat Sink Double Heat Sink Gyro Double Heat Sink **Double Heat Sink** 5. 5. 2. XL Engine Double Heat Sink **Double Heat Sink** XL Engine Double Heat Sink XL Engine LB 10-X AC 1. 1. Roll Again 5. LB 10-X AC Double Heat Sink 2. Roll Again 6. Double Heat Sink LB 10-X AC 3. 4-6 4-6 Ammo (LB 10-X) 10 LB 10-X AC 5. CASE LB 10-X AC 5. **Engine Hits** 000 Roll Again LB 10-X AC **Gyro Hits** 00 Left Leg **Sensor Hits** 00 Right Leg Life Support 1. diH 1. Hip **Upper Leg Actuator** 2. **Upper Leg Actuator** Lower Leg Actuator 3. **Lower Leg Actuator** 3. **Foot Actuator Foot Actuator** 4. 4. 5. Jump Jet Jump Jet 6. Jump Jet 6. Jump Jet

	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+ +2 Modifier to Fire
13	+2 Modifier to Fire
11	
10	-2 Movement Points
9	-2 Movement Points
8	+1 Modifier to Fire
7	+1 Modifier to Fire
6	
5	-1 Movement Point
4	i moroment i onit
3	m
2	AN CAMER
1	4 Lange
Ö	(/
	•

Piloting Skill:

6



CRITICAL HIT TABLE

Life Support

Sensors

Cockpit C3 Slave Unit

Sensors

1. XL Engine

Gyro

Gyro

Gyro

Gyro

XL Engine

XL Engine

XL Engine

XL Engine

XL Engine

Engine Hits

Guardian ECM

Guardian ECM

2.

3. 1-3

5.

6.

2.

5.

4-6

Life Support

Center Torso

Head

Right Arm Shoulder

- **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 Double Heat Sink **Double Heat Sink** 5.
 - 6. Double Heat Sink
 - ER PPC ER PPC 2.
- ER PPC 3. 4-6 Medium Laser
 - 5. Roll Again
 - Roll Again

Right Torso

- XL Engine 1. XL Engine 2.
- 3. XL Engine 1-3 Double Heat Sink
 - Double Heat Sink 5. **Double Heat Sink**
 - Rotary AC/5
- 2. Rotary AC/5 Rotary AC/5 3. 4-6
 - Rotary AC/5 Rotary AC/5 5.
 - Rotary AC/5

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Roll Again
- Roll Again 6.

'MECH DATA

Type: Marauder MAD-5R

Mass: 75 tons

Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0

(hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 ER PPC - 7 14 15 10 Medium Laser 1 ER PPC LA 14 23 1 Medium Laser 3 9 LA 1 Rotary AC/5 15 RT 5 10 1 Guardian ECM СТ 1 C3 Slave Unit HD Ammo Type: Rounds: Rotary AC/5 40

Total Heat Sinks: 17 Double (34) 000000000 0000000 Weapon Heat: Auto Eject:

☐ Disabled (42)Operational

WARRIOR **D**ATA Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

	HEAT SCALE
30	Shutdown
29 28 27	Ammo Explosion, avoid on 8+
26 25	Shutdown, avoid on 10+ -5 Movement Points
23	+4 Modifier to Fire Ammo Explosion, avoid on 6+
22 21 20	Shutdown, avoid on 8+ -4 Movement Points
19 18	Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+
17 16	+3 Modifier to Fire
15 14 13	-3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire
12	
10 9	-2 Movement Points
8 7 6	+1 Modifier to Fire
5 4	-1 Movement Point
3 2 1	A CONTROL
0	\sim

Roll Again

Left Arm

Shoulder

ER PPC

ER PPC

ER PPC

Roll Again

Roll Again

Left Torso

XL Engine

XL Engine

XL Engine

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Ammo (RAC/5) 20

Ammo (RAC/5) 20

CASE

Medium Laser

2.

5.

6.

1.

2.

3.

5.

6.

1.

3.

5.

1.

2.

5.

6.

1.

6.

1-3

4-6

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

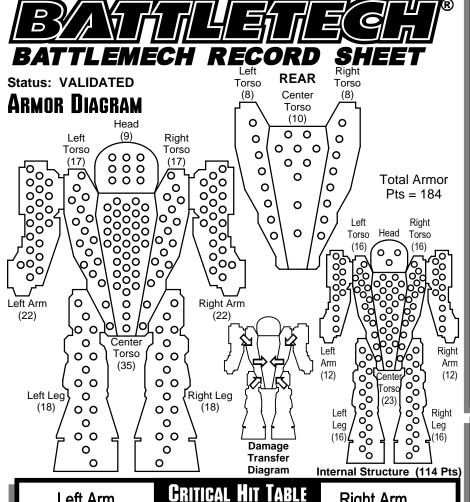
Double Heat Sink

Double Heat Sink

Double Heat Sink

Gyro Hits 00 00 Sensor Hits

000



Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 ER PPC 15 10 - 7 14 1 Medium Pulse Laser RA 1 ER PPC 23 1 Medium Pulse Laser LA 1 Gauss Rifle 1 15 2 7 15 22 RT Rounds: Ammo Type: **Gauss Rifle** Total Heat Sinks: 16 Double (32) 000000000 000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (39)**W**ARRIOR **D**ATA Name:

'MECH DATA

Inner Sphere

Biped 'Mech

(hexes)

Type: Marauder MAD-5S

Movement Points: Tech & Configuration:

Mass: 75 tons

Walking: 4

Running: 6

Jumping: 0

Gunnery Skill: Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

HEAT SCALE

Ammo Explosion, avoid on 8+

Ammo Explosion, avoid on 6+

Ammo Explosion, avoid on 4+

Shutdown, avoid on 10+

Shutdown, avoid on 8+

Shutdown, avoid on 6+

-4 Movement Points

+3 Modifier to Fire

+2 Modifier to Fire

-2 Movement Points

+1 Modifier to Fire

-1 Movement Point

-3 Movement Points

Shutdown, avoid on 4+

-5 Movement Points

+4 Modifier to Fire

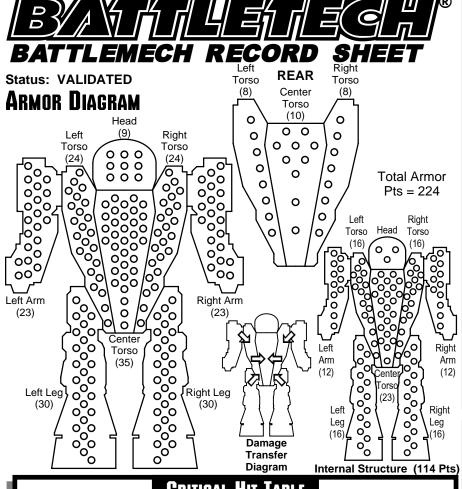
Shutdown

30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 6 5 4 3 2 1 n

Shoulder Shoulder **Upper Arm Actuator Upper Arm Actuator** 2. 2. Head **Lower Arm Actuator** Lower Arm Actuator 1-3 1-3 **Double Heat Sink** Double Heat Sink Life Support 5. Double Heat Sink 5. **Double Heat Sink** Sensors 6. Double Heat Sink 6. Double Heat Sink 3. Cockpit Roll Again ER PPC **ER PPC** Sensors ER PPC ER PPC 2. 2. Life Support ER PPC ER PPC 3. 3. 4-6 4-6 Medium Pulse Laser Medium Pulse Laser 5. Roll Again Center Torso 5. Roll Again Roll Again 6. Roll Again 1. XL Engine 2. XL Engine Left Torso Right Torso XL Engine 3. 1-3 XL Engine Gyro XL Engine 1. 5. Gyro XL Engine XL Engine 2. 3. XL Engine 6. Gyro XL Engine 1-3 1-3 Double Heat Sink Gauss Rifle Gyro Gauss Rifle Double Heat Sink 5. 5. XL Engine 2. Double Heat Sink Gauss Rifle XL Engine Double Heat Sink XL Engine Gauss Rifle 1. Roll Again 5. Double Heat Sink 2. Gauss Rifle Roll Again Double Heat Sink **Gauss Rifle** 3. 4-6 4-6 4. Ammo (Gauss) 8 Gauss Rifle 5. Roll Again CASE 5. Engine Hits 000 Roll Again Roll Again **Gyro Hits** 00 **Sensor Hits** 00 Left Leg Right Leg Life Support 1. diH Hip **Upper Leg Actuator Upper Leg Actuator** Lower Leg Actuator **Lower Leg Actuator** 3. 3. **Foot Actuator Foot Actuator** 4. 4. 5. Roll Again 5. Roll Again Roll Again Roll Again 6. 6.

Left Arm

Right Arm



Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 Large Pulse Laser 1 Medium Pulse Laser RA 6 1 Large Pulse Laser 10 1 Medium Pulse Laser LA 1 Rotary AC/5 5 10 15 RT 1 Targeting Computer Ammo Type: Rounds: Rotary AC/5 40 Total Heat Sinks: 14 Double (28) 000000000 0000 Weapon Heat: Auto Eject: ☐ Disabled (34)Operational **W**ARRIOR **D**ATA

'Mech Data

Type: Marauder MAD-5T

Mass: 75 tons

Name:

Gunnery Skill:

Consciousness #

2

Hits Taken

1 | 2 | 3 | 4 | 5 | 6

3 | 5 | 7 | 10 | 11 | Dead

CRITICAL HIT TABLE Left Arm Right Arm Shoulder Shoulder **Upper Arm Actuator Upper Arm Actuator** 2. 2. Head **Lower Arm Actuator Lower Arm Actuator** 1-3 1-3 **Double Heat Sink** Double Heat Sink Life Support 5. Double Heat Sink **Double Heat Sink** 5. Sensors 6. Double Heat Sink 6. Double Heat Sink 3. Cockpit Roll Again 1. Large Pulse Laser Large Pulse Laser Sensors Large Pulse Laser Large Pulse Laser 2. 2. Life Support Medium Pulse Laser 3. Medium Pulse Laser 3. 4-6 4-6 Endo Steel Endo Steel Endo Steel 5. Endo Steel Center Torso 5. Endo Steel Endo Steel 6. 1. XL Engine 2. XL Engine Left Torso Right Torso XL Engine 3. 1-3 XL Engine Gyro XL Engine 1. 1. 5. Gyro XL Engine XL Engine 2. 3. XL Engine 6. Gyro 3. XL Engine 1-3 1-3 4. Targeting Computer Rotary AC/5 Gyro Rotary AC/5 Targeting Computer 5. 5. XL Engine 6. Targeting Computer Rotary AC/5 XL Engine Targeting Computer XL Engine 1. Rotary AC/5 Endo Šteel Targeting Computer 5. 2. 2. Rotary AC/5 6. Endo Steel Targeting Computer Rotary AC/5 3. 4-6 4-6 Targeting Computer 4. Ammo (RAC/5) 20 5. Endo Steel 5. Ammo (RAC/5) 20 Engine Hits 000 Endo Steel CASE 6. **Gyro Hits** 00 Left Leg **Sensor Hits** 00 Right Leg Life Support 1. diH **Upper Leg Actuator Upper Leg Actuator Lower Leg Actuator Lower Leg Actuator** 3. 3.

Foot Actuator

Endo Steel

Endo Steel

4.

5.

6.

	HEAT SCALE
30	Shutdown
29 28	Ammo Explosion, avoid on 8+
27	Animo Explosion, avoid on or
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 16	+3 Modifier to Fire
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	12 Modifier to 1 Ho
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	

Piloting Skill:

4.

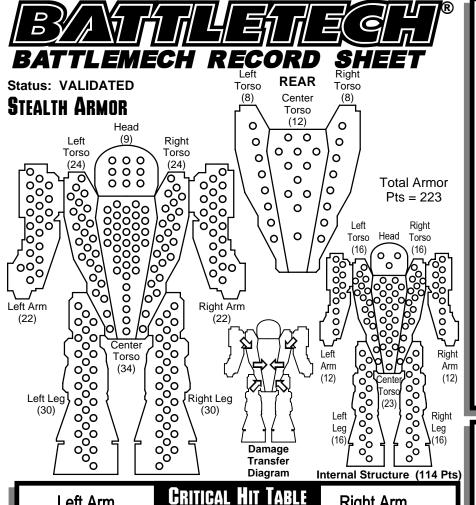
5.

6.

Foot Actuator

Endo Steel

Endo Steel



Head

3.

2.

3. 1-3

5.

6.

5.

4-6

Life Support

Sensors

Cockpit Roll Again

Sensors

Life Support

Center Torso

Fusion Engine Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Gyro

Gyro

Gyro

Gyro

Life Support

Right Arm Shoulder

- **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 Plasma Rifle Plasma Rifle 5.
 - Ammo (PR) 10 6.
 - Stealth Armor
 - Stealth Armor 2.
- Roll Again 3. 4-6
- Roll Again
 - Roll Again 5.
 - Roll Again 6.

Right Torso

- Double Heat Sink 1.
- **Double Heat Sink**
- **Double Heat Sink** 1-3 Double Heat Sink
 - **Double Heat Sink** 5.
 - **Double Heat Sink**
 - Stealth Armor 1.
 - 2. Stealth Armor
 - Triple Strength
 - Triple Strength
 - Triple Strength 5.
 - Roll Again

Roll Again Left Leg

Left Arm

Shoulder

Plasma Rifle

Plasma Rifle

Ammo (PR) 10

Ammo (PR) 10

Stealth Armor

Stealth Armor

Roll Again Roll Again

Roll Again

Left Torso

Double Heat Sink

Double Heat Sink

Double Heat Sink

Stealth Armor

Stealth Armor

Triple Strength

Triple Strength

Triple Strength

2.

5.

6.

2.

3.

5.

6.

3.

4. PPC

5.

6. PPC

1.

2.

4.

5.

6.

PPC

1-3

4-6

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Stealth Armor
- Stealth Armor 6.

Fusion Engine Guardian ECM Guardian ECM 4-6

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Stealth Armor
- Stealth Armor 6.

'MECH DATA

Type: Marauder MAD-6L

Mass: 75 tons

Movement Points: Tech & Configuration: Walking: 4 [5] Inner Sphere Running: 6 [8] **Biped 'Mech**

Jumping: 0

(hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 Plasma Rifle 10 10 5 10 1 Plasma Rifle 5 10 10 10 15 1 PPC 18 LT 10 10 3 6 12 1 Guardian ECM

Ammo Type: Rounds: Plasma Rifle 30

Total Heat Sinks: 15 Double (30) 000000000 00000

Auto Eject:

Name:

Consciousness #

Weapon Heat:

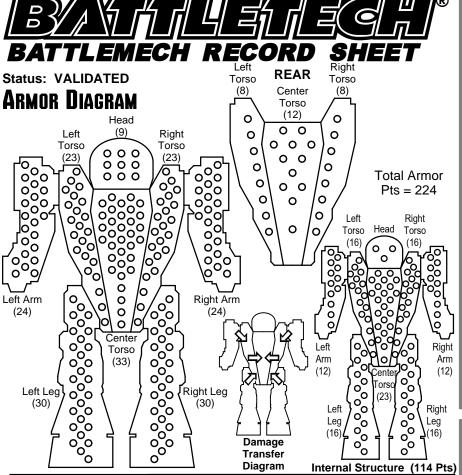
☐ Operational ☐ Disabled (40)

> 3 5 7 10 11 Dead

HEAT SCALE

WARRIOR **D**ATA **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points (-4 MP with TSM)
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points (-3 MP with TSM)
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points (-2 MP with TSM)
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (-1 MP with TSM)
9	TSM Activates, +1 Movement Point
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	•
3	1 (2000000
2	CHANGE AND
1	1W-0



CRITICAL HIT TABLE

Life Support

Sensors

Cockpit

Head

3.

Right Arm Shoulder

- **Upper Arm Actuator** 2.
- 3. **Lower Arm Actuator** 1-3 Double Heat Sink
 - **Double Heat Sink** 5.
 - 6. Double Heat Sink Double Heat Sink
 - **Double Heat Sink** 2. Double Heat Sink
- 3. 4-6 ER Large Laser
 - ER Large Laser 5. ER Medium Laser

Right Torso

- XL Engine 1. XL Engine 2.
- 3. XL Engine 1-3 Rotary AC/5
- Rotary AC/5 5. 6. Rotary AC/5
 - Rotary AC/5
 - 3.

Type: Marauder MAD-7D Mass: 75 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type - 7 14 1 ER Large Laser 12 1 ER Medium Laser 1 ER Large Laser LA 14 19 1 ER Medium Laser 12 LA 1 Rotary AC/5 15 RT 10 1 Guardian ECM 1 Targeting Computer Ammo Type: Rounds: Rotary AC/5 40

Total Heat Sinks: 16 Double (32)

000000

Weapon Heat:

(40)

000000000

Auto Eject:

☐ Operational

'MECH DATA

Warrior Data						
Name:						
Gunnery Skill:		_ Pi	loting	Skill	:	
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

☐ Disabled

		HEAT SCALE
Γ	30	Shutdown
	29	
	28	Ammo Explosion, avoid on 8+
Γ	27	-
	26	Shutdown, avoid on 10+
Γ	25	-5 Movement Points
Г	24	+4 Modifier to Fire
Γ	23	Ammo Explosion, avoid on 6+
Γ	22	Shutdown, avoid on 8+
Γ	21	
Γ	20	-4 Movement Points
Γ	19	Ammo Explosion, avoid on 4+
Γ	18	Shutdown, avoid on 6+
	17	+3 Modifier to Fire
Γ	16	
	15	-3 Movement Points
	14	Shutdown, avoid on 4+
	13	+2 Modifier to Fire
	12	
	11	
	10	-2 Movement Points
	9	
	8	+1 Modifier to Fire
	7	
L	6	
	5	-1 Movement Point
	4	
	3	• M
	2	CHAYAYA
	1	48/00
- 1	n l	V -

3. Double Heat Sink 4-6 ER Large Laser 5. ER Large Laser 6. ER Medium Laser Left Torso XL Engine 1. XL Engine 3. XL Engine 1-3 4. Targeting Computer Targeting Computer 5.

Left Arm

Shoulder

2.

5.

6.

2.

1-3

4-6

4.

5.

6.

Upper Arm Actuator

Lower Arm Actuator

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

6. Targeting Computer Targeting Computer 1. 5. Targeting Computer Targeting Computer Ammo (RAC/5) 20 Ammo (RAC/5) 20 5. CASE 6. Left Leg 1. diH **Upper Leg Actuator** Lower Leg Actuator 3.

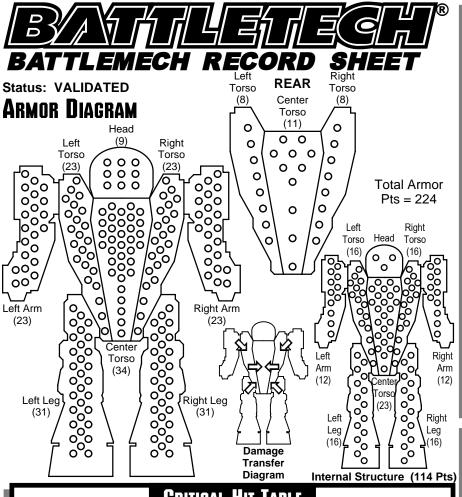
Foot Actuator

Roll Again

Roll Again

Roll Again Sensors Life Support Center Torso 1. XL Engine 2. XL Engine XL Engine 3. 1-3 Gyro 5. Gyro 6. Gyro Gyro 2. XL Engine XL Engine XL Engine Guardian ECM Guardian ECM Engine Hits **Gyro Hits** 00 00 Sensor Hits Life Support

2. Rotary AC/5 Rotary AC/5 3. 4-6 Roll Again Roll Again 5. 000 Roll Again Right Leg 1. Hip **Upper Leg Actuator Lower Leg Actuator Foot Actuator** 4. Roll Again Roll Again 6.



Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 2 ER Large Laser - 7 14 2 ER Large Laser 14 LA 19 1 Streak SRM 6 RT 9 4 2/hit 1 Streak SRM 6 4 2/hit 1 Guardian ECM 6 СТ 15 1 TAG HD 5 9 Ammo Type: Rounds: Streak SRM 6 30 Total Heat Sinks: 16 Double (32) 000000000 000000 Weapon Heat: Auto Eject: ☐ Disabled (56)☐ Operational **W**ARRIOR **D**ATA Name:

'Mech Data

Type: Marauder MAD-9M

Mass: 75 tons

Gunnery Skill:

Consciousness #

Hits Taken

1 2 3 4 5 6

3 5 7 10 11 Dead

HEAT SCALE

CRITICAL HIT TABLE Left Arm Right Arm Shoulder Shoulder **Upper Arm Actuator Upper Arm Actuator** 2. 2. Head **Lower Arm Actuator Lower Arm Actuator** 1-3 1-3 **ER Large Laser** ER Large Laser Life Support 5. ER Large Laser ER Large Laser 5. Sensors 6. ER Large Laser 6. ER Large Laser 3. Cockpit 4. TAG **ER Large Laser ER Large Laser** Sensors Double Heat Sink Double Heat Sink 2. 2. Life Support Double Heat Sink Double Heat Sink 3. 3. 4-6 4-6 Double Heat Sink **Double Heat Sink** 5. Ferro-Fibrous Center Torso 5. Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous 6. 6. 1. XL Engine 2. XL Engine Left Torso Right Torso XL Engine 3. 1-3 XL Engine Gyro XL Engine 1. 5. Gyro XL Engine XL Engine

6.

2.

5.

4-6

Gyro

Gyro

XL Engine

XL Engine

XL Engine

Engine Hits

Sensor Hits

Life Support

Gyro Hits

Guardian ECM

Guardian ECM

3.

4.

5.

1.

2.

5.

6.

1. Hip

3.

4.

5.

6.

1-3

4-6

XL Engine

Streak SRM 6

Streak SRM 6

Ammo (Streak 6) 15

Double Heat Sink

Double Heat Sink

Double Heat Sink

Upper Leg Actuator

Lower Leg Actuator

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Foot Actuator

Ferro-Fibrous

Ferro-Fibrous

Left Leg

30	Shutdown
29	
28	
27	-
26	
25	
24	
23	→ • • • • • • • • • • • • • • • • • • •
22	
21	
20	
19	
18	
17	
16	
15	
13	
12	
11	
10	
9	
8	+1 Modifier to Fire
7	7
6	7
5	-1 Movement Point
4	
3	. 22.00
2	
1	TANKS CONTROL
0	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \

Piloting Skill:

2.

3.

5.

1.

2.

3.

5.

1. Hip

2.

3.

4.

5.

6.

1-3

4-6

000

00

00

XL Engine

Streak SRM 6

Streak SRM 6

Ammo (Streak 6) 15

Double Heat Sink

Double Heat Sink

Double Heat Sink

Upper Leg Actuator

Lower Leg Actuator

Foot Actuator

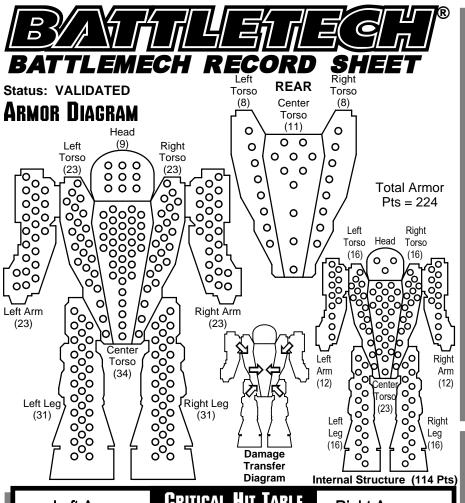
Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous Ferro-Fibrous

Ferro-Fibrous

Right Leg



Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 Heavy PPC 15 15 3 6 12 1 Heavy PPC 15 LA 12 18 1 Streak SRM 6 RT 9 4 2/hit 1 Streak SRM 6 4 2/hit -1 Guardian ECM 6 СТ 15 1 TAG 5 9 HD Ammo Type: Rounds: Streak SRM 6 30 Total Heat Sinks: 16 Double (32) 000000000 000000 Weapon Heat: Auto Eject: ☐ Disabled (38)☐ Operational **W**ARRIOR **D**ATA Name:

'Mech Data

Type: Marauder MAD-9M2

Mass: 75 tons

Gunnery Skill:

Consciousness #

Hits Taken

1 | 2 | 3 | 4 | 5 | 6

3 | 5 | 7 | 10 | 11 | Dead

HEAT COAL

CRITICAL HIT TABLE Left Arm Right Arm Shoulder Shoulder **Upper Arm Actuator Upper Arm Actuator** 2. 2. Head Lower Arm Actuator 3. **Lower Arm Actuator** 1-3 1-3 **Heavy PPC Heavy PPC** Life Support 5. Heavy PPC Heavy PPC 5. Sensors 6. Heavy PPC 6. **Heavy PPC** 3. Cockpit TAG 1. **Heavy PPC Heavy PPC** Sensors Double Heat Sink Double Heat Sink 2. 2. Life Support Double Heat Sink Double Heat Sink 3. 3. 4-6 4-6 Double Heat Sink **Double Heat Sink** 5. Ferro-Fibrous Center Torso 5. Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous 6. 6. 1. XL Engine 2. XL Engine Left Torso Right Torso XL Engine 3. 1-3 XL Engine Gyro XL Engine 1. 5. Gyro XL Engine XL Engine 2. 3. XL Engine 6. Gyro 3. XL Engine 1-3 1-3 4. Streak SRM 6 Streak SRM 6 Gyro Streak SRM 6 Streak SRM 6 5. 5. 2. XL Engine Ammo (Streak 6) 15 Ammo (Streak 6) 15 XL Engine 4-6 Double Heat Sink XL Engine Double Heat Sink 1. 1. Guardian ECM 5. 2. Double Heat Sink 2. Double Heat Sink Guardian ECM Double Heat Sink Double Heat Sink 3. 4-6 4-6 Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous 5. Ferro-Fibrous 5. Engine Hits 000 Ferro-Fibrous Ferro-Fibrous 6. **Gyro Hits** 00 Left Leg 00 Sensor Hits Right Leg Life Support 1. Hip 1. Hip **Upper Leg Actuator Upper Leg Actuator** Lower Leg Actuator **Lower Leg Actuator** 3. 3. **Foot Actuator Foot Actuator** 4. 4.

5.

6.

Ferro-Fibrous

Ferro-Fibrous

		HEAT SUALE
Γ	30	Shutdown
Г	29	
	28	Ammo Explosion, avoid on 8+
L	27	
L	26	Shutdown, avoid on 10+
L	25	-5 Movement Points
L	24	+4 Modifier to Fire
L	23	Ammo Explosion, avoid on 6+
	22	Shutdown, avoid on 8+
Γ	21	
	20	-4 Movement Points
Г	19	Ammo Explosion, avoid on 4+
Γ	18	Shutdown, avoid on 6+
Г	17	+3 Modifier to Fire
Γ	16	
Γ	15	-3 Movement Points
Г	14	Shutdown, avoid on 4+
Γ	13	+2 Modifier to Fire
Γ	12	
Γ	11	
	10	-2 Movement Points
L	9	
L	8	+1 Modifier to Fire
L	7	
L	6	
	5	-1 Movement Point
L	4	_
L	3	1000mg
L	2	an atlayayar
L	1	1///
	0	V ·

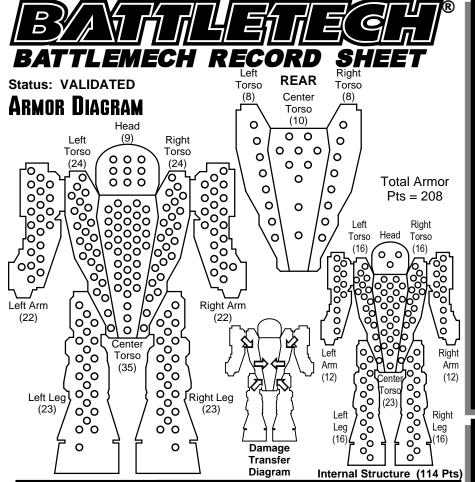
Piloting Skill:

Ferro-Fibrous

Ferro-Fibrous

5.

6.



Right Arm

- 1-3
- Sensors
- 3. Cocknit
- Flamer

- ER Medium Laser
- ER PPC 5. Endo Steel

ER PPC

ER PPC

Left Arm

Shoulder

2.

5.

6.

2.

3.

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Double Heat Sink

Double Heat Sink

Double Heat Sink

6. Roll Again

Left Torso

- Light Fusion Engine
- **Light Fusion Engine**
- 3. **Beagle Active Probe** 1-3
 - Beagle Active Probe Ammo (LB 10-X) 10 5.
 - Ammo (LB 10-X) 10

 - 1. CASE
 - 2. Endo Steel
 - Endo Steel
- 4-6 4 Endo Steel
 - 5. Endo Steel
 - Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- Foot Actuator 4.
- 5. Endo Steel
- Endo Steel 6.

Head

Life Support

CRITICAL HIT TABLE

- Sensors
- Life Support

Center Torso

- 1. Light Fusion Engine
- 2. **Light Fusion Engine**
- **Light Fusion Engine**
- Gyro
- 5.
- Gyro
- 6. Gyro
- Gyro
- **Light Fusion Engine**
- **Light Fusion Engine**
- 4-6 **Light Fusion Engine**
 - Guardian ECM 5.
 - Guardian ECM

4-6 Engine Hits 000

Gyro Hits 00 00 Sensor Hits Life Support

- Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator**
 - Double Heat Sink
 - **Double Heat Sink** 5.
 - 6. Double Heat Sink
 - **ER PPC**
 - ER PPC 2.
 - ER PPC
- 3. 4-6
 - ER Medium Laser
 - 5. Endo Steel
 - Roll Again

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- 3. LB 10-X AC
- LB 10-X AC
- 1-3 4.
 - LB 10-X AC 5.
 - LB 10-X AC
 - LB 10-X AC 1.
 - LB 10-X AC 2.
 - Endo Steel 3.
 - Endo Steel
 - Endo Steel 5.
 - Endo Steel

Right Leg

- 1.
- 3.
- **Foot Actuator** 4.
- Hip

- **Upper Leg Actuator**
- **Lower Leg Actuator**
- 5. Endo Steel Endo Steel 6.

1 ER PPC LA 1 ER Medium Laser LA 1 LB 10-X AC

RΑ

'MECH DATA

Inner Sphere

Biped 'Mech

10

(hexes)

12

23

12

6

Loc Ht Dmg Min Sht Med Lng

Type: Marauder MAD-9S

Movement Points: Tech & Configuration:

Mass: 75 tons

Weapons Inventory:

Walking: 4

Running: 6

Jumping: 0

1 ER Medium Laser

Qty Type

1 ER PPC

- 1 Beagle Active Probe LT 1 Guardian ECM CT 1 Flamer 2
- Ammo Type: Rounds: LB 10-X AC 20

Total Heat Sinks: 14 Double (28) 000000000 0000

Weapon Heat: Auto Eject: ☐ Disabled (45)☐ Operational

WARRIOR **D**ATA

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

HEAT SCALE

30 Shutdown 29 Ammo Explosion, avoid on 8+ 28 27 Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+

- Shutdown, avoid on 6+ 18 +3 Modifier to Fire 16 -3 Movement Points
- 15 Shutdown, avoid on 4+ 14 13 +2 Modifier to Fire

+1 Modifier to Fire

12 11 10 -2 Movement Points

17

9

5

4

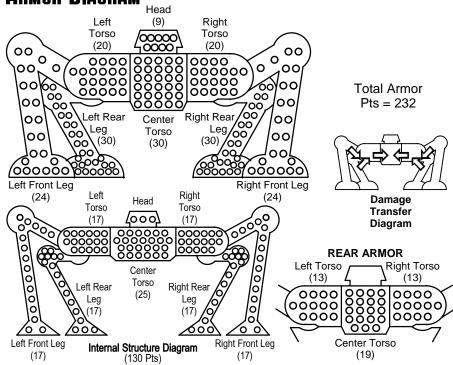
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n

8 6 -1 Movement Point



CRITICAL HIT TABLE

Left Front Leg

- 1.
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- Foot Actuator 4.

Left Torso

Machine Gun

Roll Again

Ammo (MG) 200

LRM 10

LRM 10

1-3

5.

6.

2.

3. 4-6

5.

6.

- Single Heat Sink 5.
- Roll Again

Head

- Life Support
- Sensors Cocknit
- Single Heat Sink
- Sensors
- Life Support

Right Front Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- **Foot Actuator** 4.
- Single Heat Sink
- Roll Again

Center Torso

Fusion Engine

- **Fusion Engine** 2.
- **Fusion Engine**
- 1-3
- Gyro
- - 5. Gyro
- 6. Gyro
- Gyro
- **Fusion Engine**
- **Fusion Engine** 4-6
 - **Fusion Engine**
 - 4-6 Ammo (LRM 10) 12
 - Ammo (LRM 10) 12

Life Support

Engine Hits OOO Gyro Hits 00 Sensor Hits 00

Left Rear Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- **Foot Actuator** 4.
- 5. Single Heat Sink
- 6. Roll Again

Right Torso

- PPC
- PPC 2.
- PPC 3. 1-3
 - **LRM 10**
 - 5. LRM 10
 - Machine Gun
 - Roll Again
 - Roll Again 2. Roll Again
 - Roll Again
 - Roll Again 5.
 - Roll Again

- Right Rear Leg 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3. **Foot Actuator** 4.
- Single Heat Sink
- Roll Again 6.

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

'MECH DATA

Inner Sphere

(hexes)

10 10 3 6 12 18

4 1/hit 6 7 14

- 1

Weapon Heat:

(18)

14

Lốc Ht Dma Min Sht Med Lna

4 1/hit 6

2

Quad 'Mech

Type: Goliath GOL-1H

Movement Points: Tech & Configuration:

RT

LT

Rounds:

24

200

☐ Disabled

WARRIOR **D**ATA

000000000 0000000

Total Heat Sinks: 17 Single

Mass: 80 tons

Weapons Inventory:

Walking: 4

Running: 6

Jumping: 0

Qty Type

1 PPC

1 LRM 10

1 LRM 10

1 Machine Gun

1 Machine Gun

Ammo Type:

LRM 10

Machine Gun

Auto Eject:

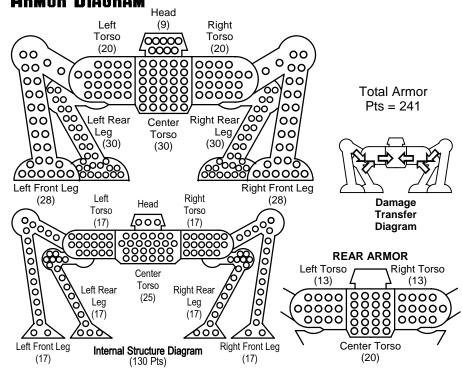
☐ Operational

1 0

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	a Common
_	

Status: VALIDATED Armor Diagram



CRITICAL HIT TABLE

Left Front Leg

- 1.
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- 4. **Foot Actuator**
- Single Heat Sink
- Ferro-Fibrous

Left Torso

LRM 10

LRM 10

1-3

4-6

Head

- Life Support
- Sensors
- Cocknit
- Single Heat Sink
- Sensors
- Life Support

Right Front Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- **Foot Actuator**
- Single Heat Sink
- Ferro-Fibrous

Center Torso

Fusion Engine

Fusion Engine

Ammo (LRM 10) 12

Ammo (LRM 10) 12

Fusion Engine

- **Fusion Engine**
- **Fusion Engine**

Gyro

Gyro **Fusion Engine**

- Gyro
- Gyro
- Rocket Launcher 10 (OS) 5. 6.

4-6

- Rocket Launcher 10 (OS) Rocket Launcher 10 (OS)
- 5. Ferro-Fibrous 6.
- Ferro-Fibrous
- Ferro-Fibrous 2. Ferro-Fibrous 3.
- Ferro-Fibrous
- Ferro-Fibrous 5.
- Roll Again 6.

Engine Hits OOO Gyro Hits 00 Left Rear Leg Sensor Hits 00 Life Support

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- Foot Actuator 4.
- 5. Single Heat Sink 6.
 - Ferro-Fibrous

Right Torso

- PPC
- PPC
- 2. PPC

4-6

- 3. 1-3 **LRM 10**
- 5. LRM 10
 - Rocket Launcher 10 (OS)
 - Rocket Launcher 10 (OS)
 - Rocket Launcher 10 (OS) 2.
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous

Right Rear Leg

- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- Single Heat Sink
- 6. Ferro-Fibrous

(hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 PPC 10 10 3 6 12 18 1 LRM 10 4 1/hit 6 7 14 3 Rocket Launcher 10 (OS) RT 3 1/hit - 5 11

Movement Points: Tech & Configuration:

'MECH DATA

Inner Sphere

Quad 'Mech

Type: Goliath GOL-2H

Mass: 80 tons

Walking: 4

Running: 6

Jumping: 0

1 LRM 10 4 1/hit 6 7 14 Rocket Launcher 10 (OS) LT 3 1/hit - 5 11

Rounds: Ammo Type: **LRM 10** 24 Total Heat Sinks: 17 Single

000000000 0000000

Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (18)

WARRIOR **D**ATA

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 7 10 11 Dead

HEAT SCAL

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
9	
8	+1 Modifier to Fire

-1 Movement Point

6

5

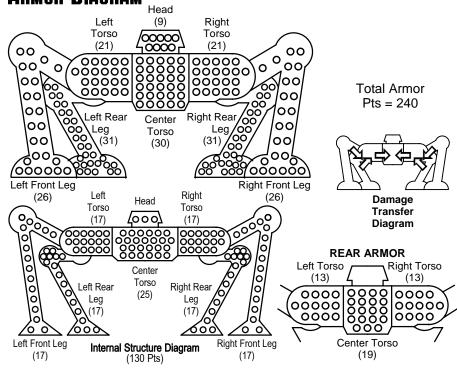
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1



Status: VALIDATED Armor Diagram



CRITICAL HIT TABLE

Left Front Leg

- 1.
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- Foot Actuator 4.

Left Torso

XL Engine

XL Engine

XL Engine

LRM 10

- Single Heat Sink
- Roll Again

Head

- Life Support
- Sensors
- Cocknit
- Single Heat Sink
- Sensors
- Life Support

Right Front Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- 4. **Foot Actuator**
- Single Heat Sink
- Roll Again

Center Torso

- 1. XL Engine
- XL Engine 2.

Gyro XL Engine

XL Engine

XL Engine

Machine Gun

Ammo (Gauss) 8

- XL Engine
- 1-3 Gyro

2.

- 5. Gyro Gyro
- 6.
- LRM 10 Machine Gun
- 6.
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12 2.
- Ammo (MG) 200 3. 4-6
 - 4. Ammo (MG) 200
 - **CASE** 5.

3.

5.

1-3

Roll Again 6.

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

- Left Rear Leg Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- **Foot Actuator** 4.
- 5. Single Heat Sink
- 6. Roll Again

Right Torso

- XL Engine
- XL Engine 2.
- XL Engine 3.
- 1-3 Gauss Rifle
 - 5. Gauss Rifle
 - **Gauss Rifle**
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle 3.
- 4-6 Gauss Rifle
 - LRM 10 5.
 - **LRM 10**

Right Rear Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- Single Heat Sink
- Roll Again 6.

(hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Type 1 Gauss Rifle 1 15 2 7 15 22 RT 1 LRM 10 4 1/hit 6 1 LRM 10 LT 4 1/hit 6 7 14 1 Machine Gun 2 - 1 2 I T 1 Machine Gun СТ 2 1 Ammo Type: Rounds: **Gauss Rifle** 8 LRM 10 24

400

'MECH DATA

Inner Sphere

Quad 'Mech

Type: Goliath GOL-3M

Movement Points: Tech & Configuration:

Mass: 80 tons

Walking: 4

Running: 6

Jumping: 0

Machine Gun

Total Heat Sinks: 17 Single 000000000 0000000

Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled

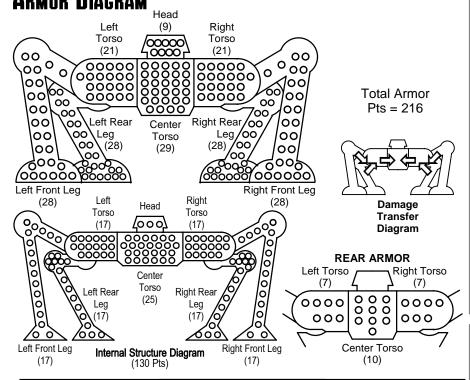
WARRIOR **D**ATA

Name:						
Gunnery Skill:		. Pi	loting	Skill	:	
Hits Taken	1	2	3	4	5	6
Consciousness #	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
9	
8	+1 Modifier to Fire
7	
6	4
5	-1 Movement Point
4	00
2	1 2000000
1	AN MEDICAL PAR
0	1/20 ~
	•





CRITICAL HIT TABLE

Left Front Leg

- 1.
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- 4. **Foot Actuator**
- ER Medium Laser 5.
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- **ER Medium Laser**
- Sensors

Gyro

Gyro

Life Support

Right Front Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- **Foot Actuator** 4.

Center Torso

Light Fusion Engine

Light Fusion Engine

Light Fusion Engine

000

00

00

ER Large Laser

ER Large Laser

Engine Hits

Sensor Hits

Life Support

Gyro Hits

Left Torso Light Fusion Engine 2. **Light Fusion Engine Light Fusion Engine Light Fusion Engine**

4-6

5. Gyro

6.

- Light Fusion Engine 1-3 Gyro
- LB 20-X AC 1-3
 - LB 20-X AC 5. LB 20-X AC

 - LB 20-X AC 6.
 - LB 20-X AC
 - 2. LB 20-X AC
- LB 20-X AC 3. 4-6
 - LB 20-X AC
 - 5. LB 20-X AC
 - LB 20-X AC
 - Left Rear Leg
 - 1. Hip
 - **Upper Leg Actuator**
 - **Lower Leg Actuator**
 - Foot Actuator 4.
 - LB 20-X AC (Cont) 5.
 - 6. Roll Again

- 2.
- **LRM 10** 3.
- 1-3

4-6

- 5.

- 2.

Right Rear Leg

- 3.
- 4.
- Roll Again 6.

- ER Medium Laser
- Roll Again

Right Torso

Light Fusion Engine

- **Light Fusion Engine**
- LRM 10
 - Artemis IV FCS
 - Ammo (LB 20-X) 5
 - Ammo (LRM 10) 12
 - Ammo (LRM 10) 12
 - CASE

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

Inner Sphere Running: 6 Quad 'Mech Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Type Qty RFL 5 5 1 ER Medium Laser **ER Medium Laser** 1 LRM 10 w/ Artemis IV RT 1 LB 20-X AC 20 1 ER Large Laser 7 14 8 19 **ER Medium Laser**

'MECH DATA

Movement Points: Tech & Configuration:

Type: Goliath GOL-3S

Mass: 80 tons

Walking: 4

Ammo Type:

LRM 10

LB 20-X AC	20					
Total Heat Sinks: 10 Double (20)						
000000	000					
Auto Eject:	Weapon Heat:					
☐ Operational	□ Disabled (37)					

Rounds:

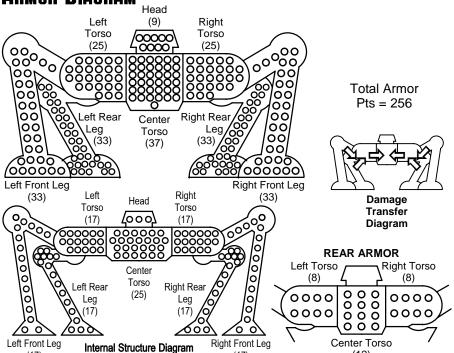
24

WARRIOR DATA

Name:						
Gunnery Skill:		_ Pi	loting	Skill	:	
Hits Taken	1	2	3	4	5	6
Consciousness #	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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	4 (200 Was
2	an activatar
1	1//
0	V



CRITICAL HIT TABLE

(17)

Left Front Leg

(130 Pts)

1.

(17)

- **Upper Leg Actuator**
- **Lower Leg Actuator**
- 4. **Foot Actuator**
- Roll Again 5.
- Roll Again

Head

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

Gyro

Gyro

Gyro

1. Light Fusion Engine

Light Fusion Engine

Light Fusion Engine

Light Fusion Engine

Light Fusion Engine

Light Fusion Engine

Heavy Gauss Rifle (Cont)

Engine Hits OOO

Gyro Hits

Sensor Hits

Life Support

Heavy Gauss Rifle (Cont)4-6

00

00

Right Front Leg

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

(12)

Roll Again

Center Torso

2.

5. Gyro

6.

- Left Torso **Light Fusion Engine**
- Light Fusion Engine 1-3
- **Heavy Gauss Rifle**
- 1-3 Heavy Gauss Rifle
 - 5. Heavy Gauss Rifle
 - Heavy Gauss Rifle 6.
 - Heavy Gauss Rifle
 - Heavy Gauss Rifle 2.
- Heavy Gauss Rifle 3. 4-6
 - Heavy Gauss Rifle
 - 5. Heavy Gauss Rifle
 - CASÉ 6.

Left Rear Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Ammo (Hvy Gauss) 4
 - Ammo (Hvy Gauss) 4

Right Torso

- Light Fusion Engine
- **Light Fusion Engine** 2.
- **ER Medium Laser** 3.
- 1-3 **ER Medium Laser**
 - 5. **LRM 10**
 - **LRM 10**
 - Ammo (LRM 10) 12
 - Ammo (LRM 10) 12 2.
 - CASE
 - Roll Again
 - Roll Again
 - Roll Again

Right Rear Leg

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Ammo (Hvy Gauss) 4
- 6. Ammo (Hvy Gauss) 4

WARRIOR **D**ATA

☐ Disabled

'MECH DATA

Inner Sphere

(hexes)

4

Weapon Heat:

(16)

14 21

Lốc Ht Dma Min Sht Med Lna

4 1/hit 6 7

Quad 'Mech

5 5

1 Heavy Gauss Rifle LT 2 25/20/10 4 6 13 20

Rounds:

24

16

Total Heat Sinks: 10 Double (20)

Movement Points: Tech & Configuration:

Type: Goliath GOL-4S

Mass: 80 tons

Weapons Inventory:

Walking: 4

Running: 6

Jumping: 0

Type

1 LRM 10

Ammo Type:

LRM 10

Heavy Gauss Rifle

Auto Eject:

☐ Operational

000000000

2 ER Medium Laser

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 7 10 11 Dead

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 Shutdown, avoid on 4+ +2 Modifier to Fire
- 14 13 12

11

6

5

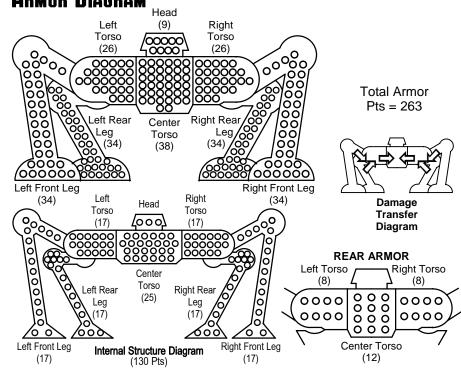
4

3

2

1

- 10 -2 Movement Points 9 +1 Modifier to Fire 8
 - -1 Movement Point



CRITICAL HIT TABLE

Left Front Leg

- 1.
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- Foot Actuator 4.
- Roll Again 5.
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

Right Front Leg

- Upper Leg Actuator
- **Lower Leg Actuator**
- **Foot Actuator** 4.
- Roll Again
- Roll Again

Center Torso

- **Fusion Engine**
- **Fusion Engine** 2.
- **Fusion Engine**

Gyro **Fusion Engine**

- 1-3
 - Gyro Gyro
- 5. 6. Gyro

2.

5.

4-6

Rotary AC/5 5. Rotary AC/5 Rotary AC/5 6.

Left Torso

Rotary AC/5

Rotary AC/5

Rotary AC/5

- Ammo (RAC/5) 20
- 2. Ammo (RAC/5) 20
- Ammo (RAC/5) 20 3.
- 4-6 4. Ammo (MG) 100
 - **CASE** 5.

1-3

Roll Again 6.

Engine Hits OOO Gyro Hits 00 **Sensor Hits** 00

Life Support

Fusion Engine

Fusion Engine

Machine Gun

Machine Gun

Left Rear Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- Foot Actuator 4.
- 5. Machine Gun (R)
- Roll Again 6.

Right Torso

- Targeting Computer
- Targeting Computer
- Targeting Computer 1-3
 - Targeting Computer
 - 5. ER Medium Laser
 - **ER Medium Laser**
 - **ER Medium Laser**
 - Roll Again 2.
 - Roll Again 3.
- 4-6
 - Roll Again Roll Again 5.
 - Roll Again

Right Rear Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- Machine Gun (R)
- Roll Again 6.

'MECH DATA

Type: Goliath GOL-5D

Mass: 80 tons

Jumping: 0

Movement Points: Tech & Configuration: Walking: 4 **Inner Sphere** Running: 6 Quad 'Mech

(hexes) Weapons Inventory: Min Sht Med Lna Type Loc Ht Dma 3 ER Medium Laser 1 Rotary AC/5 2 Machine Gun 1 ER Medium Laser HD 12 **Machine Gun** 1 Machine Gun RRL(R)0 2

1 Targeting Computer

Ammo Type: Rounds: Rotary AC/5 60 100 Machine Gun

Total Heat Sinks: 12 Double (24)

000000000 00

Weapon Heat: Auto Eject:

☐ Operational ☐ Disabled (26)

WARRIOR **D**ATA

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 7 10 11 Dead

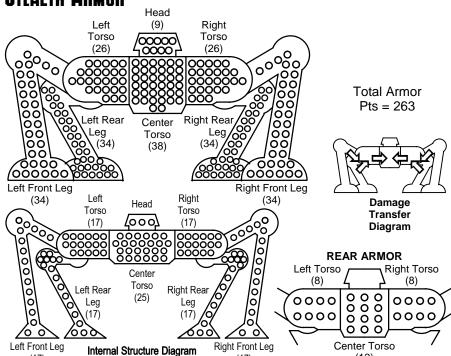
HEAT SCALE

	30 29	Shutdown
İ	28 27	Ammo Explosion, avoid on 8+
ļ	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+
Ī	13	+2 Modifier to Fire
[12	
- [11	
Ī	10	-2 Movement Points
[9	
[8	+1 Modifier to Fire
[7	
[6	
[5	-1 Movement Point
	4	

2



Status: VALIDATED STEALTH ARMOR



CRITICAL HIT TABLE

(17)

Left Front Leg

(130 Pts)

1.

(17)

1-3

- **Upper Leg Actuator**
- **Lower Leg Actuator**
- 4. **Foot Actuator**
- Stealth Armor 5.
- Stealth Armor

Left Torso

Head

- Life Support
- Sensors
- **Small Cockpit**
- Sensors
- Improved C³ CPU
- Improved C³ CPU

Right Front Leg

- Upper Leg Actuator
- **Lower Leg Actuator**
- **Foot Actuator** 4.
- Stealth Armor

(12)

Stealth Armor

Center Torso

- **Fusion Engine**
- 2. **Fusion Engine**
- 1-3
- Double Heat Sink
- 5. Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

- Double Heat Sink 6.
- Ammo (PR) 10
- Ammo (PR) 10 2.
- Ammo (PR) 10 3. 4-6
 - Stealth Armor
 - Stealth Armor 5.
 - Roll Again 6.

Left Rear Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Stealth Armor
- Stealth Armor 6.

- **Fusion Engine**
- Gyro

 - 5. Gyro
 - 6. Gyro
 - Gyro
- **Fusion Engine**
- **Fusion Engine** 4-6
 - **Fusion Engine**

 - Guardian ECM Guardian ECM
 - 000
 - Engine Hits **Gyro Hits** 00 **Sensor Hits** 00 Life Support

- Right Torso Double Heat Sink
- **Double Heat Sink** 2.
- Double Heat Sink
- 3. 1-3 Plasma Rifle
 - 5. Plasma Rifle
 - Plasma Rifle 6.
 - Plasma Rifle
 - Medium Laser 2.
- Medium Laser 3.
- 4-6 **Medium Laser**
 - Stealth Armor
 - Stealth Armor

Right Rear Leg

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Stealth Armor
- Stealth Armor 6.

'MECH DATA

Type: Goliath GOL-5W

Mass: 80 tons

Movement Points: Tech & Configuration: Walking: 4 **Inner Sphere** Running: 6 Quad 'Mech

Jumping: 0

(hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 2 Plasma Rifle 10 5 10 3 Medium Laser 9 1 Guardian ECM 6 Improved C³ CPU HD Ammo Type: Rounds: Plasma Rifle 30 Total Heat Sinks: 15 Double (30)

WARRIOR **D**ATA

☐ Disabled

000000000

Auto Eject:

☐ Operational

Name: **Gunnery Skill:** Piloting Skill: 5 6 Hits Taken 2 3 4 Consciousness # 7 10 11 Dead

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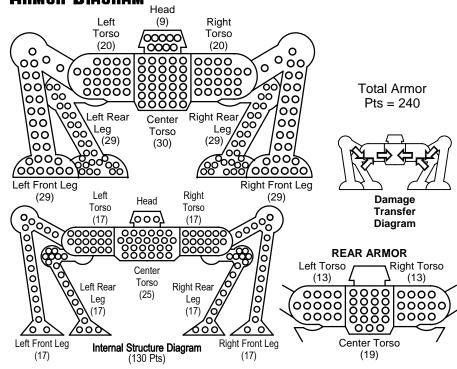
Weapon Heat:

(39)

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	• ()
2	an selayuyar
1	1/2/02
0	V -





CRITICAL HIT TABLE

Left Front Leg

- 1.
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- Foot Actuator 4.
- **B-Pod** 5.
- Roll Again

Head

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

Gyro

Gyro

Gyro

Gyro

Roll Again

Roll Again

Engine Hits

Life Support

Light Fusion Engine

Light Fusion Engine

Light Fusion Engine

Light Fusion Engine

Light Fusion Engine

Right Front Leg

- **Upper Leg Actuator**
- **Lower Leg Actuator**
- **Foot Actuator**
- B-Pod
- Roll Again

Center Torso Left Torso Light Fusion Engine

2.

5.

6.

- **Light Fusion Engine**
- Light Fusion Engine 1-3
- **LRM 10** 1-3
 - 4. LRM 10
 - 5. Light Machine Gun
 - **Light Machine Gun** 6.
 - **Light Machine Gun**
 - Machine Gun Array 2.
- Ammo (LRM 10) 12 4-6
 - Ammo (LRM 10) 12
 - 5. Ammo (LMG) 100
 - CASE 6.

Gyro Hits 00 Left Rear Leg **Sensor Hits** 00 Life Support

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- Foot Actuator 4.
- 5. **B-Pod**
- 6. Roll Again

Right Torso

- Light Fusion Engine
- **Light Fusion Engine** 2.
- **Heavy PPC**
- 3. 1-3
 - Heavy PPC 5.
 - Heavy PPC
 - Heavy PPC
 - **LRM 10**
 - **LRM 10** 2.

4-6

000

- Light Machine Gun
- **Light Machine Gun Light Machine Gun**
- Machine Gun Array

Right Rear Leg

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- **B-Pod**
- Roll Again 6.

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

'MECH DATA

RFL 0

LFL 0

RT

RT

LT

LRL

RRL 0

Rounds:

00

100

☐ Disabled

WARRIOR **D**ATA

Total Heat Sinks: 12 Double (24)

Inner Sphere

(hexes)

6 12 18

Weapon Heat:

(23)

14 21

14

6

21

Loc Ht Dmg Min Sht Med Lng

3

4 1/hit 6 7

4 1/hit 6 7

1

Quad 'Mech

15 15

Type: Goliath GOL-6H

Movement Points: Tech & Configuration:

Mass: 80 tons

Weapons Inventory:

Light Machine Gun RT

Machine Gun Array RT

Light Machine Gun LT

Machine Gun Array LT

Light Machine Gun

Auto Eject:

☐ Operational

1 0

000000000

Walking: 4

Running: 6

Jumping: 0

Qty Type

1 Heavy PPC

LRM 10

I RM 10

B-Pod

B-Pod

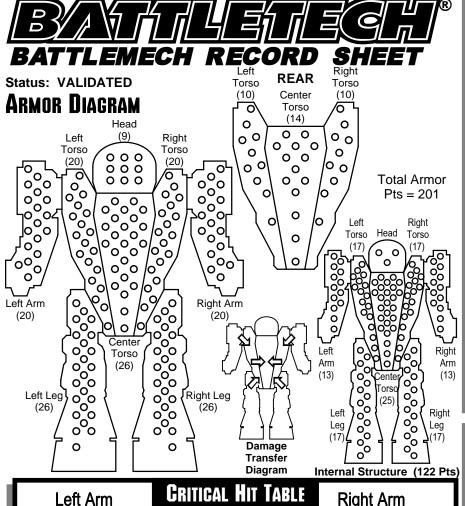
Ammo Type:

1 B-Pod

1 B-Pod

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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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	Ω



Mass: 80 tons Movement Points: Tech & Configuration: Walking: 5 Clan Running: 8 **Biped 'Mech** Jumping: 5 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 Ultra AC/10 6 12 1 Ultra AC/10 LT 10 12 18 1 Machine Gun CT 3 1 **Machine Gun** HD 2 Ammo Type: Rounds: Ultra AC/10 60 Machine Gun 100 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Disabled (12)☐ Operational **W**ARRIOR **D**ATA

'MECH DATA

Type: Phoenix Hawk IIC

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

	MEAT 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	00
3	1 2000000
1	an New Year
0	1/~~
10	· · · · · · · · · · · · · · · · · · ·

CRITICAL HIT TABLE

- Shoulder
- **Upper Arm Actuator** 2.
- Lower Arm Actuator 1-3
- **Hand Actuator**
 - 5. Endo Steel Endo Steel
 - 6.
 - Ferro-Fibrous
 - Ferro-Fibrous 2.
 - Roll Again 3.
- 4-6 Roll Again 4.
 - 5. Roll Again
 - 6. Roll Again

Left Torso (CASE)

- XL Engine
- XL Engine
- 3. Jump Jet 1-3
 - 4. Jump Jet
 - Ultra AC/10 5.
 - 6. Ultra AC/10
 - Ultra AC/10 1. 2. Ultra AC/10
- Ammo (Ult AC/10) 10
- 4-6 Ammo (Ult AC/10) 10
 - Ammo (Ult AC/10) 10 5.
 - Ammo (MG) 100

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Endo Steel
- Ferro-Fibrous 6.

Head

- Life Support
- Sensors
- Cocknit
- **Machine Gun**
- Sensors
- Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 1-3 Gyro

 - 5. Gyro
 - 6. Gyro

 - Gyro
 - 2. XL Engine
- XL Engine 3. 4-6

 - XL Engine
 - Jump Jet

Life Support

Machine Gun

Engine Hits 000 **Gyro Hits** 00 00 Sensor Hits

Right Arm

- 1. Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
 - **Hand Actuator**
 - Endo Steel 5.
 - Endo Steel 6.
 - Endo Steel
 - Ferro-Fibrous 2.
 - Ferro-Fibrous 3.
- 4-6 Roll Again
 - Roll Again 5.

 - Roll Again

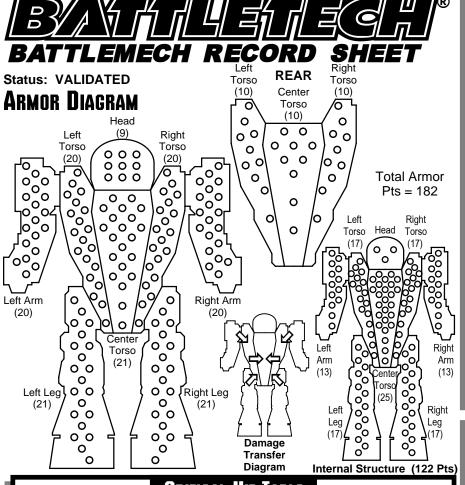
Right Torso (CASE)

- XL Engine 1.
- XL Engine 2.
- 3. Jump Jet
- 1-3 Jump Jet
 - Ultra AC/10 5.
 - 6. Ultra AC/10
 - Ultra AC/10 1.
 - 2. Ultra AC/10
 - Ammo (Ult AC/10) 10
 - Ammo (Ult AC/10) 10
- 4-6
 - Ammo (Ult AC/10) 10 5. Ferro-Fibrous

Right Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Endo Steel Ferro-Fibrous 6.

HEAT COAL



Type: Phoenix Hawk IIC 2 Mass: 80 tons Movement Points: Tech & Configuration: Walking: 5 Clan Running: 8 **Biped 'Mech** Jumping: 5 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 2 LRM 20 6 1/hit - 7 14 21 2 LRM 20 LT 6 1/hit - 7 14 21 Ammo Type: Rounds: **LRM 20** 48 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (24)**W**ARRIOR **D**ATA

Name:

Gunnery Skill:

Consciousness #

1 0

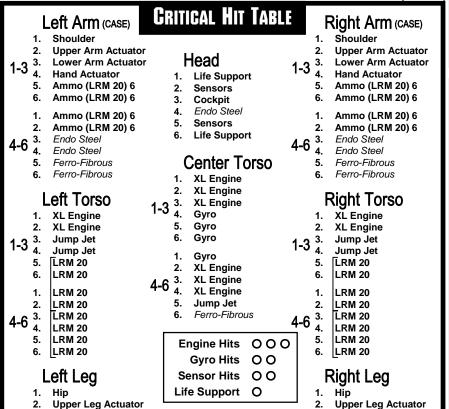
Hits Taken

1 | 2 | 3 | 4 | 5 | 6

3 | 5 | 7 | 10 | 11 | Dead

HFAT SCALE

'Mech Data



Lower Leg Actuator

Foot Actuator

Ferro-Fibrous

Endo Steel

3.

4.

5.

6.

	IIIAI OUALI
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	· M- · · ·

Piloting Skill:

3.

4.

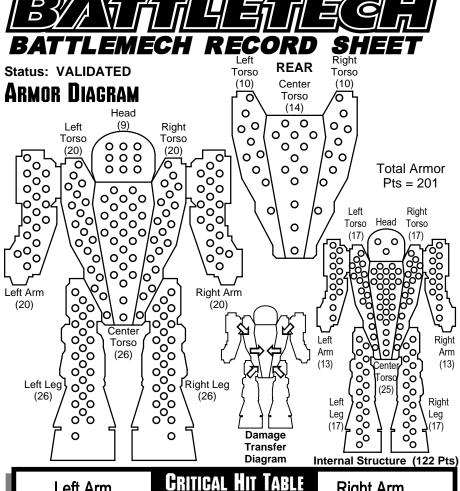
6.

Lower Leg Actuator

Foot Actuator

Ferro-Fibrous

Endo Steel



Head

3.

2.

3. 1-3

> 5. Gyro

6.

2.

3. 4-6

5.

Life Support

Sensors

Cockpit Ferro-Fibrous

Sensors

1. XL Engine

Gyro

Gyro

Gyro

XL Engine

XL Engine

XL Engine

XL Engine

XL Engine

Jump Jet

Life Support

Center Torso

Right Arm

- Shoulder **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 **Hand Actuator** 5. Double Heat Sink
 - Double Heat Sink
 - **Double Heat Sink** Double Heat Sink 2.
- 3. Endo Steel
- 4-6 Endo Steel
- 5. Endo Steel Ferro-Fibrous 6.

Right Torso

- 1. XL Engine 2.
- 1-3 Jump Jet
 - 6. Heavy Large Laser
 - 1. Heavy Large Laser Small Pulse Laser
- Medium Pulse Laser 4-6 Targeting Computer
 - -Ferro-Fibrous

Engine Hits 000 **Gyro Hits** 00 00 Sensor Hits Life Support

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

6.

1.

3.

5.

1.

2.

5.

1-3

4-6 4.

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Endo Steel

Endo Steel

Ferro-Fibrous

Ferro-Fibrous

Left Torso

XL Engine

XL Engine

Jump Jet

Jump Jet

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Heavy Large Laser

Heavy Large Laser

Heavy Large Laser

Small Pulse Laser

5. Endo Steel

Left Leg

Ferro-Fibrous 6.

- XL Engine
- 3. Jump Jet 5. Heavy Large Laser

 - Targeting Computer Targeting Computer 5.

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel Ferro-Fibrous 6.

'MECH DATA

Type: Phoenix Hawk IIC 3

Mass: 80 tons Movement Points: Tech & Configuration:

Walking: 5 Clan

Running: 8 **Biped 'Mech** Jumping: 5

(hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 Heavy Large Laser RT 18 16 5 10

1 Small Pulse Laser 15 1 Heavy Large Laser 10 1 Small Pulse Laser

Medium Pulse Laser CT 7 1 Targeting Computer

Total Heat Sinks: 22 Double (44) 000000000 000000000 00

Auto Eject: Weapon Heat:

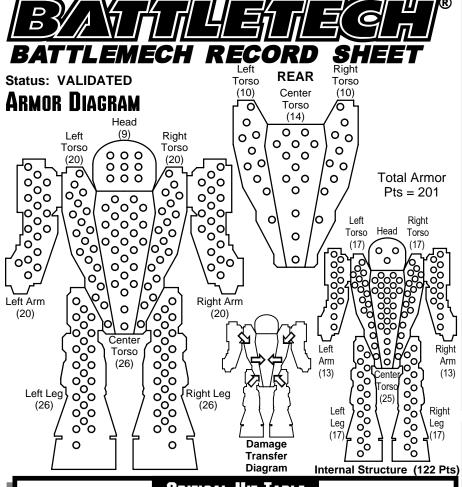
☐ Operational ☐ Disabled (44)

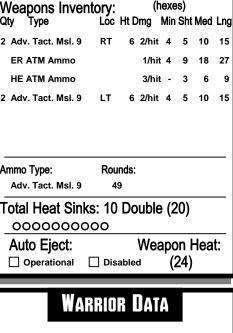
Name:

WARRIOR **D**ATA **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

HFAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	0
26	Shutdown, avoid on 10+
25 24	-5 Movement Points +4 Modifier to Fire
23	
22	Ammo Explosion, avoid on 6+
21	Shutdown, avoid on 8+
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	10 mounts to 1 mo
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	•
3	4 (200mm
2	AN METALULAR
1 0	1/~°°
LU	V





'Mech Data

Clan

Biped 'Mech

Type: Phoenix Hawk IIC 4

Movement Points: Tech & Configuration:

Mass: 80 tons

Walking: 5

Running: 8

Jumping: 5

Name: **Gunnery Skill:** Hits Taken Consciousness

Piloting Skill: 1 2 3 4 5 6 3 7 10 11 Dead HEAT SCALE 30 Shutdown 29

28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 12 11 10 -2 Movement Points 9 8 +1 Modifier to Fire 6 -1 Movement Point 5 4 3 2 1 n

CRITICAL HIT TABLE

Life Support

Sensors

Cockpit Roll Again

Sensors

1. XL Engine

Gyro

Gyro

Gyro

XL Engine

XL Engine

XL Engine

XL Engine

XL Engine

Jump Jet

Engine Hits

Sensor Hits

Life Support

Gyro Hits

Ammo (ATM 9) 7

000

00

00

Life Support

Center Torso (CASE)

Head

3.

2.

3.

5. Gyro

6.

2.

3. 4-6

5.

1-3

- Left Arm (CASE) Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
- **Hand Actuator**
 - Ammo (ATM 9) 7 5.
 - 6. Ammo (ATM 9) 7
 - Ammo (ATM 9) 7
 - Endo Steel 2.
- 3. Endo Steel 4-6
 - Ferro-Fibrous
 - 5. Ferro-Fibrous
 - Ferro-Fibrous 6.

Left Torso

- XL Engine
- XL Engine
- 3. Jump Jet
- 1-3 4. Jump Jet
 - Adv. Tact. Msl. 9 5.
 - 6. Adv. Tact. Msl. 9
 - Adv. Tact. Msl. 9 1.
 - 2. Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9
- 4-6 4. Adv. Tact. Msl. 9
 - Adv. Tact. Msl. 9 5.
 - Adv. Tact. Msl. 9 6.

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Endo Steel
- Ferro-Fibrous 6.

Right Arm (CASE) Shoulder

- 2.
- **Upper Arm Actuator Lower Arm Actuator**
- 3. 1-3 **Hand Actuator**
 - Ammo (ATM 9) 7 5.
 - Ammo (ATM 9) 7

 - Ammo (ATM 9) 7
 - Endo Steel 2.
- Endo Steel 3. 4-6
 - Endo Steel
 - 5. Ferro-Fibrous

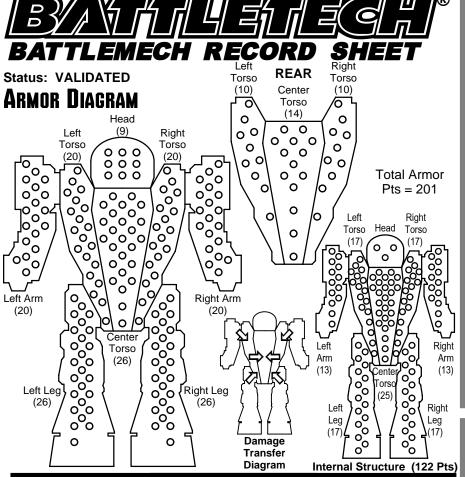
 - Ferro-Fibrous

Right Torso

- XL Engine 1.
- XL Engine 2.
- 3. Jump Jet
- 1-3
- Jump Jet
- Adv. Tact. Msl. 9 5.
- Adv. Tact. Msl. 9
- Adv. Tact. Msl. 9 Adv. Tact. Msl. 9 2.
- Adv. Tact. Msl. 9 3.
- 4-6 Adv. Tact. Msl. 9
 - Adv. Tact. Msl. 9 5.
 - Adv. Tact. Msl. 9

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Endo Steel
- Ferro-Fibrous 6.



Type: Phoenix Hawk IIC 5 Mass: 80 tons Movement Points: Tech & Configuration: Walking: 5 Clan Running: 8 **Biped 'Mech** Jumping: 5 (hexes) Weapons Inventory: Type Loc Ht Dmg Min Sht Med Lng Qty 2 AP Gauss Rifle 3 2 AP Gauss Rifle 3 9 LA 3 1 HAG 20 RT 24 4 20 2 8 16 1 HAG 20 20 2 8 16 Ammo Type: Rounds: **AP Gauss Rifle** 40 HAG 20 24 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Disabled (12)☐ Operational **W**ARRIOR **D**ATA

'MECH DATA

Name: Gunnery Skill: **CRITICAL HIT TABLE** Piloting Skill: Left Arm (CASE) Right Arm (CASE) Hits Taken 1 2 Shoulder 1. Shoulder Consciousness # 3 5 **Upper Arm Actuator Upper Arm Actuator** 2. 2. Head **Lower Arm Actuator Lower Arm Actuator** 1-3 **Hand Actuator Hand Actuator** Life Support **HEAT SCALE** 5. **AP Gauss Rifle AP Gauss Rifle** 5. Sensors 6. **AP Gauss Rifle** 6. **AP Gauss Rifle** 3. Cockpit Roll Again Endo Steel Endo Steel Sensors Endo Steel Endo Steel 2. 2. 30 Shutdown Life Support Ferro-Fibrous Endo Steel 29 3. 3. 4-6

5.

1.

2.

1-3

28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 13 +2 Modifier to Fire 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 -1 Movement Point 5 4 3 2 1

3 4 5 6

7 10 11 Dead

Gyro XL Engine Jump Jet 6. Gyro Jump Jet Gyro HAG 20 2. XL Engine HAG 20 XL Engine 3. 4-6 XL Engine HAG 20 5. Jump Jet HAG 20 Ammo (APGR) 40 HAG 20

4-6 Engine Hits 000 **Gyro Hits** 00 00 Sensor Hits Life Support

Center Torso

1. XL Engine

Gyro

2.

3.

5.

1-3

XL Engine

XL Engine

Right Torso (CASE) XL Engine 1. XL Engine 2. 3. Jump Jet Jump Jet HAG 20 5. **HAG 20**

Ferro-Fibrous

Ferro-Fibrous

Roll Again

HAG 20

HAG 20

HAG 20 3. 4. HAG 20 Ammo (HAG20) 6 5. Ammo (HAG20) 6 Right Leg Hip 1. **Upper Leg Actuator Lower Leg Actuator** 3. **Foot Actuator** 4. Endo Steel Ferro-Fibrous 6.

Ammo (HAG20) 6

Ammo (HAG20) 6

1-3

4-6

5.

6.

3.

4.

5.

6.

1.

2.

3.

4.

5.

1.

3.

4.

5.

6.

1-3

4-6

Ferro-Fibrous

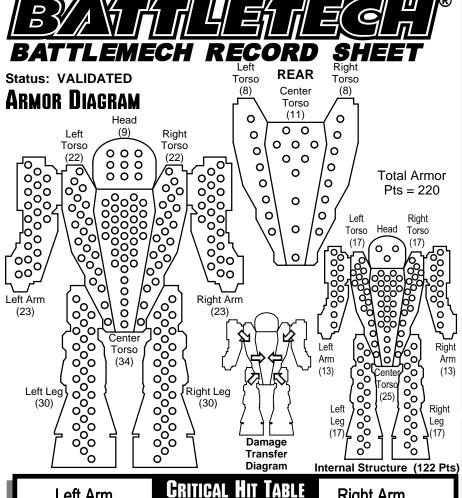
Ferro-Fibrous

Left Torso (CASE)

Roll Again

XL Engine

HAG 20



- **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 **Hand Actuator**

 - Ammo (PC) 10
 - Endo Steel 2.
 - Endo Steel 3.
 - Ferro-Fibrous
 - Ferro-Fibrous

1. XL Engine

- XL Engine
- XL Engine
- Gyro
- Gyro
- Improved Jump Jet
- Improved Jump Jet 5.

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

6.

3.

1-3

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Plasma Cannon

Ammo (PC) 10

Ammo (PC) 10

Endo Steel

Endo Steel

Roll Again

Left Torso

XL Engine

XL Engine

Ferro-Fibrous

Ferro-Fibrous

Improved Jump Jet

Improved Jump Jet

- Improved Jump Jet 1.
- 2. Improved Jump Jet
- Improved Jump Jet 4-6
 - Improved Jump Jet
 - Heavy Medium Laser 5. **Heavy Medium Laser**

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Endo Steel
- Ferro-Fibrous 6.

- Cockpit Endo Steel
- Sensors

3.

Head

Life Support

Center Torso

Life Support

Sensors

- 2.
- 1-3
 - 5.
 - 6. Gyro

 - Gyro 2. XL Engine
 - XL Engine
 - XL Engine
 - Targeting Computer
 - Targeting Computer 4-6

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

- Shoulder
- - Plasma Cannon 5.
 - 6. Ammo (PC) 10
- 4-6
 - - 5.
 - Ferro-Fibrous

Right Torso

- XL Engine 1.
- XL Engine
- 3. Improved Jump Jet 1-3
 - Improved Jump Jet Improved Jump Jet 5.
 - Improved Jump Jet
 - Improved Jump Jet
 - 2. Improved Jump Jet Improved Jump Jet
 - Improved Jump Jet Heavy Medium Laser
 - 5. Heavy Medium Laser

Right Leg

1. Hip

5.

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Endo Steel Ferro-Fibrous 6.

WARRIOR **D**ATA

Total Heat Sinks: 11 Double (22)

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

☐ Disabled

Rounds:

'Mech Data

Clan

Biped 'Mech

(hexes)

6 12

Weapon Heat:

(28)

12 18

9

Loc Ht Dmg Min Sht Med Lng

Type: Phoenix Hawk IIC 6

Movement Points: Tech & Configuration:

Mass: 80 tons

Weapons Inventory:

1 Heavy Medium Laser RT

1 Heavy Medium Laser LT

1 Targeting Computer

Plasma Cannon

Auto Eject:

☐ Operational

3 2

000000000

Ammo Type:

Walking: 5

Running: 8

Jumping: 8

Type

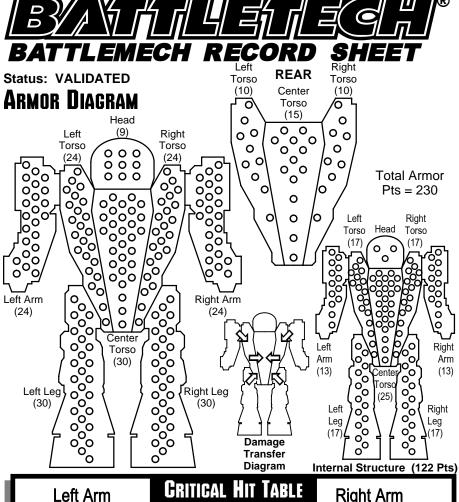
1 Plasma Cannon

1 Plasma Cannon

Qty

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point



- Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 3. 1-3 **ER PPC**
 - ER PPC 5.
 - 6. Endo Steel
 - Endo Steel Ferro-Fibrous 2.
 - Roll Again 3.
- 4-6 Roll Again
 - 5. Roll Again

 - 6.

Center Torso

Medium Pulse Laser

- **Fusion Engine**
- 2. **Fusion Engine**

Head

Life Support

Sensors

Cockpit

Sensors

Life Support

- 1-3
- Double Heat Sink Double Heat Sink Double Heat Sink
- 3. 4. **Double Heat Sink**
- Double Heat Sink 5.

Shoulder

ER PPC

ER PPC

Endo Steel

Roll Again

Roll Again

Roll Again

Roll Again

Left Torso

Ferro-Fibrous

Ferro-Fibrous

2.

5.

6.

2.

3.

4.

5.

6.

1-3

4-6

1-3

Upper Arm Actuator

Lower Arm Actuator

- Double Heat Sink
- **Medium Pulse Laser** 1.
- 2. Medium Pulse Laser
- Endo Steel
- 4-6 4. Endo Steel
 - Ferro-Fibrous 5.
 - Ferro-Fibrous 6.

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. **Double Heat Sink** 6. Double Heat Sink

- **Fusion Engine**
- Gyro
- - 5. Gyro
 - 6. Gyro
 - Gyro
 - **Fusion Engine**
- Fusion Engine
- **Fusion Engine**
- Double Heat Sink 5.
- Double Heat Sink

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Roll Again

- Right Torso (CASE) Double Heat Sink
- Double Heat Sink
- 3. Double Heat Sink
- 1-3 **Double Heat Sink**
 - Medium Pulse Laser 5.
 - Medium Pulse Laser

 - 1.
 - Ammo (SRM 6) 15 2.
 - Endo Steel 3.
- 4-6 Endo Steel
 - Ferro-Fibrous 5.
 - Ferro-Fibrous

Right Leg

- 1. Hip
- 2. **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Double Heat Sink
- 6. **Double Heat Sink**

WARRIOR DATA

Total Heat Sinks: 20 Double (40)

					_	
Name:						
Gunnery Skill:		. Pi	loting	Skill	:	
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Rounds:

15

☐ Disabled

'MECH DATA

Clan

Biped 'Mech

15 15

(hexes)

000000000

Weapon Heat:

(54)

- 7 14

14 23

12

12

12

Loc Ht Dmg Min Sht Med Lng

Movement Points: Tech & Configuration:

Type: Warhammer IIC

Mass: 80 tons

Weapons Inventory:

2 Medium Pulse Laser RT

2 Medium Pulse Laser LT

1 Medium Pulse Laser HD

000000000

Auto Eject:

☐ Operational

Walking: 4

Running: 6

Jumping: 0

Qty Type

1 ER PPC

1 ER PPC

1 SRM 6

Ammo Type:

SRM 6

HEAT SCALE

	** Avoid Inferno explosion on
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	

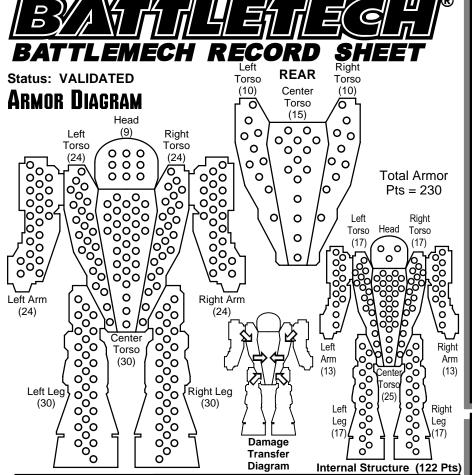
-1 Movement Point

4

3

1





CRITICAL HIT TABLE

- Life Support

Center Torso

- 2.
- 1-3
- Left Torso (CASE) Double Heat Sink
- Double Heat Sink
- 3. Double Heat Sink 1-3 4. **Double Heat Sink**

Left Arm

Shoulder

ER PPC

ER PPC

Endo Steel

Roll Again

Roll Again

Ferro-Fibrous

Ferro-Fibrous

2.

5.

6.

2.

3.

5.

6.

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Double Heat Sink

Double Heat Sink

- **LRM 15** 5.
- LRM 15
- Ammo (LRM 15) 8 1.
- Endo Steel
- 2. Endo Steel
- 4-6 4 Ferro-Fibrous
 - Ferro-Fibrous 5.
 - Roll Again 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. **Double Heat Sink**
- 6. Double Heat Sink

Head

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

- 1. Fusion Engine
- **Fusion Engine**
- **Fusion Engine** 3.
 - Gyro
 - 5. Gyro
 - 6. Gyro

 - Gyro
 - **Fusion Engine**
- **Fusion Engine** 4-6
 - **Fusion Engine**
 - Double Heat Sink
 - Double Heat Sink

Engine Hits OOO **Gyro Hits** 00 **Sensor Hits** 00 Life Support

- Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
 - Double Heat Sink
 - Double Heat Sink 5.
 - ER PPC 6.

 - ER PPC
 - _ Endo Steel 2.
- Endo Steel 3. 4-6
- Ferro-Fibrous
- 5. Roll Again

 - 6. Roll Again

Right Torso (CASE)

- Double Heat Sink 1.
- Double Heat Sink 2.
- 3. **LRM 15**
- 1-3 LRM 15
 - Ammo (LRM 15) 8 5.
 - 6. Ammo (LRM 15) 8
 - 1.

4-6

- 2. Ammo (SRM 6) 15
- Endo Steel 3.
- Endo Steel
- Ferro-Fibrous 5.
- Ferro-Fibrous

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Double Heat Sink
- 6. **Double Heat Sink**

WARRIOR **D**ATA

Total Heat Sinks: 20 Double (40)

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

'MECH DATA

Clan

Biped 'Mech

15 15

15

5 1/hit -

4 2/hit -

5 1/hit - 7 14

Weapon Heat:

(44)

(hexes)

- 7 14

14 23

21

7 14

Loc Ht Dmg Min Sht Med Lng

Type: Warhammer IIC 2

Movement Points: Tech & Configuration:

LA

RT

LT

Rounds:

24

15

000000000 000000000

☐ Disabled

Mass: 80 tons

Weapons Inventory:

Walking: ₄

Running: 6

Jumping: 0

Qty Type

1 ER PPC

1 ER PPC

1 LRM 15

1 SRM 6

1 LRM 15

Ammo Type:

LRM 15

SRM 6

Auto Eject:

☐ Operational

30

12

8

6

5

4

3

2

1

0

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** Avoid Inferno explosion on.. Shutdown

29 Ammo Explosion, avoid on 8+ (** 12+)

28 27

Shutdown, avoid on 10+ 26 25 -5 Movement Points

24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ (** 10+)

22 Shutdown, avoid on 8+ 21

-4 Movement Points 20 19 Ammo Explosion, avoid on 4+ (** 8+)

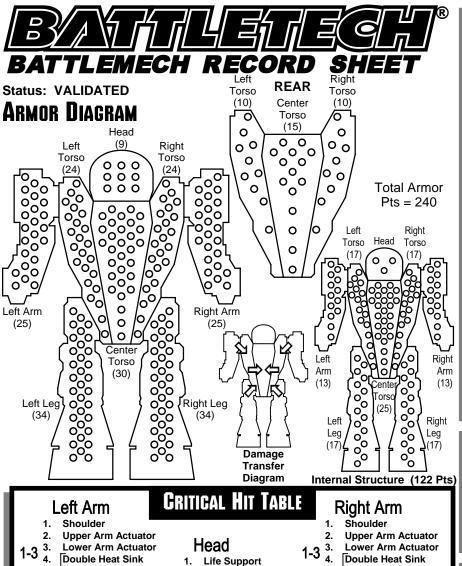
Shutdown, avoid on 6+ 18 +3 Modifier to Fire

17 16 15 -3 Movement Points

Shutdown, avoid on 4+ (** 6+) 14 13 +2 Modifier to Fire

11 10 -2 Movement Points (** 4+) 9

> +1 Modifier to Fire -1 Movement Point



Sensors

Cockpit

Sensors

2.

5. Gyro

6.

5.

Life Support

Center Torso

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Double Heat Sink

Double Heat Sink

Gyro

Gyro

Gyro

Medium Pulse Laser

- Double Heat Sink Double Heat Sink 5.
- Heavy Large Laser
- **Heavy Large Laser** Heavy Large Laser 2.
- 3. Endo Steel
- 4-6 Endo Steel
 - 5. Endo Steel Ferro-Fibrous 6.

Right Torso

- Double Heat Sink 1. Double Heat Sink
- 3. Double Heat Sink 1-3 **Double Heat Sink**
 - Medium Pulse Laser 5. 6. **Medium Pulse Laser**
- Targeting Computer 1. 2. Targeting Computer **Targeting Computer** 3. 4-6
 - 4. Targeting Computer Ferro-Fibrous 5.
 - Ferro-Fibrous

Ferro-Fibrous **Gyro Hits** Left Leg **Sensor Hits**

1. Hip **Upper Leg Actuator**

Endo Steel

Endo Steel

Ferro-Fibrous

5.

6.

2.

3.

4.

5.

6.

1.

3.

4.

5.

1.

2.

4.

5.

6.

1-3

4-6

4-6

Double Heat Sink

Heavy Large Laser

Heavy Large Laser

Heavy Large Laser

Endo Steel

Endo Steel

Left Torso

Ferro-Fibrous

Ferro-Fibrous

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Medium Pulse Laser

Medium Pulse Laser

- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. **Double Heat Sink** 6. Double Heat Sink

Engine Hits 000 00 00 Life Support

Right Leg

- 1. Hip
- 2. **Upper Leg Actuator Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Double Heat Sink 6. **Double Heat Sink**

'Mech Data

Type: Warhammer IIC 3

Mass: 80 tons

Movement Points: Tech & Configuration: Walking: ₄ Clan

Running: 6 **Biped 'Mech** Jumping: 0

(hexes) Weapons Inventory: Type Loc Ht Dmg Min Sht Med Lng Qty

1 Heavy Large Laser RA 18

1 Heavy Large Laser LA 10 15

2 Medium Pulse Laser R1 12 2 Medium Pulse Laser LT

Medium Pulse Laser HD 12

1 Targeting Computer

Total Heat Sinks: 22 Double (44) 000000000 000000000 00

Auto Eject: Weapon Heat:

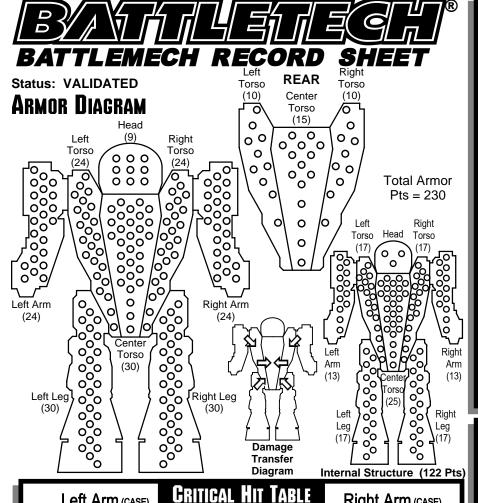
☐ Operational ☐ Disabled (56)

WARRIOR DATA

Name:						
Gunnery Skill:		. Pi	loting	Skill	·	
Hits Taken	1	2	3	4	5	6
Consciousness #	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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	4 (D) MO-
2	an activular
1	1//
0	V ·



- Shoulder
- **Upper Arm Actuator** 2.
- 3. **Lower Arm Actuator**
 - **ER PPC**
 - ER PPC 5.
- 3. Endo Steel
- 4-6
 - Endo Steel

 - Ferro-Fibrous 6.

- 2.
- Gyro
- Double Heat Sink 5. Double Heat Sink
- 3. Double Heat Sink

Left Arm (CASE)

Upper Arm Actuator

Lower Arm Actuator

Ammo (ATM 6) 10

Ammo (ATM 6) 10

Shoulder

ER PPC

ER PPC

Endo Steel

Endo Steel

Endo Steel

Left Torso

Ferro-Fibrous

Ferro-Fibrous

2.

5.

6.

2.

3.

5.

6.

1.

1-3

4-6

- 1-3 Double Heat Sink
 - Double Heat Sink 5.
 - Double Heat Sink
 - Adv. Tact. Msl. 6 1.
 - 2. Adv. Tact. Msl. 6
- Adv. Tact. Msl. 6
- 4-6 Ferro-Fibrous
 - Ferro-Fibrous 5.
 - Roll Again

Left Leg

- Hip 1.
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. **Double Heat Sink** 6.
 - Double Heat Sink

Life Support

Life Support

- Sensors Cockpit **ER Small Laser**
- Sensors

Head

Center Torso

- **Fusion Engine**
- **Fusion Engine**
- **Fusion Engine**
 - Gyro

 - 6. Gyro
 - Gyro
 - **Fusion Engine**
- **Fusion Engine**
- 4-6 **Fusion Engine**

Life Support

- Double Heat Sink 5.
- Double Heat Sink

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00

Right Arm (CASE)

- 1-3

 - Ammo (ATM 6) 10
 - Ammo (ATM 6) 10
 - Ammo (ATM 6) 10 2.
- Endo Steel
 - 5.

Right Torso Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- 1-3 **Double Heat Sink**
 - Adv. Tact. Msl. 6 5.
 - 6. Adv. Tact. Msl. 6

 - Adv. Tact. Msl. 6 1.
 - 2. Endo Steel
- Ferro-Fibrous 3. 4-6
 - 4. Ferro-Fibrous
 - Roll Again 5.
 - Roll Again

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Double Heat Sink
- 6. Double Heat Sink

WARRIOR **D**ATA

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

'MECH DATA

Clan

Biped 'Mech

15 15

4 2/hit 4

(hexes)

- 7 14

5 10 15

14

10

27 18

Loc Ht Dmg Min Sht Med Lng

1/hit 4 9

3/hit - 3

4 2/hit 4 5

2 5 - 2

000000000

Weapon Heat:

(40)

Type: Warhammer IIC 4

Movement Points: Tech & Configuration:

LT

HD

Total Heat Sinks: 20 Double (40)

Rounds:

50

☐ Disabled

Mass: 80 tons

Weapons Inventory:

Walking: ₄

Running: 6

Jumping: 0

1 Adv. Tact. Msl. 6

ER ATM Ammo

HE ATM Ammo

1 Adv. Tact. Msl. 6

1 ER Small Laser

Adv. Tact. Msl. 6

Auto Eject:

☐ Operational

000000000

Ammo Type:

Qty Type

1 ER PPC

1 ER PPC

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	Object designs associated 40.
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
42	

- -2 Movement Points
- 9 +1 Modifier to Fire 8

11

10

6

5

4

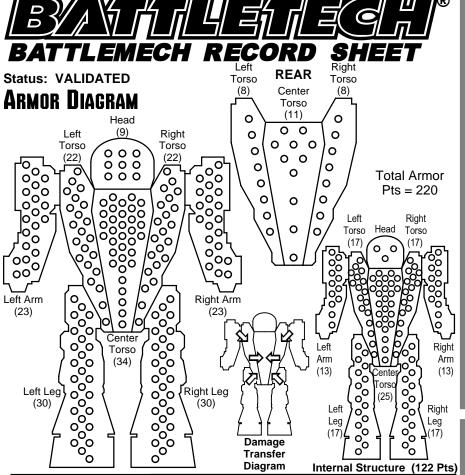
3

2

1

0

-1 Movement Point



Type: Warhammer IIC 5 Mass: 80 tons Movement Points: Tech & Configuration: Walking: 4 Clan Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 HAG 20 2 8 16 1 HAG 20 LA 20 16 24 2 Heavy Medium Laser RT 2 Heavy Medium Laser LT 10 1 Streak SRM 4 3 2/hit -HD 8 Ammo Type: Rounds: HAG 20 24 Streak SRM 4 25 Total Heat Sinks: 14 Double (28) 000000000 0000 Weapon Heat: Auto Eject: ☐ Disabled (39)☐ Operational **W**ARRIOR **D**ATA

'MECH DATA

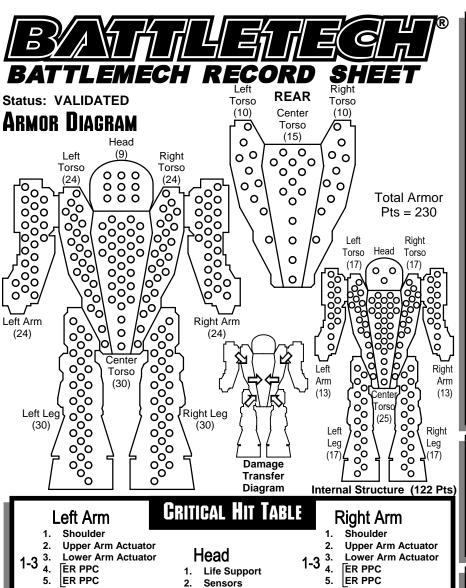
Name: Gunnery Skill: **Piloting Skill:** its Taken 1 2 3 4 5 6 3 5 7 10 11 Dead usness

HEAT SCALE

ı			Hi
ı		Consc	io
ı			
ı			
ı			<u>_</u> 3
ı			2 2 2 2 2 2 2 2 2 2 2 1 1 1 1 1 1 1 1 1
ı			2
ı			2
ı			2
ı			2
ı			2
ı			1
ı			1
ı			1
ı			
ı			1
ı			1
ı			F
ı			
1			Ë
1			
1			H
1			

30	Shutdown
29	Shutdown
28	Ammo Explosion, avoid on 8+
27	Amino Explosion, avoid on 6+
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	4 (D) MO-
2	an seinular
1	1/1/05
0	V [*]

CRITICAL HIT TABLE Right Arm (CASE) Left Arm (CASE) Shoulder Shoulder **Upper Arm Actuator Upper Arm Actuator** 2. 2. Head **Lower Arm Actuator Lower Arm Actuator** 1-3 1-3 HAG 20 HAG 20 Life Support 5. HAG 20 **HAG 20** 5. Sensors 6. HAG 20 6. HAG 20 3. Cockpit Streak SRM 4 **HAG 20 HAG 20** Sensors HAG 20 HAG 20 2. 2. Life Support 3. HAG 20 3. HAG 20 4-6 4-6 Endo Steel Endo Steel 5. Endo Steel Center Torso (CASE) 5. Endo Steel 6. Ferro-Fibrous Ferro-Fibrous **Fusion Engine Fusion Engine** 2. Left Torso Right Torso **Fusion Engine Heavy Medium Laser** Heavy Medium Laser Gyro 5. Gyro Heavy Medium Laser Heavy Medium Laser 3. Heavy Medium Laser 6. Gyro Heavy Medium Laser 1-3 1-3 Heavy Medium Laser Heavy Medium Laser Gyro Ammo (HAG20) 6 Ammo (HAG20) 6 5. 5. **Fusion Engine** 2. 6. Ammo (HAG20) 6 Ammo (HAG20) 6 **Fusion Engine** 4-6 **Fusion Engine** 1. Endo Steel 1. Endo Steel Ammo (Streak 4) 25 5. 2. Ferro-Fibrous 2. Endo Steel 6. Roll Again Ferro-Fibrous Ferro-Fibrous 3. 4-6 4-6 4. Ferro-Fibrous Ferro-Fibrous 5. Roll Again Roll Again 5. Engine Hits 000 Roll Again Roll Again **Gyro Hits** 00 Left Leg Sensor Hits 00 Right Leg Life Support 1. diH 1. Hip **Upper Leg Actuator Upper Leg Actuator** Lower Leg Actuator Lower Leg Actuator 3. 3. **Foot Actuator Foot Actuator** 4. 4. 5. **Double Heat Sink** Double Heat Sink 6. Double Heat Sink 6. **Double Heat Sink**



- ER PPC 5. 6. Endo Steel
- Endo Steel
- Endo Steel 2. Ferro-Fibrous 3.
- 4-6 Ferro-Fibrous
 - 5. Roll Again Roll Again

Center Torso **Fusion Engine**

Fusion Engine

Double Heat Sink

Double Heat Sink

Fusion Engine 2.

Cocknit **ER Small Laser**

Sensors

Life Support

- **Fusion Engine**
- 1-3 Gyro
- 5. Gyro 6. Gyro
- Ferro-Fibrous Gyro Roll Again **Fusion Engine** Fusion Engine

4-6

- 5. Roll Again
- 1. Roll Again Roll Again 2.
- Roll Again

6.

2.

3.

5.

6.

1.

3.

4.

1-3

4-6

Endo Steel

Endo Steel

Endo Steel

Roll Again

Roll Again

Left Torso

Endo Steel

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

- 4-6 4. Roll Again
 - 5. Roll Again Roll Again 6.
 - Left Leg 1. Hip
 - **Upper Leg Actuator**
 - Lower Leg Actuator 3.
 - **Foot Actuator** 4.
 - 5. **Double Heat Sink** 6. Double Heat Sink
- Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

5.

Right Torso (CASE)

- THAG 30 1. HAG 30 2.
- 3. **HAG 30** 1-3 4.
 - HAG 30 HAG 30 5.
 - 6. **HAG 30** HAG 30 1.
 - HAG 30 2.

4-6

- 3. Ammo (HAG30) 4 4. Ammo (HAG30) 4
- Ammo (HAG30) 4 5. Ammo (HAG30) 4

Right Leg

- 1. Hip
- 2. **Upper Leg Actuator Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Double Heat Sink
- 6. Double Heat Sink

'MECH DATA

Type: Warhammer IIC 6

Mass: 80 tons

Movement Points: Tech & Configuration:

Walking: 4 Clan

Running: 6 **Biped 'Mech** Jumping: 0

(hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng

1 ER PPC 15 15 - 7 14

1 ER PPC 14 LA 15 15 7 23 1 HAG 30 RT 30 2 8 16 24

1 ER Small Laser HD

Rounds: Ammo Type: **HAG 30** 16

Total Heat Sinks: 15 Double (30) 000000000 00000

Weapon Heat: Auto Eject:

☐ Disabled (38)☐ Operational

WARRIOR **D**ATA

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 5 7 10 11 Dead

HEAT SCALE

30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 13 +2 Modifier to Fire 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6

-1 Movement Point

5

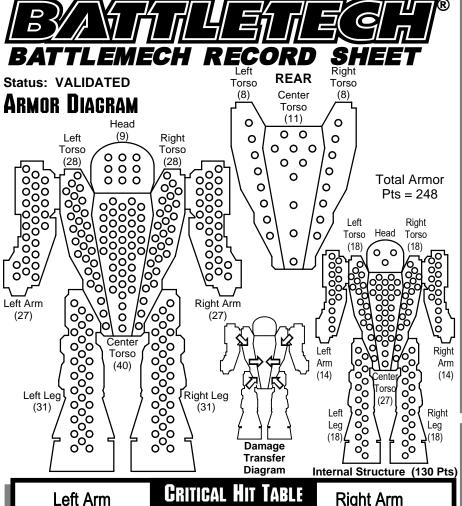
4

3

2

1

0



- Shoulder **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 **Hand Actuator**
 - Machine Gun 5.
 - 6. **Machine Gun**
 - Roll Again
 - Roll Again 2. Roll Again
- 3. 4-6 Roll Again
 - Roll Again 5.

 - Roll Again 6.

Center Torso

Life Support

- **Fusion Engine**
- 2. **Fusion Engine**

Head

Life Support

Sensors

Cockpit Roll Again

Sensors

Fusion Engine 1-3 Gyro 5.

6.

3.

- Single Heat Sink
- Single Heat Sink
- 3. Single Heat Sink 1-3

Shoulder

PPC 6.

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Left Torso

2.

5. **PPC**

1. PPC

2.

3.

5.

6.

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

- 4. Medium Laser **Medium Laser** 5.
- 6. Roll Again
- Roll Again 1.
- Roll Again 2.
- Roll Again
- 4-6 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink Single Heat Sink 6.

- Gyro
- **Fusion Engine Fusion Engine**

Gyro

Gyro

4-6 **Fusion Engine**

Life Support

Single Heat Sink 5. Single Heat Sink

> Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00

- Right Torso Single Heat Sink
- Single Heat Sink
- **Medium Laser**
- 1-3 **Medium Laser**
- Ammo (MG) 200 5.

 - 6. Roll Again
 - Roll Again 1.
 - Roll Again 2.

4-6

- 3. Roll Again
- 4. Roll Again 5. Roll Again
- Roll Again

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink
- Single Heat Sink 6.

'Mech Data Type: BattleMaster BLR-1D Mass: 85 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 2 Machine Gun 1 PPC LA 12 18 2 Medium Laser RT 9 2 Medium Laser LT 3 Ammo Type: Rounds: Machine Gun 200 Total Heat Sinks: 24 Single 000000000 000000000 0000 Auto Eject: Weapon Heat:

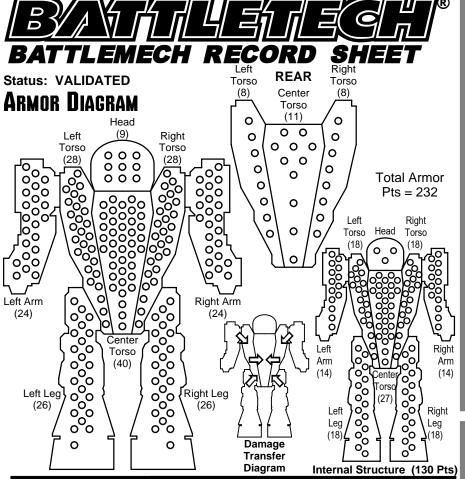
Warrior Data						
Name:	Name:					
Gunnery Skill: Piloting Skill:						
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

☐ Disabled

☐ Operational

(22)

	HEAT SCALE
	-
30 29	Shutdown
28	Ammo Explosion, avoid on 8+
27	Allillo Explosion, avoid on 6+
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
9	-2 MOVEMENT FORMS
8	+1 Modifier to Fire
7	TI Modifier to Tife
6	
5	-1 Movement Point
4	
3	. Man =
2	AC ACCENTAGE
1	TANCES OF THE PARTY OF THE PART
0	V



Mass: 85 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Qty Type 2 Machine Gun RA 2 1 1 PPC 18 2 Medium Laser RT 9 Medium Laser RT(R) 3 9 9 2 Medium Laser 9 1 Medium Laser 5 LT(R) 3 3 1 SRM 6 LT 4 2/hit 3 9 Ammo Type: Rounds: **Machine Gun** 200 30 SRM 6 Total Heat Sinks: 18 Single 000000000 0000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (32)WARRIOR DATA

'Mech Data

Type: BattleMaster BLR-1G

CRITICAL HIT TABLE Left Arm Right Arm Shoulder 1. Shoulder **Upper Arm Actuator Upper Arm Actuator** 2. 2. Head **Lower Arm Actuator Lower Arm Actuator** 1-3 1-3 **Hand Actuator Hand Actuator** Life Support 5. **PPC** Machine Gun 5. Sensors PPC 6. 6. **Machine Gun** 3. Cockpit Roll Again 1. PPC Roll Again Sensors Roll Again Roll Again 2. 2. Life Support Roll Again Roll Again 3. 3. 4-6 4-6 Roll Again Roll Again Center Torso 5. Roll Again 5. Roll Again Roll Again 6. Roll Again 6. **Fusion Engine** 2. **Fusion Engine** Left Torso Right Torso **Fusion Engine** 1-3 **Medium Laser** Gyro Single Heat Sink 5. Gyro Medium Laser Medium Laser 3. Medium Laser (R) 6. Gyro 3. **Medium Laser** 1-3 1-3 4. SRM 6 Medium Laser (R) Gyro SRM 6 Roll Again 5. 5. **Fusion Engine** 2. Ammo (MG) 200 6. Roll Again **Fusion Engine** 4-6 Ammo (SRM 6) 15 **Fusion Engine** Roll Again 1. 1.

Single Heat Sink

Single Heat Sink

Engine Hits

Sensor Hits

Life Support

Gyro Hits

5.

Ammo (SRM 6) 15

Upper Leg Actuator

Lower Leg Actuator

Foot Actuator

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Left Leg

2.

4.

5.

6.

1. Hip

3.

4.

5.

6.

4-6

Gunnery Skill: Piloting Skill:					
1	2	3	4	5	6
3	5	7	10	11	Dead
HEAT SCALE					
	3	1 2 3 5	1 2 3 3 3 5 7	1 2 3 4 3 5 7 10	1 2 3 4 5 3 5 7 10 11

	HEAT SCALE
	** Avoid Inferno explosion on
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	0-
3	1 (200 MC)
2	AN MEDIUMEN
1 0	1W-0
	V

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Right Leg

Upper Leg Actuator

Lower Leg Actuator

Foot Actuator

Single Heat Sink

Single Heat Sink

2.

3.

4.

5.

1. Hip

2.

3.

4.

5.

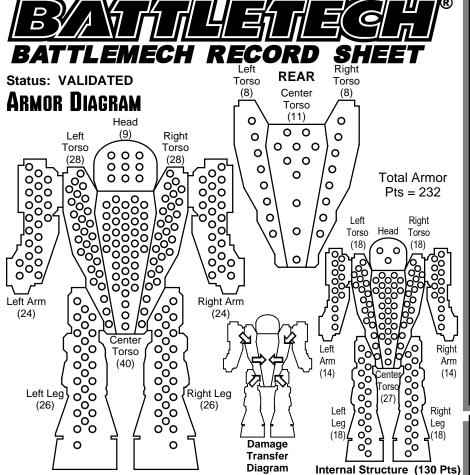
6.

4-6

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(hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 SRM 2 RΑ 2 2/hit - 3 1 LRM 15 5 1/hit 6 7 2 Medium Laser RT 2 Medium Laser LT 5 3 9 1 LRM 5 LT 2 1/hit 6 7 14 21 1 SRM 2 LT 2 2/hit - 3 Ammo Type: Rounds: SRM 2 50 **LRM 15** 8 LRM 5 24 Total Heat Sinks: 20 Single 000000000 000000000 Weapon Heat: Auto Eject: ☐ Disabled (23)☐ Operational **W**ARRIOR **D**ATA

'Mech Data

Inner Sphere

Biped 'Mech

Type: BattleMaster BLR-1S

Movement Points: Tech & Configuration:

Mass: 85 tons

Walking: 4

Running: 6

Jumping: 0

Name: **Gunnery Skill:** Piloting Skill: 6 Hits Taken 1 2 3 4 5 Consciousness # 3 5 7 10 11 Dead

	HEAT SCALE
	** Avoid Inferno explosion on
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	ranno Explosion, avoia on or (121)
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	onataown, avoid on or
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	

10 -2 Movement Points (** 4+) 9 8 +1 Modifier to Fire 6 5 -1 Movement Point 4 3 1 0

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
 - **Hand Actuator**
 - 5. LRM 15
 - LRM 15 6.
 - LRM 15
 - Ammo (LRM 15) 8 2.
- Roll Again 3.
- 4-6 Roll Again
 - 5. Roll Again
 - Roll Again 6.

Left Torso

- Single Heat Sink
- Medium Laser
- 3. **Medium Laser** 1-3
- 4. LRM 5
 - SRM₂ 5.
 - Ammo (LRM 5) 24
 - 1. Roll Again
 - Roll Again 2.
- Roll Again
- 4-6 4. Roll Again
 - 5. Roll Again
 - Roll Again 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink
- Single Heat Sink 6.

Head

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

Center Torso

- **Fusion Engine**
- **Fusion Engine**
- 2. **Fusion Engine**
- 3. 1-3
- Gyro
 - 5. Gyro

 - 6. Gyro
 - Gyro
 - **Fusion Engine** 2.
- **Fusion Engine**
- 4-6
 - **Fusion Engine**
 - Roll Again 5.
 - Roll Again 6.

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Arm

- Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
- **Hand Actuator**
 - SRM₂ 5.
 - 6. Roll Again
 - Roll Again
 - Roll Again 2.
- Roll Again 3.
- 4-6 Roll Again

 - Roll Again 5.

 - Roll Again 6.

Right Torso

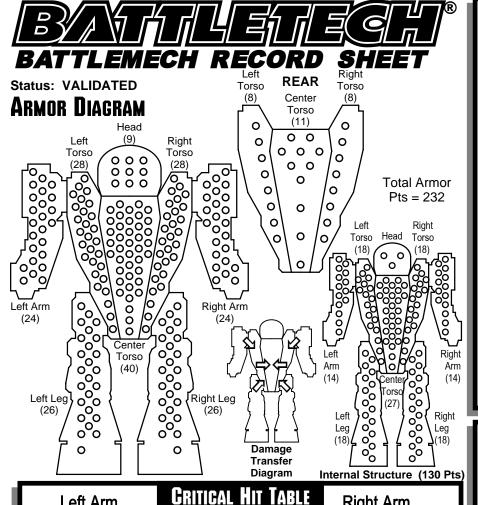
- Single Heat Sink
- Single Heat Sink
- **Medium Laser** 1-3
- **Medium Laser**
 - Ammo (SRM 2) 50 5.
 - 6. Roll Again
 - Roll Again 1.
 - Roll Again 2.

4-6

- Roll Again 3.
- Roll Again
- Roll Again 5.
- Roll Again

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Single Heat Sink
- 6. Single Heat Sink



Head

Life Support

Sensors

Cockpit Roll Again

Sensors

2.

5.

6.

2.

5.

6.

1-3

4-6

Life Support

Center Torso

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Roll Again

Roll Again

Engine Hits

Gyro

Gyro

Gyro

Gyro

☐ Operational ☐ Disabled (37)**W**ARRIOR **D**ATA Name: **Gunnery Skill: Piloting Skill:**

Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

HFAT SCALE

'Mech Data

Inner Sphere

Biped 'Mech

10

5

0000000

Weapon Heat:

3

4 2/hit

(hexes)

9

9

9

9 '

9

Lốc Ht Dma Min Sht Med Lna

Type: Battlemaster BLR-3M

Movement Points: Tech & Configuration:

RΑ

RT

LT

Total Heat Sinks: 18 Double (36)

RT(R) 3

LT(R) 3

Rounds:

200

30

Mass: 85 tons

Weapons Inventory:

Walking: 4

Running: 6

Jumping: 0

Qty Type

1 ER PPC

1 Machine Gun

2 Medium Laser

Medium Laser

2 Medium Laser

1 Medium Laser

Machine Gun

Auto Eject:

000000000

1 SRM 6

Ammo Type:

SRM 6

ER PPC Roll Again Roll Again Roll Again Roll Again Roll Again

Right Arm

Hand Actuator

Shoulder

ER PPC

ER PPC

2.

5.

6.

2.

3.

5.

6.

1-3

4-6

Right Torso

- Double Heat Sink **Double Heat Sink** 3. **Double Heat Sink** 1-3 Double Heat Sink **Double Heat Sink** 5. **Double Heat Sink**
- Double Heat Sink 1. **Double Heat Sink** 2. **Double Heat Sink** 3. 4-6 Medium Laser
 - **Medium Laser** 5. Medium Laser (R)

Gyro Hits 00 **Sensor Hits** 00 Right Leg Life Support

000

- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.

Left Arm

Shoulder

2.

5.

6.

2.

3.

4.

5.

6.

3.

5.

1.

2.

5.

6.

1. qiH

1-3

4-6

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Double Heat Sink

Double Heat Sink

Double Heat Sink

Machine Gun

Roll Again

Roll Again

Roll Again

Roll Again

Left Torso

Double Heat Sink

Double Heat Sink

Double Heat Sink

Medium Laser (R)

Ammo (MG) 200

Ammo (SRM 6) 15

Ammo (SRM 6) 15

Medium Laser

Medium Laser

SRM 6

SRM 6

CASE

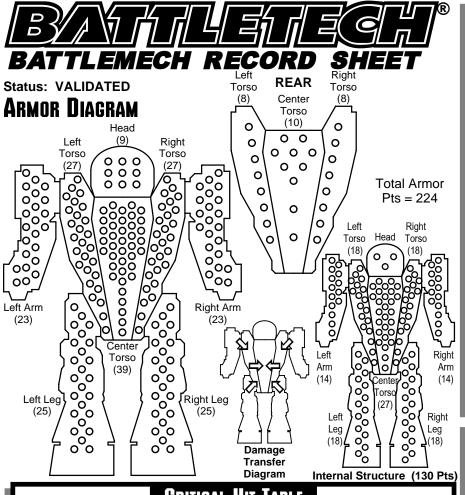
Left Leg

5. Roll Again Roll Again 6.

- 1. Hip
- 2. **Upper Leg Actuator Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Roll Again Roll Again 6.

IIIAI OUALL
** Avoid Inferno explosion on
Shutdown
Ammo Explosion, avoid on 8+ (** 12+)
Shutdown, avoid on 10+
-5 Movement Points
+4 Modifier to Fire
Ammo Explosion, avoid on 6+ (** 10+)
Shutdown, avoid on 8+
-4 Movement Points
Ammo Explosion, avoid on 4+ (** 8+)
Shutdown, avoid on 6+
+3 Modifier to Fire
-3 Movement Points
Shutdown, avoid on 4+ (** 6+)
+2 Modifier to Fire
-2 Movement Points (** 4+)
+1 Modifier to Fire
-1 Movement Point
. 1222
ALIVA CHAYAY FR
4×1
V

Upper Arm Actuator Lower Arm Actuator



Operational ☐ Disabled (34)**W**ARRIOR **D**ATA Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5

6 Consciousness # 3 5 7 10 11 Dead

'Mech Data

Inner Sphere

Biped 'Mech

6

4 2/hit -

(hexes)

6 1/hit 6 7 14

Weapon Heat:

6

6

9

Lốc Ht Dma Min Sht Med Lna

Type: Battlemaster BLR-3S

Movement Points: Tech & Configuration:

RA

LT

Rounds:

12

30

000000000 000000000

Mass: 85 tons

Weapons Inventory:

2 Medium Pulse Laser RT

2 Medium Pulse Laser LT

1 Medium Pulse Laser RT(R) 4

1 Medium Pulse Laser LT(R) 4

Total Heat Sinks: 22 Single

Walking: 4

Running: 6

Jumping: 0

Qty Type

1 LRM 20

SRM 6

Ammo Type:

LRM 20

SRM 6

00

Auto Eject:

1

n

HEAT SCALE ** Avoid Inferno explosion on.. 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ (** 12+) Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ (** 10+) 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ (** 8+) Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ (** 6+) 14 +2 Modifier to Fire 13 12 11 10 -2 Movement Points (** 4+) 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3 2

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3 **Hand Actuator**
 - 5. Roll Again

 - Roll Again 6.
 - Roll Again
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again 5. Roll Again
 - Roll Again 6.

Left Torso

- XL Engine 1.
- XL Engine
- 3. XL Engine
- 1-3
 - Medium Pulse Laser
 - **Medium Pulse Laser** 5.
 - Medium Pulse Laser (R)
 - 1. SRM 6
 - SRM 6 2.
- Ammo (SRM 6) 15 4-6
- 4. Ammo (SRM 6) 15
 - 5. CASE
 - Roll Again 6.

Left Leg

- Hip 1.
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink
- Single Heat Sink 6.

Head

- Life Support
- Sensors
- Cockpit
- Single Heat Sink
- Sensors
- Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- XL Engine
- 3. 1-3 Gyro

 - 5. Gyro
 - 6. Gyro

 - Gyro

4-6

- XL Engine 2.
- XL Engine
- XL Engine
- Single Heat Sink 5.
- Single Heat Sink

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Arm

- Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3 **Hand Actuator**

 - 5. LRM 20
 - LRM 20 6.
 - LRM 20
 - LRM 20 2.
- LRM 20 3. 4-6
 - Roll Again
 - 5. Roll Again
 - Roll Again

Right Torso

- 1. XL Engine
- XL Engine 2.
- 3. XL Engine 1-3
 - Single Heat Sink Single Heat Sink 5.
 - Medium Pulse Laser

 - **Medium Pulse Laser** 1. Medium Pulse Laser (R) 2.

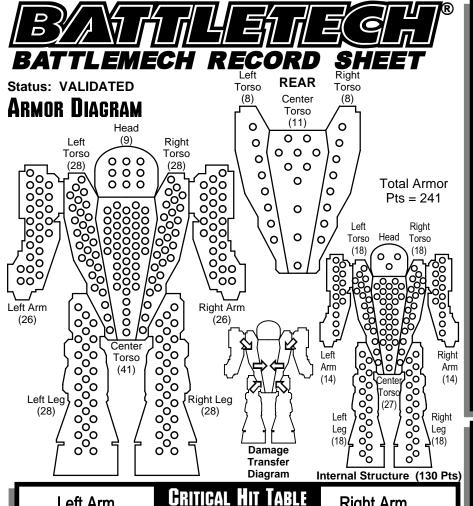
 - Ammo (LRM 20) 6
 - 4. Ammo (LRM 20) 6
 - CASE 5.
 - Roll Again

Right Leg

1. Hip

4-6

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink
- 6. Single Heat Sink



- Shoulder **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 **Hand Actuator** 5. Gauss Rifle
 - **Gauss Rifle** 6.
 - Gauss Rifle
 - **Gauss Rifle** 2.
- **Gauss Rifle** 3. 4-6 **Gauss Rifle**
 - Gauss Rifle 5.
- Ferro-Fibrous Light Fusion Engine

4-6

Life Support

- **Light Fusion Engine**

- 3. **ER Medium Laser**

Light Fusion Engine

Light Fusion Engine

- **ER Medium Laser**
- **Medium Laser** 5.

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

6.

1-3

4-6

1-3

Upper Arm Actuator

Lower Arm Actuator

Small Pulse Laser

Small Pulse Laser

Hand Actuator

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Roll Again

Roll Again

Roll Again

Left Torso

- 6. SRM 6
- SRM 6 1.
- Artemis IV FCS
- Ammo (SRM 6) 15 4-6 Ammo (SRM 6) 15 4.
- - 5. CASE
 - Ferro-Fibrous 6.

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- Foot Actuator 4.
- 5. Ferro-Fibrous
- Ferro-Fibrous 6.

- Center Torso

- **Light Fusion Engine**
- Gyro

Head

Life Support

Sensors

Cockpit Ferro-Fibrous

Sensors

- 5. Gyro
- 6. Gyro
- Gyro
- **Light Fusion Engine**
- **Light Fusion Engine**
- **Light Fusion Engine**
- Ferro-Fibrous 5.
- Ferro-Fibrous

Engine Hits OOO **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Torso

- Light Fusion Engine
- **Light Fusion Engine**
- **ER Medium Laser** 1-3
 - **ER Medium Laser**
 - **Medium Laser** 5.
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8 1.
 - Ammo (Gauss) 8 2.
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again 5.
 - Roll Again

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Ferro-Fibrous
- Ferro-Fibrous 6.

Mass: 85 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 Gauss Rifle 15 15 2 Small Pulse Laser 2 ER Medium Laser 12 **Medium Laser** 9 2 ER Medium Laser 12 1 Medium Laser 5 9 LT 3 SRM 6 w/ Artemis IV LT 4 2/hit -3 9 Rounds: Ammo Type: **Gauss Rifle** 24 SRM 6 30 Total Heat Sinks: 13 Double (26) 000000000 000 Weapon Heat: Auto Eject: ☐ Disabled (35)☐ Operational

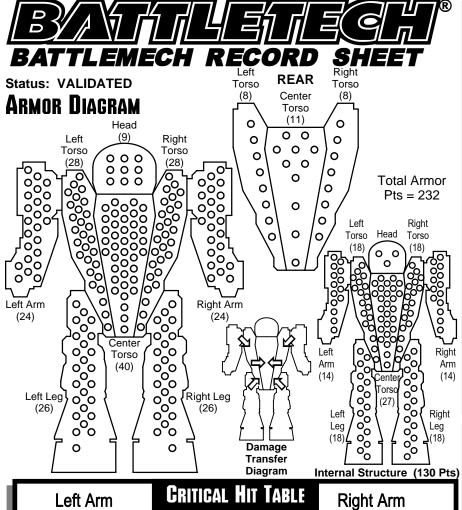
'Mech Data

Type: BattleMaster BLR-4S

WARRIOR **D**ATA **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

Name:

HEAT SCALE ** Avoid Inferno explosion on.. 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ (** 12+) Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ (** 10+) 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ (** 8+) Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ (** 6+) 14 13 +2 Modifier to Fire 12 11 10 -2 Movement Points (** 4+) 9 8 +1 Modifier to Fire 6 -1 Movement Point 5 4 3 2 1 n



Head

3.

2.

5.

6.

2.

5.

6.

Life Support

Sensors

Cockpit Roll Again

Sensors

Life Support

Center Torso

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Gyro

Gyro

Gyro

Gyro

Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 Light Gauss Rifle 8 17 1 ER Large Laser 19 2 ER Medium Laser 12 1 ER Medium Laser 2 ER Medium Laser 12 1 ER Medium Laser LT(R) 5 12 Ammo Type: Rounds: **Light Gauss Rifle** Total Heat Sinks: 14 Double (28) 000000000 0000 Weapon Heat: Auto Eject: ☐ Disabled (43)☐ Operational **W**ARRIOR **D**ATA

Piloting Skill:

7 10 11 Dead

'Mech Data

Type: BattleMaster BLR-5M

Movement Points: Tech & Configuration:

Mass: 85 tons

Right Arm	Ш
	ш
Shoulder	ш
Upper Arm Actuator	ш
Lower Arm Actuator	ш
Hand Actuator	
Light Gauss Rifle	ш
Light Gauss Rifle	ш
Light Gauss Piffs	ш

Name:

Gunnery Skill:

Consciousness #

Hits Taken

1 2 3 4 5 6

3

HEAT SCALE

6. Light (Light Gauss Rifle Light Gauss Rifle 2. Light Gauss Rifle 3.

4-6 Ammo (Lt Gauss) 16

ER Large Laser 5. ER Large Laser

2.

3.

5.

1-3

Right Torso

		0
	1.	ER Medium Laser
	2.	ER Medium Laser
1-3	3.	ER Medium Laser (R)
1-3	4.	Roll Again
	5.	Roll Again
	6	Roll Again

Roll Again 1. Roll Again

5.

6.

Roll Again Roll Again 2. Roll Again Roll Again 4-6 Roll Again

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Roll Again Right Leg Hip

Roll Again

Roll Again

Upper Leg Actuator 3. **Lower Leg Actuator Foot Actuator** 4. Roll Again

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	· 1000 mm
2	AV ACAYMAR
1	4XVXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
0	V
	29 28 27 26 25 24 23 22 21 20 119 18 17 16 15 14 11 10 9 8 7 6 5 4 3 2

Double Heat Sink Roll Again 2. Roll Again 3. 4-6 4. Roll Again 5. Roll Again Roll Again 6. Left Torso 1-3 **ER Medium Laser ER Medium Laser** 3. ER Medium Laser (R) 1-3 4. Roll Again Roll Again 5. Roll Again 4-6 1. Roll Again Roll Again 2. Roll Again 4-6 4. Roll Again 5. Roll Again Roll Again Left Leg 1. Hip **Upper Leg Actuator** Lower Leg Actuator 3. **Foot Actuator** 4.

Shoulder

2.

5.

6.

5.

6.

Roll Again

Roll Again

1-3

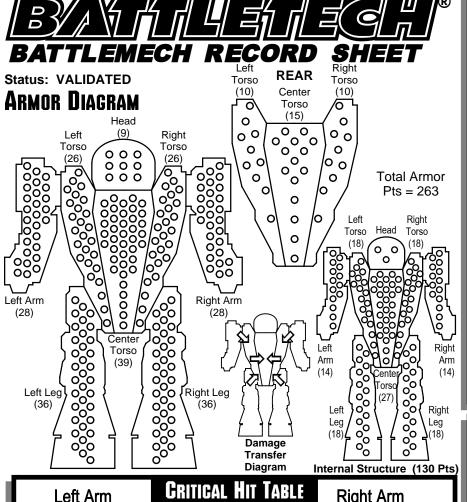
Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Double Heat Sink

Double Heat Sink



Head

3.

2.

6.

Life Support

ER Small Laser (R)

Sensors

Cockpit

Sensors

Life Support

Center Torso

Right Arm Shoulder

- **Upper Arm Actuator** 2. **Lower Arm Actuator** 3.
- 1-3 Double Heat Sink 5. **Double Heat Sink**
 - Double Heat Sink
 - Double Heat Sink **Double Heat Sink** 2.
- **Double Heat Sink** 3. 4-6
- ER PPC
- ER PPC 5. ER PPC 6.

Compact Engine Compact Engine

- Right Torso **Compact Engine Heavy Duty Gyro** Double Heat Sink 1.
- 5. **Heavy Duty Gyro Double Heat Sink** 2. **Heavy Duty Gyro** 3. **Double Heat Sink** 1-3
- Double Heat Sink **Heavy Duty Gyro Double Heat Sink** 5. Double Heat Sink 2. **Double Heat Sink**
- Double Heat Sink Double Heat Sink Double Heat Sink 1. Guardian ECM 2. **Double Heat Sink**
- Guardian ECM Double Heat Sink 3. 4-6 ER Medium Laser
- ER Medium Laser 5. Engine Hits 000 **ER Medium Laser**

CASE 000 **Gyro Hits** Left Leg **Sensor Hits** 00

Life Support

4-6

1. diH **Upper Leg Actuator**

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

6.

1.

3.

4.

5.

1.

2.

5.

6.

1-3

4-6

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

ER Medium Laser

ER Medium Laser

ER Medium Laser

Ammo (Streak 4) 25

Streak SRM 4

Roll Again

Roll Again

Left Torso

- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. **B-Pod** 6. Roll Again

- Right Leg 1. Hip
- 2. **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4. 5. **B-Pod**
- Roll Again 6.

'MECH DATA

Type: BattleMaster BLR-10S

Mass: 85 tons

Movement Points: Tech & Configuration: Walking: 3 Inner Sphere Running: 5 Biped 'Mech Jumping: 0

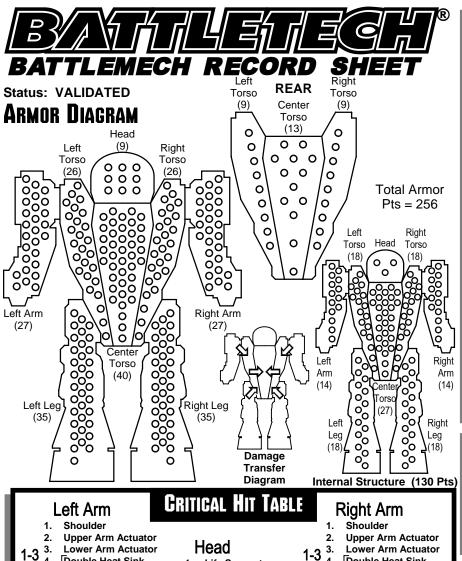
Weapons Invento	orv:	(hexes)					
Qty Type	Loc	Ht D	mg	Min	Sht	Med	Lng
1 ER PPC	RA	15	10	-	7	14	23
3 ER Medium Laser	RT	5	5	-	4	8	12
3 ER Medium Laser	LT	5	5	-	4	8	12
1 Streak SRM 4	LT	3	2/hit	-	3	6	9
1 Guardian ECM	СТ	0	-	-	-	-	6
1 ER Small Laser	HD(F	R) 2	3	-	2	4	5
1 B-Pod	LL	0	-	-	-	-	-
1 B-Pod	RL	0	-	-	-	-	
Ammo Type: Streak SRM 4	Roui 25						
Total Heat Sinks: 20 Double (40)							

i otal Heat Sinks: 20 Double (40) 000000000 000000000 Weapon Heat: Auto Eject:

☐ Operational ☐ Disabled (50)

WARRIOR DATA						
Name:						
Gunnery Skill: Piloting Skill:						
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

	HEAT SCALE
30	Shutdown
29 28 27	Ammo Explosion, avoid on 8+
26 25	Shutdown, avoid on 10+ -5 Movement Points
24 23	+4 Modifier to Fire Ammo Explosion, avoid on 6+
22 21	Shutdown, avoid on 8+
19 19	-4 Movement Points Ammo Explosion, avoid on 4+
18 17 16	Shutdown, avoid on 6+ +3 Modifier to Fire
15 14	-3 Movement Points Shutdown, avoid on 4+
13	+2 Modifier to Fire
11 10	-2 Movement Points
8	+1 Modifier to Fire
7 6 5	-1 Movement Point
4 3	-1 Movement Point
2	MACAMER.
0	V, 2



- 3. **Lower Arm Actuator**
- Double Heat Sink 5. **Double Heat Sink**
 - 6. Double Heat Sink
- Double Heat Sink **Double Heat Sink** 2. **Double Heat Sink**
- 3. 4-6 ER PPC
- ER PPC 5. ER PPC

6.

4-6

Center Torso

Life Support

Sensors

Cockpit Roll Again

Sensors

Life Support

- **Fusion Engine** 2. **Fusion Engine**
- **Fusion Engine** 3.
- Gyro

3.

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

C³ Master Computer

C³ Master Computer

C³ Master Computer

C³ Master Computer

C³ Master Computer

ER Medium Laser

ER Medium Laser

Upper Leg Actuator

Lower Leg Actuator

Foot Actuator

Jump Jet

MRM 30

MRM 30

MRM 30

MRM 30

MRM 30

Left Leg

Left Torso

5.

6.

1.

2.

3.

5.

6.

3.

5.

1.

2.

3.

4.

5.

6.

1. diH

3.

4.

5.

6.

1-3

4-6

4-6

- 5. Gyro
- 6. Gyro
- Gyro **Fusion Engine** 2.
- **Fusion Engine**
- **Fusion Engine** Jump Jet 5.
 - 6. Roll Again

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Torso

- C³ Master Computer C³ Master Computer 2. 3. C³ Master Computer
- 1-3 C³ Master Computer C³ Master Computer 5. Double Heat Sink
 - Double Heat Sink 1.
 - 2. Double Heat Sink Ammo (MRM 30) 8 3.
 - Ammo (MRM 30) 8
 - Ammo (MRM 30) 8 5. CASE

Right Leg

- Hip
- **Upper Leg Actuator Lower Leg Actuator** 3.
- **Foot Actuator**
- 4. 5. Jump Jet
- Roll Again 6.

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'Mech Data

Type: BattleMaster BLR-CM Mass: 85 tons

Movement Points: Tech & Configuration: Walking: 3 Inner Sphere Running: 5 **Biped 'Mech**

Jumping: 3 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 ER PPC 15 10 - 7 14 23 1 C3 Master Computer RT 1 C3 Master Computer LT 2 ER Medium Laser MRM 30 10 1/hit -8 15

Total Heat Sinks: 16 Double (32) 000000000 000000

Ammo Type:

MRM 30

Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (35)

Rounds:

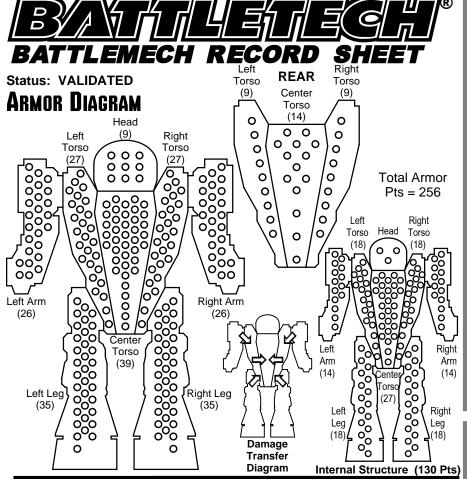
24

WARRIOR DATA

•					_	
Name:						
Gunnery Skill:		. Pi	loting	Skill	·	
Hits Taken	1	2	3	4	5	6
Consciousness #	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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	1000000
2	an seixustr
1	1//
0	V



Right Arm Shoulder

- **Upper Arm Actuator** 2. 3. **Lower Arm Actuator**
- 1-3 Double Heat Sink 5. **Double Heat Sink**
 - 6. Double Heat Sink
 - Double Heat Sink **Double Heat Sink** 2.
- **Double Heat Sink** 3. 4-6
- ER PPC ER PPC 5.
- Center Torso

CRITICAL HIT TABLE

Life Support

Sensors

Cockpit Roll Again

Sensors

Life Support

1. XL Engine XL Engine

Head

3.

- 2. XL Engine 3.
- 1-3 Gyro 5. Gyro

3. 4-6

5.

- XL Engine 6. Gyro Double Heat Sink Gyro 2. XL Engine
- Double Heat Sink 5. Double Heat Sink

Left Torso

XL Engine

XL Engine

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

6.

1.

3.

1-3

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

ER Medium Laser

ER Medium Laser

- 1. ER Large Laser ER Large Laser 2.
- Streak SRM 6 4-6 Streak SRM 6
 - 5. Ammo (Streak 6) 15 CASE
 - Left Leg
 - 1. qiH

6.

- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Roll Again Roll Again 6.
- ER Medium Laser (R) Engine Hits 000 **Gyro Hits** 00

XL Engine

XL Engine

ER Medium Laser (R)

Sensor Hits 00 Life Support

ER PPC

- Right Torso XL Engine
- XL Engine 3. XL Engine
- 1-3 ER Large Laser
 - ER Large Laser 5. C³ Master Computer
 - C³ Master Computer
 - C³ Master Computer C³ Master Computer
 - C³ Master Computer 5. Roll Again
 - Roll Again

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Roll Again Roll Again 6.

'Mech Data

Type: BattleMaster BLR-K3

Mass: 85 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech**

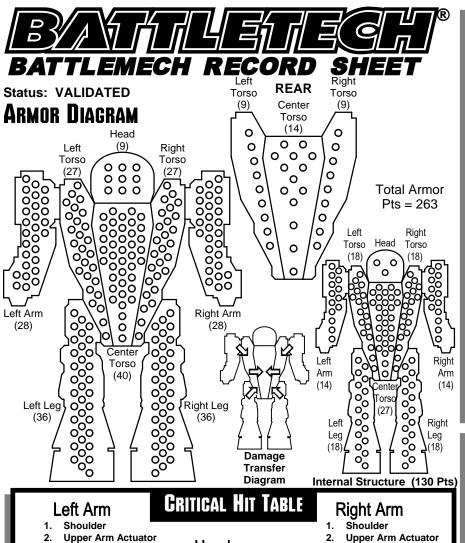
Jumping: 0 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 ER PPC - 7 14 23 15 10 2 ER Medium Laser 1 ER Large Laser 14 19 1 C3 Master Computer RT 1 ER Large Laser 8 7 12 14 19 1 Streak SRM 6 4 2/hit - 3 2 ER Medium Laser CT(R) 5 5 - 4 8 12 Ammo Type: Rounds: Streak SRM 6 15 Total Heat Sinks: 18 Double (36)

000000000 0000000 Weapon Heat: Auto Eject: ☐ Disabled (63)Operational

Name:

WARRIOR **D**ATA **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

HEAT SCALE 30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 -1 Movement Point 5 4 3 2 1 n



Head

Life Support

Heavy Ferro-Fibrous

Sensors

Cockpit

Sensors

Gyro

Gyro

Gyro

Gyro

2.

5.

6.

5.

Life Support

Center Torso

Light Fusion Engine

Light Fusion Engine

Light Fusion Engine

Light Fusion Engine

Light Fusion Engine Light Fusion Engine

Heavy Ferro-Fibrous

Heavy Ferro-Fibrous

Engine Hits OOO

00

00

Gyro Hits

Sensor Hits

Life Support

- **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 Light Gauss Rifle Light Gauss Rifle 5.
 - **Light Gauss Rifle**
 - Light Gauss Rifle Light Gauss Rifle 2.
- Ammo (Lt Gauss) 16 3. 4-6 Heavy Ferro-Fibrous
 - 5. Heavy Ferro-Fibrous Heavy Ferro-Fibrous

Right Torso

- Light Fusion Engine Light Fusion Engine
- 3. Light PPC 1-3 4. Light PPC
 - C³ Master Computer 5. C³ Master Computer
 - 1. C³ Master Computer 2. C³ Master Computer
 - C³ Master Computer Heavy Ferro-Fibrous
 - 5. Heavy Ferro-Fibrous Heavy Ferro-Fibrous

Right Leg

4-6

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3. **Foot Actuator** 4.

Heavy Ferro-Fibrous Heavy Ferro-Fibrous 6.

Type: BattleMaster BLR-M3 Mass: 85 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Loc Ht Dma Min Sht Med Lna Qty Type 1 Light Gauss Rifle RA 3 8 17 2 Medium Pulse Laser LA 6 4 6 1 Liaht PPC 18 3 6 12 1 C3 Master Computer RT 1 Light PPC 6 12 18 MML 5 LRM (24 salvos/ton) 1/hit 6 7 14 21 SRM (20 salvos/ton) 2/hit -3 6 Ammo Type: Rounds: **Light Gauss Rifle** MML 5 Total Heat Sinks: 12 Double (24) 000000000 00 Weapon Heat: Auto Eject: ☐ Disabled (22)☐ Operational

MECH DATA

Warrior Data							
Name:	Name:						
Gunnery Skill: Piloting Skill:							
Hits Taken	Hits Taken 1 2 3 4 5 6						
Consciousness #	3	5	7	10	11	Dead	

30 Shutdown 29 28 Ammo Explosion, avoid on 8+ 27 26 Shutdown, avoid on 10+ 25 -5 Movement Points +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 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 +2 Modifier to Fire 12 11 10 -2 Movement Points 9 8 +1 Modifier to Fire 7 6 5 -1 Movement Point 4 3 2 1		HEAT SCALE
29 28 Ammo Explosion, avoid on 8+ 27 26 Shutdown, avoid on 10+ 25 -5 Movement Points +4 Modifier to Fire Ammo Explosion, avoid on 6+ 21 20 -4 Movement Points 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire 15 -3 Movement Points 14 Shutdown, avoid on 4+ +2 Modifier to Fire 11 10 -2 Movement Points 9 +1 Modifier to Fire 7 6 5 -1 Movement Point 4 3 2 1		
Ammo Explosion, avoid on 8+ 27 26 Shutdown, avoid on 10+ 25 -5 Movement Points +4 Modifier to Fire Ammo Explosion, avoid on 6+ Shutdown, avoid on 8+ 21 -4 Movement Points Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire 16 -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire 11 10 -2 Movement Points 9 +1 Modifier to Fire 7 6 -1 Movement Points -1 Movement Points	30	Shutdown
27 26 Shutdown, avoid on 10+ 25 -5 Movement Points +4 Modifier to Fire Ammo Explosion, avoid on 6+ Shutdown, avoid on 8+ 21 -4 Movement Points Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 17 +3 Modifier to Fire 16 -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire 11 -2 Movement Points 9 +1 Modifier to Fire 7 -6 -1 Movement Point 3 2 -1	29	
26 Shutdown, avoid on 10+ 25 -5 Movement Points 24 +4 Modifier to Fire Ammo Explosion, avoid on 6+ 21 Shutdown, avoid on 8+ 21 -4 Movement Points Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 17 -3 Movement Points 14 -3 Movement Points 15 -3 Movement Points 14 +2 Modifier to Fire 16 -2 Movement Points 17 -2 Movement Points 18 +1 Modifier to Fire 19 -1 Movement Points 10 -2 Movement Points 11 -2 Movement Points 12 -1 Movement Points 13 -1 Movement Points 14 -1 Modifier to Fire 15 -1 Movement Points 16 -1 Movement Points 17 -1 Movement Points 18 -1 Movement Points 19 -1 Movement Points 10 -1 Movement Points 11 -1 Movement Points 12 -1 Movement Points 13 -1 Movement Points 14 -1 Movement Points 15 -1 Movement Points 16 -1 Movement Points 17 -1 Movement Point		Ammo Explosion, avoid on 8+
25 -5 Movement Points +4 Modifier to Fire Ammo Explosion, avoid on 6+ Shutdown, avoid on 8+ 21 20 -4 Movement Points Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire 3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire 21 21 21 21 21 22 33 24 35 26 36 37 38 40 40 40 40 40 40 40 40 40 40 40 40 40		
24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 21 Shutdown, avoid on 8+ 21 -4 Movement Points 29 -4 Movement Points Ammo Explosion, avoid on 4+ 30 Shutdown, avoid on 6+ 43 Modifier to Fire 4 -3 Movement Points 5 Shutdown, avoid on 4+ 42 Modifier to Fire 4 -2 Movement Points 9 +1 Modifier to Fire 7 -6 -1 Movement Point 4 -3 -1 Movement Point 5 -1 Movement Point 7 -1 Movement Point		
Ammo Explosion, avoid on 6+ Shutdown, avoid on 8+ 21 20 -4 Movement Points Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire 12 11 10 -2 Movement Points 9 8 +1 Modifier to Fire 7 6 5 -1 Movement Point 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		· · · · · · · · · · · · · · · · ·
22 Shutdown, avoid on 8+ 21 -4 Movement Points Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 17 +3 Modifier to Fire 16 -3 Movement Points Shutdown, avoid on 4+ 13 +2 Modifier to Fire 10 -2 Movement Points 9 +1 Modifier to Fire 7 -6 -1 Movement Point 3 2 1		
21 20 -4 Movement Points Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire 2 11 10 -2 Movement Points 9 +1 Modifier to Fire 7 6 5 -1 Movement Point 3 2 1		
-4 Movement Points 19 Ammo Explosion, avoid on 4+ 18 Shutdown, avoid on 6+ 17 16 15 -3 Movement Points 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire 11 10 -2 Movement Points 9 +1 Modifier to Fire 7 6 5 -1 Movement Point 4 3 2 1		Shutdown, avoid on 8+
Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 17 16 15 -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 7 6 5 -1 Movement Point 4 3 2 1	21	
Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire -2 Movement Points +1 Modifier to Fire -1 Movement Point -1 Movement Point -3 Movement Point -4 Movement Point -3 Movement Point -4 Movement Point -3 Movement Point	20	-4 Movement Points
17 16 15 -3 Movement Points Shutdown, avoid on 4+ 13 12 11 10 -2 Movement Points 9 8 +1 Modifier to Fire 7 6 5 -1 Movement Point 4 3 2 1	19	Ammo Explosion, avoid on 4+
-3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire -2 Movement Points 9 +1 Modifier to Fire -1 Movement Point -1 Movement Point -2 Movement Points -3 Point Point -4 Point Point -4 Point Point -5 Point Point -6 Point Point -7 Point P	18	Shutdown, avoid on 6+
-3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire -2 Movement Points 9 +1 Modifier to Fire -1 Movement Point 4 3 2 1	17	+3 Modifier to Fire
Shutdown, avoid on 4+ 13 12 11 10 -2 Movement Points 9 8 +1 Modifier to Fire 7 6 5 -1 Movement Point 4 3 2 1	16	
+2 Modifier to Fire 12 11 10 -2 Movement Points 9 8 +1 Modifier to Fire 7 6 5 -1 Movement Point 4 3 2 1	15	-3 Movement Points
+2 Modifier to Fire 12 11 10 -2 Movement Points 9 8 +1 Modifier to Fire 7 6 5 -1 Movement Point 4 3 2 1	14	Shutdown, avoid on 4+
11	13	
11	12	
-2 Movement Points 9 8 +1 Modifier to Fire 7 6 5 -1 Movement Point 4 3 2 1	11	
+1 Modifier to Fire 7 6 5 -1 Movement Point 4 3 2 1	10	-2 Movement Points
-1 Movement Point -1 Mov	9	
-1 Movement Point -1 Movement Point -1 Movement Point		+1 Modifier to Fire
-1 Movement Point 3 2 1	7	
4 3 2 1	6	
3 2 1	5	-1 Movement Point
2 1	4	
1 4000000000000000000000000000000000000	3	. M
	2	AN ACAYNAR
1/0 -	1	4XM22000
LO V	0	V

Heavy Ferro-Fibrous Left Torso

Light Fusion Engine 1-3

Lower Arm Actuator

Medium Pulse Laser

Medium Pulse Laser

Heavy Ferro-Fibrous

Heavy Ferro-Fibrous

Heavy Ferro-Fibrous

Heavy Ferro-Fibrous

Heavy Ferro-Fibrous

Hand Actuator

- **Light Fusion Engine** 3. Light PPC
- 1-3 4. Light PPC

2.

5.

6.

2.

3.

5.

6.

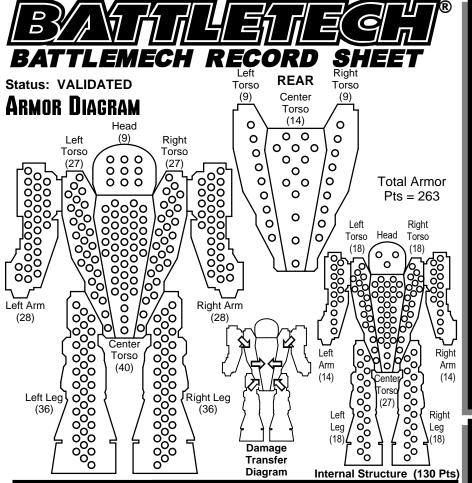
1-3

4-6

- MML 5 5. 6. MML 5
- 1.
- _ Ammo (MML 5) 20/24 2.
- Ammo (MML 5) 20/24 4-6
- 4. CASE 5.
 - Heavy Ferro-Fibrous Heavy Ferro-Fibrous

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Heavy Ferro-Fibrous 6.
- Heavy Ferro-Fibrous



Right Arm (CASE)

- Shoulder **Upper Arm Actuator** 2.
- **Lower Arm Actuator**
- 1-3 **Hand Actuator** 5. THAG 30
 - 6. HAG 30

 - **HAG 30**
- **HAG 30** 2. HAG 30 3.
- 4-6 HAG 30
 - 5. HAG 30
 - HAG 30

1. XL Engine

CRITICAL HIT TABLE

Life Support

Sensors

Cockpit Endo Steel

Sensors

Life Support

Center Torso

- 2. XL Engine
- XL Engine 3. Gyro

Gyro

Gyro

XL Engine

XL Engine

XL Engine

Head

1-3 Gyro

6.

2.

3.

5.

- 5.
- XL Engine 3. Adv. Tact. Msl. 6

Left Torso (CASE)

Adv. Tact. Msl. 6

Left Arm

Shoulder

2.

5.

6.

2.

3.

5.

6.

1.

1-3

4-6

1-3

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Roll Again

Roll Again

Roll Again

XL Engine

- Adv. Tact. Msl. 6 5.
- Medium Pulse Laser
- Medium Pulse Laser 4-6
- 1.
- **ER Medium Laser** 2. Ammo (ATM 6) 10
- 4-6 4. Ammo (ATM 6) 10
 - Ammo (ATM 6) 10 5.
 - Endo Steel 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. **Double Heat Sink** 6. Double Heat Sink
- Engine Hits 000 **Gyro Hits** 00

Ammo (HAG30) 4

Ammo (HAG30) 4

Sensor Hits 00 Life Support

Right Torso

- XL Engine 1.
- XL Engine 2.
- **Medium Pulse Laser** 1-3 **Medium Pulse Laser**
 - **ER Medium Laser** 5.
 - 6. Targeting Computer

 - 1. **Targeting Computer** 2.
 - Targeting Computer
 - **Targeting Computer** 3. Targeting Computer
 - Ammo (HAG30) 4 5.
 - Ammo (HAG30) 4

Right Leg

Hip 1.

4-6

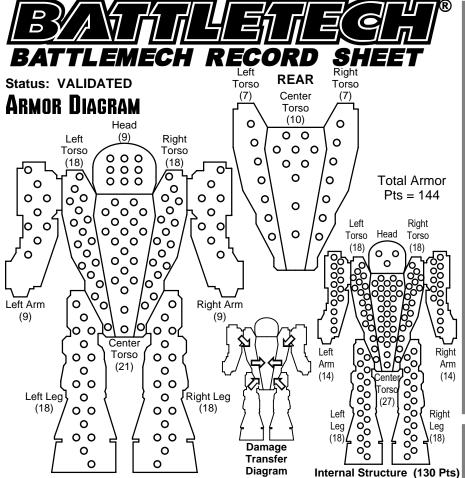
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Double Heat Sink
- 6. Double Heat Sink

Type: BattleMaster C Mass: 85 tons Movement Points: Tech & Configuration: Walking: 4 Clan Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 HAG 30 RA 6 30 2 8 24 2 Medium Pulse Laser RT 12 8 1 ER Medium Laser RT 10 15 1 Adv. Tact. Msl. 6 15 **ER ATM Ammo** 1/hit 4 9 18 27 **HE ATM Ammo** 3/hit -9 Medium Pulse Laser LT 4 7 4 8 12 1 ER Medium Laser LT 5 10 15 1 Targeting Computer Ammo Type: Rounds: Adv. Tact. Msl. 6 30 Total Heat Sinks: 15 Double (30) 000000000 00000 Weapon Heat: Auto Eject: ☐ Disabled (36)☐ Operational

'MECH DATA

WARRIOR **D**ATA Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	· 1200m-
2	AL ACTIVITIES
1	4×V2
0	V



Mass: 85 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere Running: 6 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 LRM 20 6 1/hit 6 7 14 1 LRM 20 6 1/hit 6 7 14 LA 21 1 LRM 5 RT 2 1/hit 6 7 14 21 1 LRM 5 LT 2 1/hit 6 7 14 1 Small Laser 3 HD - 1 2 Ammo Type: Rounds: **LRM 20** 24 LRM 5 48 Total Heat Sinks: 13 Single 000000000 000 Weapon Heat: Auto Eject: ☐ Disabled (17)☐ Operational **W**ARRIOR **D**ATA Name:

Gunnery Skill:

Consciousness #

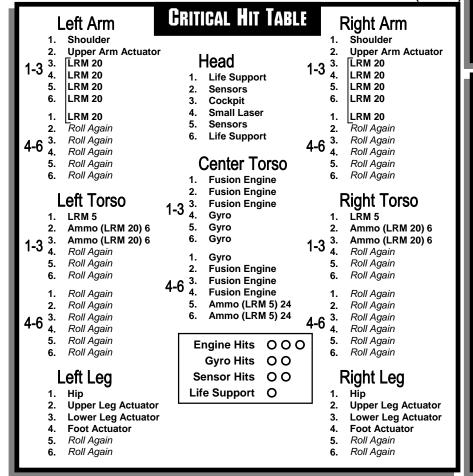
Hits Taken

1 | 2 | 3 | 4 | 5

3 | 5 | 7 | 10 | 11 | Dead

'MECH DATA

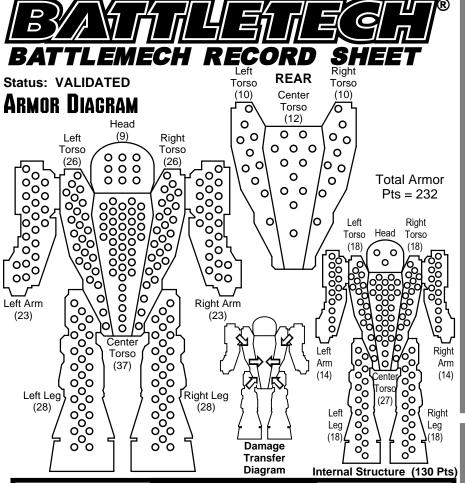
Type: Longbow LGB-0W



	HEAT SCALE
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	
22	Ammo Explosion, avoid on 6+
21	Shutdown, avoid on 8+
	4 Mayamant Dainta
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	. 1222
2	CN ACCEVANTED
1	4×M2
0	V

Piloting Skill:

6



Mass: 85 tons Movement Points: Tech & Configuration: Walking: 3 Inner Sphere Running: 5 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 LRM 20 6 1/hit 6 7 14 RA 21 1 LRM 20 6 1/hit 6 LA 1 Medium Laser RT 5 1 LRM 5 RT 2 1/hit 6 7 14 21 1 LRM 5 LT 2 1/hit 6 7 14 Medium Laser LT 5 Ammo Type: Rounds: **LRM 20** 24 LRM 5 24 Total Heat Sinks: 22 Single 000000000 000000000 00 Auto Eject: Weapon Heat: ☐ Operational ☐ Disabled (22)**W**ARRIOR **D**ATA

'MECH DATA

Type: Longbow LGB-7Q

er m	O_	Name:					_
\BLE	,	Gunnery Skill:		. Pi	loting	Skill	: .
	Right Arm	Hits Taken	1	2	3	4	
	Shoulder Upper Arm Actuator	Consciousness #	3	5	7	10	
1-3	3. LRM 20						
1-	9 4. LRM 20						-
	5. LRM 20		Μ	44	M		
	6 I RM 20			٠,	1117		

30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 13 +2 Modifier to Fire 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 5 4 -1 Movement Point 2 1 0

Critical Hit Ta

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- **LRM 20** 3. 1-3 LRM 20
- 5. LRM 20

 - 6. LRM 20

 - LRM 20
 - Roll Again 2.
- Roll Again 3. 4-6
 - Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Torso

- Single Heat Sink
- Single Heat Sink
- 3. Single Heat Sink
- 1-3 4. Single Heat Sink
 - LRM 5 5.
 - Medium Laser
 - Ammo (LRM 20) 6 1.
 - Ammo (LRM 20) 6 2.
- Roll Again 4-6
 - 4. Roll Again
 - 5. Roll Again Roll Again 6.

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink
- Single Heat Sink 6.

Head

- Life Support
- Sensors
- 3. Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- **Fusion Engine**
- **Fusion Engine**
- 2. **Fusion Engine**
- 3. 1-3

2.

6.

- Gyro
 - 5. Gyro

 - 6. Gyro
- Gyro
- **Fusion Engine** Fusion Engine
- 4-6
 - **Fusion Engine**
 - Ammo (LRM 5) 24 5.
 - Roll Again

Engine Hits 000 **Gyro Hits** 00 00 Sensor Hits Life Support

- LRM 20
- LRM 20
- Roll Again 2.
- Roll Again 3. 4-6
- Roll Again
- 5. Roll Again
- Roll Again

Right Torso

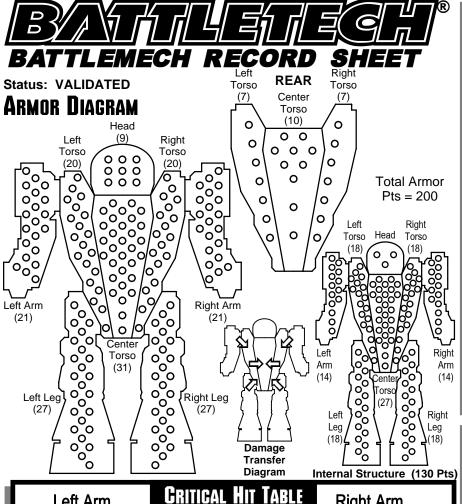
- Single Heat Sink
- Single Heat Sink
- 3. Single Heat Sink 1-3
- Single Heat Sink
 - LRM 5 5.
 - **Medium Laser**
 - Ammo (LRM 20) 6 1.
 - 2. Ammo (LRM 20) 6
 - Roll Again 3.
- 4-6 4. Roll Again
 - Roll Again 5.
 - Roll Again

Right Leg

- 1. Hip
- 2. **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Single Heat Sink
- 6. Single Heat Sink

6 5

11 Dead



Head

Life Support

Sensors

Cocknit **ER Small Laser**

Sensors

Life Support

Center Torso

Right Arm Shoulder

- **Upper Arm Actuator** 2. MML 7 3.
- 1-3 MML 7 MML 7 5.
 - 6. MML 7
 - Artemis IV FCS MML 7 2.
- MML 7 3. 4-6 MML 7 5. MML 7
 - Artemis IV FCS 6.

1. XL Engine XL Engine Right Torso XL Engine

- Gyro XL Engine Gyro XL Engine 2.
- Gyro 3. XL Engine 1-3 MML 7 Gyro MML 7 5. XL Engine
- 6. MML 7 XL Engine XL Engine MML 7 1.

00

ER Small Laser 5. Artemis IV FCS 2. **ER Small Laser** Ammo (MML 7) 14/17 4-6 Ammo (MML 7) 14/17 Ammo (MML 7) 14/17

5.

Ammo (MML 7) 14/17 Engine Hits 000 CASE **Gyro Hits** 00

Sensor Hits

Life Support

2.

3. 1-3

5.

6.

2.

3. 4-6

Left Leg 1. diH

Left Arm

Shoulder

MML 7

MML 7

MML 7

MML 7

MML 7

MML 7

MML 7

MML 7

2.

3.

5.

6.

2.

3.

4.

5.

6.

3.

4.

5.

6.

1.

2.

4.

5.

6.

1-3

4-6

1-3

4-6

Upper Arm Actuator

Artemis IV FCS

Artemis IV FCS

Left Torso

XL Engine

XL Engine

XL Engine

MML 7

MML 7

MML 7

MML 7

Upper Leg Actuator

Artemis IV FCS

Ammo (MML 7) 14/17

Ammo (MML 7) 14/17

- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Roll Again
- Roll Again 6.

F	Right	Leg
1.	qiH	

CASE

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4. Roll Again
- Roll Again 6.

'MECH DATA Type: Longbow LGB-13C Mass: 85 tons Movement Points: Tech & Configuration: Walking: 4 Inner Sphere

Running: 6

Jumping: 0 (hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Qty Type 2 MML 7 w/ Artemis IV RA LRM (17 salvos/ton) 1/hit 6 7 14 SRM (14 salvos/ton) 2/hit -2 MML 7 w/ Artemis IV LA MML 7 w/ Artemis IV RT 1 MML 7 w/ Artemis IV LT 2 ER Small Laser 3 1 ER Small Laser HD 3 Ammo Type: Rounds: MML 7

Biped 'Mech

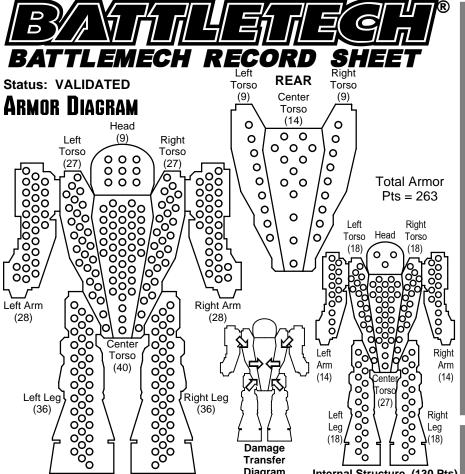
000000000 00

Total Heat Sinks: 12 Double (24)

Weapon Heat: Auto Eject: ☐ Disabled (30)☐ Operational

WARRIOR **D**ATA Name: Gunnery Skill: Piloting Skill: 6 Hits Taken 1 2 3 4 5 Consciousness # 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	1 (Panna-
2	AN MELAYWAR
1	1//
n	. W -



Mass: 85 tons Movement Points: Tech & Configuration: Walking: 3 Inner Sphere Running: 5 **Biped 'Mech** Jumping: 0 (hexes) Weapons Inventory: Qty Type Loc Ht Dma Min Sht Med Lna 3 Light AC/5 RA 5 5 10 15 3 Light AC/5 10 15 LA 1 ER Small Laser LT 5 1 Guardian ECM 6 СТ 1 C3 Slave Unit HD 1 ER Medium Laser 12 LL 1 ER Medium Laser 12 RL 8 1 B-Pod RL Rounds: Ammo Type: Light AC/5 140 Total Heat Sinks: 10 Double (20) 000000000 Weapon Heat: Auto Eject: ☐ Disabled (18)☐ Operational **W**ARRIOR **D**ATA Name

'MECH DATA

Type: Longbow LGB-13NAIS

Diagram Internal Structure (130 Pts) Gunne **CRITICAL HIT TABLE** Right Arm Left Arm Shoulder Shoulder Consc **Upper Arm Actuator Upper Arm Actuator** 2. 2. Head Light AC/5 Light AC/5 3. 3. 1-3 1-3 Light AC/5 Light AC/5 Life Support 5. Light AC/5 Light AC/5 5. Sensors 6. Light AC/5 Light AC/5 3. Cockpit C3 Slave Unit Light AC/5 Light AC/5 Sensors Light AC/5 Light AC/5 2. 2. Life Support Roll Again Roll Again 3. 3. 4-6 4-6 Roll Again Roll Again Roll Again 5. Roll Again Center Torso 5. Roll Again Roll Again 6. **Fusion Engine** 2. **Fusion Engine** Left Torso Right Torso **Fusion Engine** 3. 1-3 **ER Small Laser** Gyro Ammo (LAC/5) 20 5. Gyro Ammo (LAC/5) 20 Ammo (LAC/5) 20

3.

5.

1.

2.

4.

5.

6.

1. Hip

3.

4.

5.

6.

1-3 4.

4-6

Ammo (LAC/5) 20

Ammo (LAC/5) 20

CASE

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Upper Leg Actuator

Lower Leg Actuator

ER Medium Laser

Foot Actuator

Left Leg

B-Pod

6.

2.

5.

4-6

Gyro

Gyro

Fusion Engine

Fusion Engine

Fusion Engine

Guardian ECM

Guardian ECM

Engine Hits

Sensor Hits

Life Support

Gyro Hits

:									
ery Skill:	Piloting Skill:								
Hits Taken	1	1 2 3 4 5 6							
ciousness #	3 5 7 10 11 Dead								
H	AT	Sc	AL						
			,						

	HERI GOREE
	-
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	01 41 40
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	• Manage
2	CH MELAYWY AR
1	4%/V
0	V

B-Pod

3.

5.

6.

1.

2.

3.

5.

1. Hip

2.

3.

4.

5.

6.

1-3

4-6

000

00

00

Ammo (LAC/5) 20

Ammo (LAC/5) 20

CASE

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Endo Steel

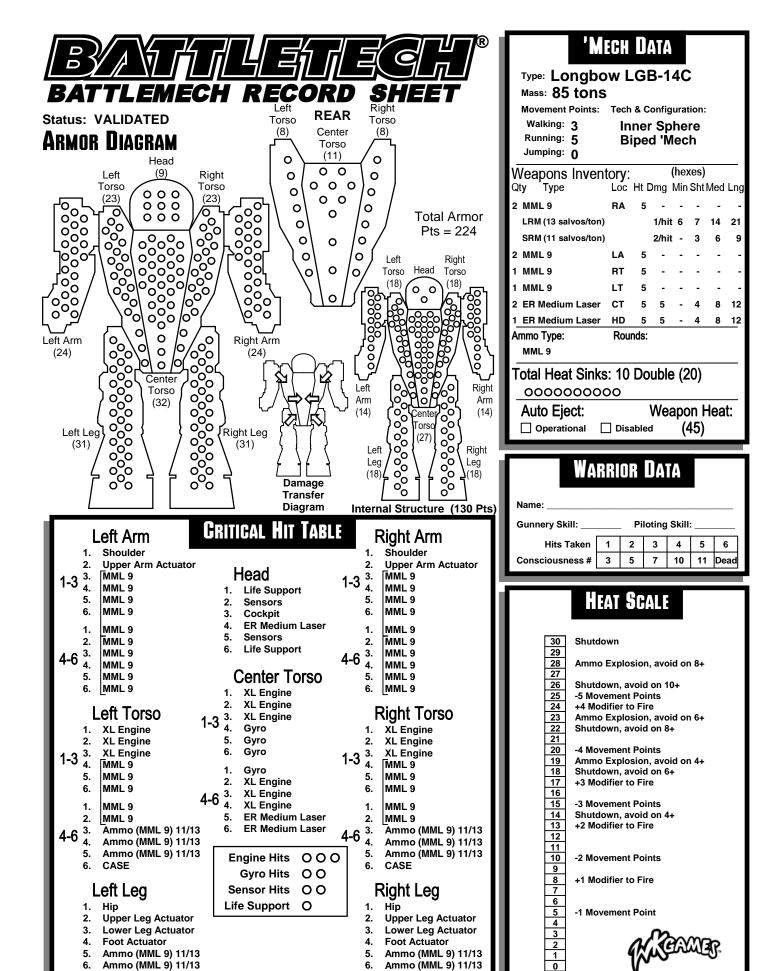
Right Leg

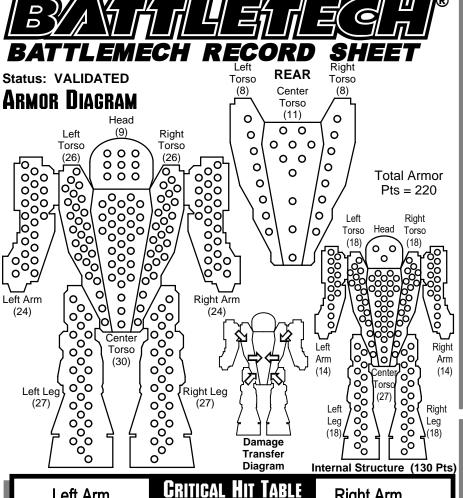
Upper Leg Actuator

Lower Leg Actuator

ER Medium Laser

Foot Actuator





Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 ER PPC RA 15 15 - 7 14 1 Medium Pulse Laser RA 12 1 ER PPC 23 1 Medium Pulse Laser LA 1 ER Small Laser RT 6 1 ER PPC LT 15 23 14 1 ER Small Laser 2 ER Small Laser СТ 5 2 Total Heat Sinks: 21 Double (42) 000000000 000000000 Auto Eject: Weapon Heat: ☐ Operational ☐ Disabled (61)**W**ARRIOR **D**ATA Name:

Piloting Skill:

7 10 11 Dead

'MECH DATA

Clan

Biped 'Mech

(hexes)

Movement Points: Tech & Configuration:

Type: Marauder IIC Mass: 85 tons

Walking: 4

Running: 6

Jumping: 0

Gunnery Skill:

Consciousness #

Hits Taken

1 2 3 4 5 6

3

HEAT SCALE

Right Arm 1. Shoulder **Upper Arm Actuator Lower Arm Actuator ER PPC** ER PPC Medium Pulse Laser

1.	Ferro-Fibrous
2	Forro Eibroug

2.	Ferro-Fibrous
3.	Ferro-Fibrous

+-0	4.	Roll Again
	5	Roll Again

2.

5.

1-3

Roll Again

Center Torso Fusion Engine

••		9
2.	Fusion	Engine
2	Eusian	Engine

		2.	Fusion	Engine
4	2	3.	Fusion	Engine

Head

Life Support

Sensors

Cockpit Ferro-Fibrous

Sensors

Life Support

12	3.	Fusion Engi Gyro
1-3	4.	Gyro

Double Heat Sink	5.	Gyro
Double Heat Sink	6.	Gyro
Double Heat Sink		C

- Gyro **Fusion Engine**
- **Fusion Engine**
- **Fusion Engine ER Small Laser** 5. **ER Small Laser**

4-6 Engine Hits 000

Gyro Hits 00 **Sensor Hits** 00 Life Support

Right Torso

-	
1.	Double Heat Sink
2.	Double Heat Sink
	Double Heat Sink
1	Double Heat Sink

1-3 Double Heat Sink **Double Heat Sink**

> **ER Small Laser** 1. Endo Steel 2.

Endo Steel 3. Endo Steel

Endo Steel 5. Roll Again

Right Leg Hip

1. **Upper Leg Actuator**

Lower Leg Actuator 3. **Foot Actuator** 4.

5. **Double Heat Sink** 6. **Double Heat Sink**

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
9	A Madition to Fine
8	+1 Modifier to Fire
6	
5	-1 Movement Point
4	-1 Movement Fornt
3	<u>^</u>
2	11 10 10 10 10 10 10 10 10 10 10 10 10 1
1	4 th Marian Al
Ö	(/۷-0
ت	•

Left Leg

ER PPC

ER PPC

Endo Steel

Endo Steel

Endo Steel

Left Arm

Shoulder

ER PPC

ER PPC

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Roll Again Roll Again

Roll Again

Left Torso Double Heat Sink

Double Heat Sink

Double Heat Sink

ER Small Laser

2.

5.

6.

2.

3. 4-6 4.

5.

6.

1.

3.

5.

1.

2.

4.

5.

1-3

4-6

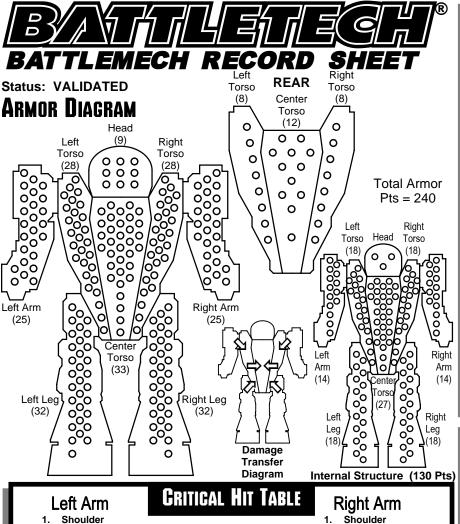
1-3

Upper Arm Actuator

Lower Arm Actuator

Medium Pulse Laser

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. **Double Heat Sink**
- 6. Double Heat Sink



- Head 1-3 Life Support
- Sensors
- 3. Cockpit
- Ferro-Fibrous
- Sensors Life Support

Gyro

Gyro

Gyro

2.

5. Gyro

6.

5.

6.

1-3

4-6

Center Torso

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

Fusion Engine

ER Large Laser

000

00

00

Endo Steel

Engine Hits

Sensor Hits

Life Support

Gyro Hits

Heavy Large Laser 3. Medium Pulse Laser

Upper Arm Actuator

Lower Arm Actuator

Double Heat Sink

Double Heat Sink

Heavy Large Laser

Heavy Large Laser

4-6 Ferro-Fibrous

2.

5.

6.

1.

2.

1-3

- 5. Ferro-Fibrous
- Ferro-Fibrous 6.

Left Torso

- Double Heat Sink 1.
- Double Heat Sink
- 3. Double Heat Sink
- 1-3 Double Heat Sink
 - Double Heat Sink 5.
 - Double Heat Sink
 - Double Heat Sink 1.
 - Double Heat Sink 2.
- Jump Jet 4-6 4. Jump Jet
 - Endo Steel 5.
 - Endo Steel 6.

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. **Double Heat Sink**
- 6. Double Heat Sink

- 2.
 - **Upper Arm Actuator** 3. **Lower Arm Actuator** Double Heat Sink
 - Double Heat Sink 5.
 - 6. Heavy Large Laser

 - **Heavy Large Laser** Heavy Large Laser 2.
 - 3. Medium Pulse Laser
 - 4-6 Ferro-Fibrous
 - 5. Ferro-Fibrous
 - Ferro-Fibrous 6.

Right Torso

- Double Heat Sink 1.
- **Double Heat Sink**
- Double Heat Sink
- 1-3 **Double Heat Sink**
- Double Heat Sink 5.
 - **Double Heat Sink**

 - 1. Jump Jet
 - 2. Jump Jet
- Endo Steel 3. 4-6
 - Endo Steel
 - Endo Steel 5.
 - Endo Steel

Right Leg

- 1. Hip
- 2. **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Double Heat Sink
- 6. Double Heat Sink

WARRIOR **D**ATA

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

'MECH DATA

Clan

Biped 'Mech

18 16

12 10

СТ

Total Heat Sinks: 24 Double (48)

000000000 000000000

☐ Disabled

(hexes)

5 10

8 15 25

Weapon Heat:

(56)

12

15 10

Loc Ht Dmg Min Sht Med Lng

Movement Points: Tech & Configuration:

Type: Marauder IIC 2

Mass: 85 tons

Weapons Inventory:

1 Heavy Large Laser RA

1 Medium Pulse Laser RA

1 Heavy Large Laser LA

1 Medium Pulse Laser LA

1 ER Large Laser

0000

Auto Eject:

☐ Operational

1 0

Walking: ₄

Running: 6

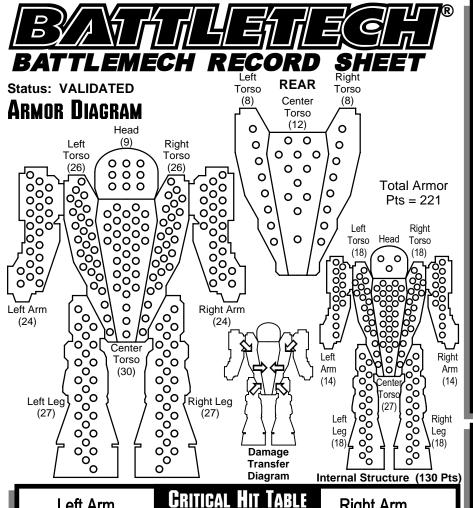
Jumping: 4

Type

Qty

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	•
3	a Common
2	AM ARTAYINGO



Right Arm Shoulder

- **Upper Arm Actuator** 2. 3. **Lower Arm Actuator**
- 1-3 Double Heat Sink Double Heat Sink 5.
 - 6. Double Heat Sink
 - **Double Heat Sink** ER PPC 2.
- ER PPC 3.
- 4-6 Ferro-Fibrous
 - 5. Ferro-Fibrous
 - Ferro-Fibrous 6.

Center Torso

- **Fusion Engine** 2. **Fusion Engine**
- **Fusion Engine** 3. 1-3 Gyro

Head

Life Support

Sensors

Cockpit Ferro-Fibrous

Sensors

Life Support

- 5. Gyro
 - 6. Gyro Gyro
- **Fusion Engine** 2.
- **Fusion Engine** 4-6 **Fusion Engine**
 - **ER Small Laser** 5. **ER Small Laser**

Endo Steel Engine Hits Roll Again **Gyro Hits** 00

Left Leg

Left Arm

Shoulder

ER PPC

ER PPC

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Left Torso (CASE)

Adv. Tact. Msl. 12

Adv. Tact. Msl. 12

Adv. Tact. Msl. 12

Adv. Tact. Msl. 12

Adv. Tact. Msl. 12

Ammo (ATM 12) 5

Ammo (ATM 12) 5

Ammo (ATM 12) 5

Endo Steel

Endo Steel

Roll Again

Roll Again

2.

5.

6.

1.

2.

3.

4.

5.

6.

1.

3.

4.

5.

1.

2.

4.

5.

1-3

4-6

1-3

4-6

Upper Arm Actuator

Lower Arm Actuator

Double Heat Sink

Double Heat Sink

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. **Double Heat Sink** 6. Double Heat Sink

000 **Sensor Hits** 00 Life Support

Right Torso

- Double Heat Sink 1. **Double Heat Sink**
- 3. Double Heat Sink 1-3 **Double Heat Sink**
 - Double Heat Sink 5. **Double Heat Sink**
 - Double Heat Sink 1. **Double Heat Sink** 2.
 - Endo Steel 3.
 - Endo Steel Endo Steel 5.
 - Endo Steel

Right Leg

1. Hip

4-6

- 2. **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Double Heat Sink
- 6. Double Heat Sink

'MECH DATA

Type: Marauder IIC 3

Mass: 85 tons

Movement Points: Tech & Configuration: Walking: ₄ Clan

Running: 6 **Biped 'Mech** Jumping: 0

Adv. Tact. Msl. 12

(hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 ER PPC 15 15 - 7 14 1 ER PPC 15 14 LA 15 23 1 Adv. Tact. Msl. 12 LT 15 8 2/hit 4 5 10 **ER ATM Ammo** 1/hit 4 9 **HE ATM Ammo** 3/hit - 3 6 2 ER Small Laser 2 5 - 2 CT 6 Ammo Type: Rounds:

Total Heat Sinks: 22 Double (44) 000000000 000000000

15

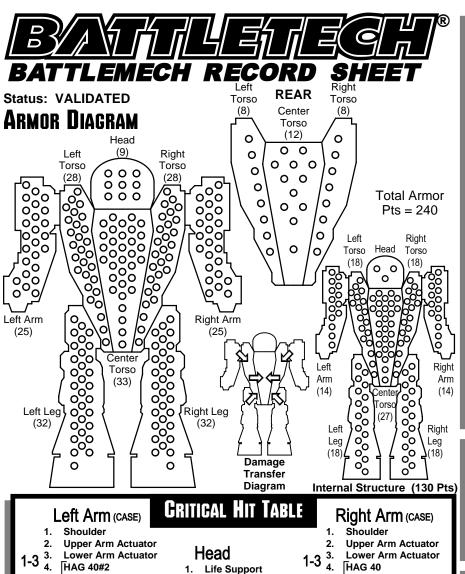
00 Auto Eject: Weapon Heat: ☐ Operational ☐ Disabled (42)

WARRIOR **D**ATA

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

HEAT SCALE

1	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
	9	
	8	+1 Modifier to Fire
	7	
	6	
	5	-1 Movement Point
	4	
	3	4 (200mm
	2	an retivular
	1	1//
	0	u u



- **HAG 40** 5.
 - 6. HAG 40 **HAG 40**
- **HAG 40** 2. HAG 40 3. 4-6
- HAG 40 Center Torso 5. HAG 40
- 1. XL Engine

Gyro

XL Engine

XL Engine

XL Engine

Jump Jet

Engine Hits

Sensor Hits

Life Support

Gyro Hits

Ammo (HAG40) 3

Sensors

Cockpit Roll Again

Sensors

Life Support

- 2. XL Engine
- XL Engine 3. 1-3 Gyro

2.

3. 4-6

5.

6.

3.

- XL Engine 5. Gyro XL Engine Jump Jet 6. Gyro
- HAG 40(Cont)#2 Ammo (HAG40) 3 5.
- Ammo (HAG40) 3 1. Endo Steel
- 2. Endo Steel
- Endo Steel 4-6 4. Endo Steel

5.

6.

2.

3.

5.

6.

3.

1-3

4-6

HAG 40#2

HAG 40#2

HAG 40#2

HAG 40#2

HAG 40#2

HAG 40#2

HAG 40#2

HAG 40#2

Left Torso

5. Roll Again Roll Again

Left Leg

- 1. diH
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- Foot Actuator 4.
- 5. Ammo (HAG40) 3
- Ammo (HAG40) 3 6.

HAG 40

- Right Torso 1. XL Engine
- XL Engine 2. Jump Jet
- 1-3 ^{3.} HAG 40(Cont) Ammo (HAG40) 3 5.
 - Ammo (HAG40) 3
 - 1.
 - Ammo (HAG40) 3
 - Endo Steel 2.
 - Endo Steel
 - 4. Endo Steel Roll Again 5.
 - Roll Again

Right Leg

1. Hip

4-6

000

00 00

- 2. **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Ammo (HAG40) 3
- Ammo (HAG40) 3 6.

'MECH DATA

Type: Marauder IIC 4

Mass: 85 tons

Movement Points: Tech & Configuration: Walking: 4 Clan

Running: 6 Jumping: 3

(hexes)

Biped 'Mech

Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng

1 HAG 40 8 40 2 8 16 24 1 HAG 40 8 40 2 8 16 LA

Ammo Type: Rounds: **HAG 40** 30

Total Heat Sinks: 10 Double (20)

000000000 Auto Eject:

Weapon Heat:

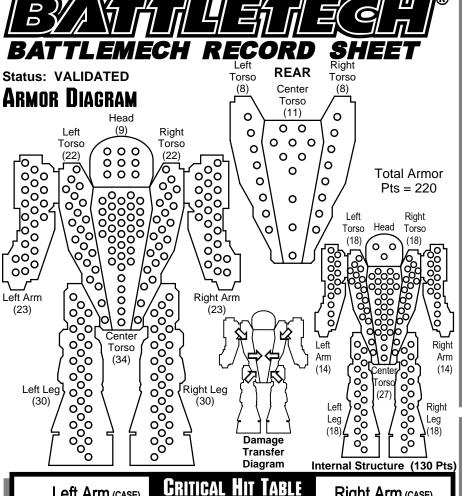
☐ Disabled (16)☐ Operational

WARRIOR DATA

Name:								
Gunnery Skill: Piloting Skill:								
Hits Taken	1	2	3	4	5	6		
Consciousness #	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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	•
3	1 200mm
1	AN METAWAR
 	1/0~0



(hexes) Weapons Inventory: Qty Type Loc Ht Dmg Min Sht Med Lng 1 ER PPC 15 15 - 7 14 1 AP Gauss Rifle 9 RA 1 ER PPC 23 LA 1 AP Gauss Rifle 1 HAG 20 2 8 16 LT 20 Ammo Type: Rounds: **AP Gauss Rifle** 40 HAG 20 12 Total Heat Sinks: 19 Double (38) 000000000 00000000 Weapon Heat: Auto Eject: ☐ Disabled (36)☐ Operational **W**ARRIOR **D**ATA Name:

'MECH DATA

Clan

Biped 'Mech

Movement Points: Tech & Configuration:

Type: Marauder IIC 5

Mass: 85 tons

Walking: 4

Running: 6

Jumping: 0

Gunnery Skill:

Consciousness #

Hits Taken

Right Arm (CASE)

- Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
 - Double Heat Sink
 - Double Heat Sink 5.
 - **ER PPC** 6.
 - ER PPC
 - AP Gauss Rifle 2.
- 3. Ferro-Fibrous
- 4-6 Ferro-Fibrous

1-3

5.

1.

2.

3.

5.

- 5. Ferro-Fibrous

Right Torso

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Double Heat Sink

Roll Again 6.

Center Torso

- **Fusion Engine**
- 2. **Fusion Engine**
- **Fusion Engine** 3.

Head

Life Support

Sensors

Cockpit Ferro-Fibrous

Sensors

Life Support

- 1-3
- Gyro
 - 5. Gyro
 - 6. Gyro
- Gyro
 - **Fusion Engine Fusion Engine**
 - 4-6
 - **Fusion Engine**
 - Endo Steel 5.

Sensor Hits

Life Support

Roll Again 6.

4-6 Engine Hits 000 **Gyro Hits** 00 00

Roll Again Right Leg

Endo Steel

Endo Steel

Endo Steel

Endo Steel

Roll Again

- 1. Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 5. Double Heat Sink
- 6. Double Heat Sink

HEAT SCALE

1 2 3 4 5 6

3 5 7 10 11 Dead

Piloting Skill:

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	· 1000m-
2	ALLY ALLY AND THE
1	4×1
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Left Leg

Endo Steel

Endo Steel

Roll Again

- 1. Hip
- **Upper Leg Actuator**

Left Arm (CASE)

AP Gauss Rifle

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Roll Again

Roll Again

Roll Again

Left Torso

HAG 20

HAG 20

HAG 20

HAG 20

HAG 20

HAG 20

Ammo (HAG20) 6

Ammo (HAG20) 6

Ammo (APGR) 40

Upper Arm Actuator

Lower Arm Actuator

Shoulder

ER PPC

ER PPC

2.

5.

6.

2.

3.

5.

6.

1.

2. 3.

4.

5.

1.

2.

4.

5.

6.

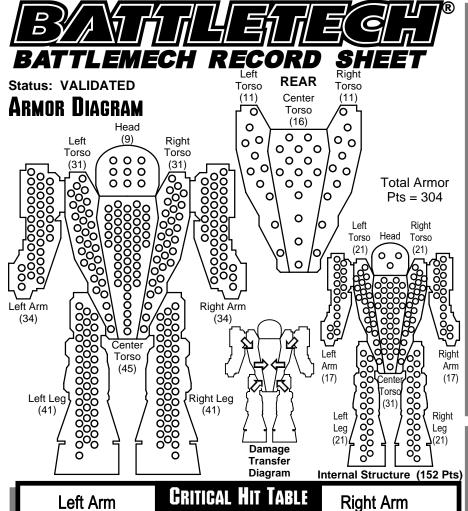
1-3

4-6

1-3

4-6

- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. **Double Heat Sink**
- 6. Double Heat Sink



☐ Operational ☐ Disabled **W**ARRIOR **D**ATA

Total Heat Sinks: 29 Single

00000000

Auto Eject:

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead

'MECH DATA

Inner Sphere

Biped 'Mech

10 3 6 12

8

5 10 15

Weapon Heat:

(34)

10 10 3 6 12

RA

LA

RT

000000000 000000000

(hexes)

9

18

Lốc Ht Dma Min Sht Med Lna

Type: Marauder II MAD-4A

Movement Points: Tech & Configuration:

Mass: 100 tons

Weapons Inventory:

Walking: 3

Running: 5

Jumping: 3

1 Medium Laser

Medium Laser

1 Large Laser

Qty Type

1 PPC

1 PPC

HEAT SCALE

Shoulder Shoulder **Upper Arm Actuator** 2. **Upper Arm Actuator** 2. Head Lower Arm Actuator 3. **Lower Arm Actuator** 1-3 1-3 PPC PPC Life Support 5. PPC PPC 5. Sensors PPC 6. PPC 6. 3. Cockpit Roll Again Medium Laser **Medium Laser** Sensors Roll Again Roll Again 2. 2. Life Support Roll Again Roll Again 3. 3. 4-6 4-6 Roll Again Roll Again Roll Again Roll Again Center Torso 5. 5. Roll Again Roll Again 6. 6. **Fusion Engine** 2. **Fusion Engine** Left Torso Right Torso **Fusion Engine** 1-3 Single Heat Sink Gyro Single Heat Sink 5. Gyro Single Heat Sink Single Heat Sink 3. Single Heat Sink 6. Gyro 3. Single Heat Sink 1-3 1-3 Single Heat Sink Single Heat Sink Gyro Single Heat Sink Single Heat Sink 5. 5. **Fusion Engine** 2. Single Heat Sink 6. Single Heat Sink **Fusion Engine** Single Heat Sink **Fusion Engine** Large Laser 1. 1. Jump Jet Large Laser 5. 2. Single Heat Sink 2. 6. Roll Again Single Heat Sink 3. Roll Again 4-6 4-6 4. Roll Again 4. Roll Again 5. Roll Again Roll Again 5. Engine Hits 000 6. Roll Again Roll Again **Gyro Hits** 00 **Sensor Hits** 00 Left Leg Right Leg Life Support 1. Hip 1. Hip **Upper Leg Actuator Upper Leg Actuator** Lower Leg Actuator 3. **Lower Leg Actuator** 3. **Foot Actuator Foot Actuator** 4. 4. 5. Single Heat Sink Single Heat Sink

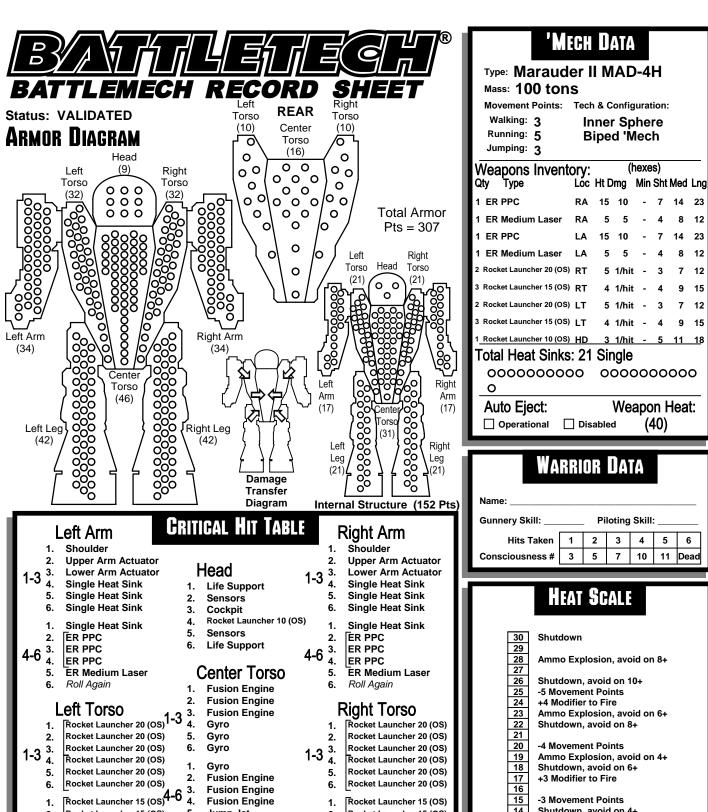
6.

Jump Jet

30 29	Shutdown
28 27	Ammo Explosion, avoid on 8+
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	. M
2	AC CONVER
1	4XM2Dames
0	V ,
	•

Jump Jet

6.



Jump Jet

Engine Hits

Sensor Hits

Life Support

Gyro Hits

Single Heat Sink

Rocket Launcher 15 (OS)

Rocket Launcher 15 (OS)

Rocket Launcher 15 (OS)

Rocket Launcher 15 (OS)

Rocket Launcher 15 (OS)

Upper Leg Actuator

Lower Leg Actuator

Foot Actuator

Jump Jet

Roll Again

Left Leg

2.

5.

6.

1. Hip

3.

4.

5.

6.

4-6

HEAT SCALE Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ -5 Movement Points +4 Modifier to Fire Ammo Explosion, avoid on 6+ Shutdown, avoid on 8+ -4 Movement Points Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ 14 13 +2 Modifier to Fire 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 5 -1 Movement Point 4 3 2 1

(hexes)

7 14

14

12

23

15

15 10

5 1/hit

5 1/hit -

Piloting Skill:

7 10 11 Dead

2 3 4 5 6

4 1/hit - 4

3 1/hit - 5 11

000000000

Weapon Heat:

(40)

Right Leg

Rocket Launcher 15 (OS)

Rocket Launcher 15 (OS)

Rocket Launcher 15 (OS)

Rocket Launcher 15 (OS)

Rocket Launcher 15 (OS)

Upper Leg Actuator

Lower Leg Actuator

Foot Actuator

Jump Jet

Roll Again

2.

5.

1. Hip

3.

4.

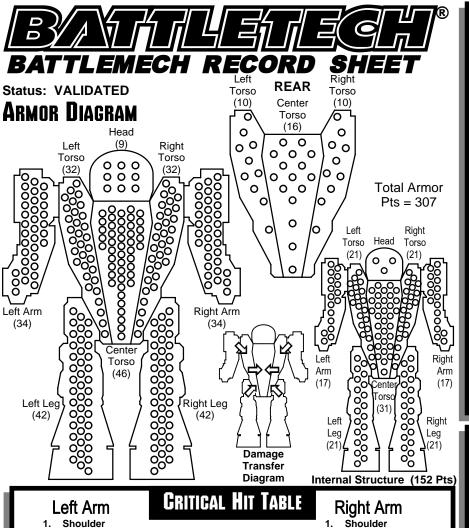
6.

4-6

000

00

00



- 2. **Lower Arm Actuator**
- Double Heat Sink
 - 6. Double Heat Sink
 - **Heavy PPC**
 - **Heavy PPC** 2.
 - Heavy PPC 3.
 - 5.
 - Roll Again 6.

Center Torso

Light Fusion Engine 2. **Light Fusion Engine Light Fusion Engine**

Light Fusion Engine

Light Fusion Engine

Light Fusion Engine

000

00

00

Gyro

Gyro

Jump Jet

Roll Again

Engine Hits

Sensor Hits

Life Support

Gyro Hits

Head

Life Support

Sensors

Cockpit Roll Again

Sensors

Life Support

Gyro 5. Gyro 6.

2.

5.

4-6

3.

Light Fusion Engine Light Fusion Engine Double Heat Sink

Upper Arm Actuator

Lower Arm Actuator

Double Heat Sink

Double Heat Sink

Double Heat Sink

Heavy PPC

Heavy PPC

Heavy PPC

Heavy PPC

Roll Again

Left Torso

ER Small Laser

2.

5.

6.

2.

3.

5.

6.

1-3

4-6

1-3

- 3. Double Heat Sink
- Double Heat Sink 5.
- Double Heat Sink
- Double Heat Sink 1.
- 2. **Double Heat Sink**
- Roll Again 4-6
 - 4. Roll Again
 - 5. Roll Again 6. Roll Again

Left Leg

- 1.
- 3.
- Foot Actuator 4.
- 5. Jump Jet Roll Again 6.
- diH **Upper Leg Actuator** Lower Leg Actuator

- **Upper Arm Actuator**
- 1-3
 - 5. **Double Heat Sink**
- 4-6
 - Heavy PPC
 - ER Small Laser

Right Torso

- Light Fusion Engine Light Fusion Engine
- Gauss Rifle
- 1-3 Gauss Rifle Gauss Rifle 5.
 - Gauss Rifle
 - Gauss Rifle
- 2. **Gauss Rifle Gauss Rifle** 3. 4-6
 - Ammo (Gauss) 8 Ammo (Gauss) 8 5.
 - Roll Again

Right Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Jump Jet 6. Roll Again

WARRIOR DATA

					_	
Name:						
Gunnery Skill:		. Pi	loting	Skill	·	
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

'MECH DATA

Inner Sphere

Biped 'Mech

15 15 3 6 12

LA

RT

Rounds:

16

☐ Disabled

Total Heat Sinks: 16 Double (32)

(hexes)

18

12

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3

15

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Weapon Heat:

(35)

Type: Marauder II MAD-4K

Movement Points: Tech & Configuration:

Mass: 100 tons

Weapons Inventory:

Walking: 3

Running: 5

Jumping: 3

Qty Type

1 Heavy PPC

1 Heavy PPC

1 Gauss Rifle

Ammo Type:

Gauss Rifle

Auto Eject:

☐ Operational

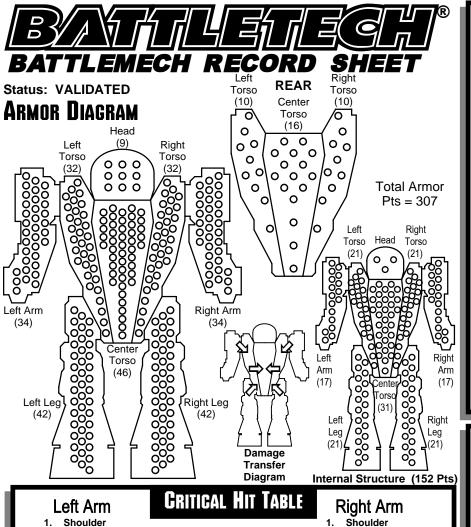
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1 ER Small Laser

1 ER Small Laser

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ш	741	- 1 H ^	

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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	4 (P) (M)
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- Shoulder **Upper Arm Actuator** 2. **Lower Arm Actuator**
- 1-3 Double Heat Sink **Double Heat Sink** 5.
 - Double Heat Sink
 - ER PPC ER PPC 2.
- ER PPC 3. 4-6

1-3

4-6

- ER Medium Laser
 - 5. Roll Again
 - Roll Again

Center Torso

- **Light Fusion Engine**
- 5.
- **Light Fusion Engine Light Fusion Engine**

Upper Arm Actuator

Lower Arm Actuator

Double Heat Sink

Double Heat Sink

Double Heat Sink

ER Medium Laser

ER PPC

ER PPC

ER PPC

Roll Again

Roll Again

Left Torso

2.

5.

6.

2.

3.

5.

6.

1-3

4-6

- 3. Double Heat Sink
- 1-3 Double Heat Sink
 - Double Heat Sink 5.
 - 6. Double Heat Sink
 - Double Heat Sink 1.
 - **Double Heat Sink** 2.
- Ammo (Hvy Gauss) 4 4-6 Ammo (Hvy Gauss) 4
 - 5. Ammo (Hvy Gauss) 4
 - Ammo (Hvy Gauss) 4

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- **Foot Actuator** 4.
- 5. Jump Jet Roll Again 6.

Life Support

Life Support

Sensors

Cockpit Roll Again

Sensors

- 1. Light Fusion Engine
- **Light Fusion Engine**
- Gyro

Head

- Gyro
- 6. Gyro
- Gyro
- **Light Fusion Engine** 2.
- **Light Fusion Engine** 4-6
 - **Light Fusion Engine**
 - Heavy Gauss Rifle (Cont)
 - Jump Jet

Life Support

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00

Right Torso

- Light Fusion Engine **Light Fusion Engine** Heavy Gauss Rifle
- 4. Heavy Gauss Rifle 5.
- **Heavy Gauss Rifle Heavy Gauss Rifle**
- **Heavy Gauss Rifle** 1. Heavy Gauss Rifle 2.
- 3. Heavy Gauss Rifle Heavy Gauss Rifle 5.
 - Heavy Gauss Rifle **Heavy Gauss Rifle**

Right Leg

- 1.
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- 6.

- Hip
- **Upper Leg Actuator**
- Jump Jet
- Roll Again

Heavy Gauss Rifle 16

Total Heat Sinks: 16 Double (32) 000000000 000000

1 Heavy Gauss Rifle RT 2 25/20/10 4

Auto Eject:

Weapon Heat: (42)

☐ Disabled ☐ Operational

WARRIOR **D**ATA

Rounds:

'Mech Data

Inner Sphere

Biped 'Mech

15 10

(hexes)

- 7 14

12

23

13

Lốc Ht Dma Min Sht Med Lna

Type: Marauder II MAD-4S

Movement Points: Tech & Configuration:

Mass: 100 tons

Weapons Inventory:

Walking: 3

Running: 5

Jumping: 3

1 ER Medium Laser

1 ER Medium Laser

Qty Type

1 ER PPC

1 ER PPC

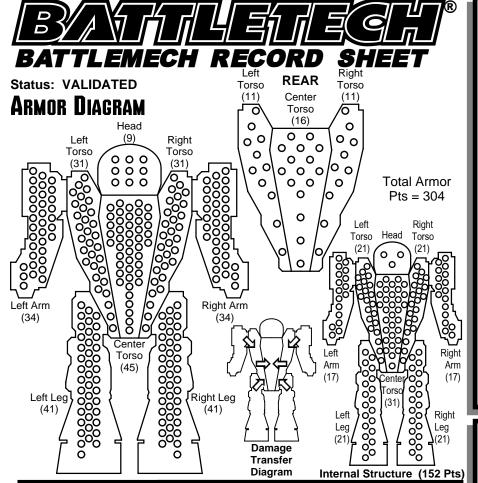
Ammo Type:

Name: **Gunnery Skill: Piloting Skill:** Hits Taken 1 2 3 4 5 6 Consciousness # 3 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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	0.
3	16 2000cm
2	AN MEDICULAR
1 1 1	7/4/20

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Total Heat Sinks: 29 Single

HEAT SCALE

'Mech Data

Inner Sphere

Biped 'Mech

15 10

2 10

(hexes)

- 7 14

6 12 18

Weapon Heat:

(38)

23

Lốc Ht Dma Min Sht Med Lna

Type: Marauder II MAD-5A

Movement Points: Tech & Configuration:

RA

LA

RT

Rounds:

30

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☐ Disabled

Mass: 100 tons

Weapons Inventory:

Walking: 3

Running: 5

Jumping: 3

1 Medium Laser

Medium Laser

1 LB 10-X AC

Ammo Type:

LB 10-X AC

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Auto Eject:

☐ Operational

4

3

1

Qty Type

1 ER PPC

1 ER PPC

WARRIOR DATA						
Name:						
Gunnery Skill:		. Pi	loting	Skill	:	
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

30 Shutdown 29 28 27 Ammo Explosion, avoid on 8+ Shutdown, avoid on 10+ 26 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ 21 -4 Movement Points 20 19 Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+ 18 17 +3 Modifier to Fire 16 15 -3 Movement Points Shutdown, avoid on 4+ 14 +2 Modifier to Fire 13 12 11 10 -2 Movement Points 9 +1 Modifier to Fire 8 6 5 -1 Movement Point

CRITICAL HIT TABLE

- Left Arm Shoulder
- **Upper Arm Actuator** 2.
- **Lower Arm Actuator** 1-3
- Single Heat Sink
 - 5. Single Heat Sink
 - 6. Single Heat Sink
 - ER PPC
 - ER PPC 2.
 - ER PPC
- 3. 4-6 Medium Laser
 - 5. Roll Again
 - 6. Roll Again

Left Torso

- XL Engine
- XL Engine
- 3. XL Engine 1-3
 - Single Heat Sink
 - Single Heat Sink 5.
 - Single Heat Sink
 - Single Heat Sink 1.
 - 2. Single Heat Sink
- Single Heat Sink
- 4-6 Ammo (LB 10-X) 10
 - Ammo (LB 10-X) 10 5.
 - Ammo (LB 10-X) 10

Left Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator
- **Foot Actuator** 4.
- 5. Single Heat Sink
- 6. Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Single Heat Sink
- Sensors
- Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- XL Engine
- 1-3
 - Gyro
 - 5. Gyro

 - 6. Gyro
 - Gyro
 - XL Engine 2.
 - XL Engine

 - XL Engine
 - 5. Jump Jet
 - Roll Again

Engine Hits 000 **Gyro Hits** 00 **Sensor Hits** 00 Life Support

Right Arm Shoulder

- 2. **Upper Arm Actuator**
- **Lower Arm Actuator** 1-3
 - Single Heat Sink
 - 5. Single Heat Sink
 - Single Heat Sink

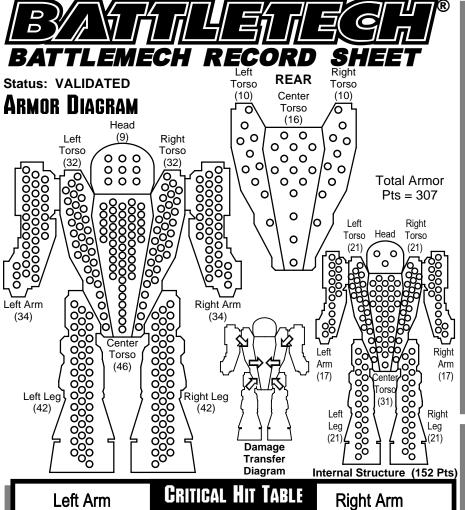
 - **ER PPC**
- ER PPC 2.
- ER PPC 3. 4-6
 - Medium Laser
 - 5. Roll Again
 - Roll Again

Right Torso

- XL Engine 1.
- XL Engine 2.
- XL Engine 1-3
 - Single Heat Sink 5.
 - Single Heat Sink
 - LB 10-X AC
 - LB 10-X AC 1.
 - LB 10-X AC 2.
 - LB 10-X AC 3.
- 4-6 LB 10-X AC

 - LB 10-X AC 5. CASE

- Right Leg
- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator** 4.
- Single Heat Sink
- 6. Jump Jet



Mass: 100 tons Movement Points: Tech & Configuration: Walking: 3 Inner Sphere Running: 5 **Biped 'Mech** Jumping: 5 (hexes) Weapons Inventory: Lốc Ht Dma Min Sht Med Lna Qty Type 1 Snub-Nose PPC RA 10 10/8/5 - 9 13 1 Snub-Nose PPC 10 10/8/5 -9 13 15 1 Heavy PPC 3 6 12 18 15 1 Improved C³ CPU Total Heat Sinks: 16 Double (32) 000000000 000000 Weapon Heat: Auto Eject: ☐ Operational ☐ Disabled (35)**W**ARRIOR **D**ATA

'Mech Data

Type: Marauder II MAD-5W



Engine Hits OOO

00

00

Gyro Hits

Sensor Hits

Life Support

Endo Steel

Endo Steel

Roll Again

Upper Leg Actuator

Lower Leg Actuator

Foot Actuator

Endo Steel

Endo Steel

Left Leg

5.

1. diH

3.

4.

5.

6.

Name: Gunnery Skill: Piloting Skill: Hits Taken 1 2 3 4 5 6 Consciousness # 3 7 10 11 Dead **HEAT SCALE** 30 Shutdown 29 Ammo Explosion, avoid on 8+

4.

5.

3.

4.

6.

Endo Steel

Endo Steel

Endo Steel

Right Leg

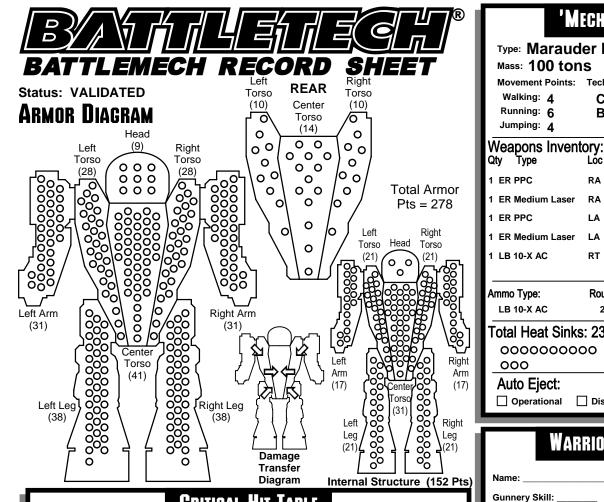
Upper Leg Actuator

Lower Leg Actuator

Foot Actuator

Endo Steel

Endo Steel



Lốc Ht Dma Min Sht Med Lna Qty Type 1 ER PPC 15 15 - 7 14 1 ER Medium Laser 10 RA 15 1 ER PPC 23 LA 14 1 ER Medium Laser 10 1 LB 10-X AC 2 10 6 12 RT 18 Ammo Type: Rounds: LB 10-X AC 20 Total Heat Sinks: 23 Double (46) 000000000 000000000 000 Auto Eject: Weapon Heat: ☐ Operational ☐ Disabled (42)**W**ARRIOR **D**ATA Name:

Piloting Skill:

'MECH DATA

Clan

Biped 'Mech

(hexes)

Movement Points: Tech & Configuration:

Type: Marauder II C Mass: 100 tons

Walking: 4

Running: 6

Jumping: 4

Hits Taken

Consciousness #

1 2 3 4 5 6

3 5 7 10 11 Dead

HFAT SCALE

CRITICAL HIT TABLE Left Arm Right Arm Shoulder Shoulder **Upper Arm Actuator** 2. **Upper Arm Actuator** 2. Head **Lower Arm Actuator** 3. **Lower Arm Actuator** 1-3 1-3 Double Heat Sink Double Heat Sink Life Support 5. Double Heat Sink 5. Double Heat Sink Sensors 6. Double Heat Sink 6. Double Heat Sink 3. Cockpit Endo Steel **Double Heat Sink Double Heat Sink** Sensors Double Heat Sink Double Heat Sink 2. 2. Life Support Double Heat Sink **Double Heat Sink** 3. 3. 4-6 4-6 ER PPC ER PPC ER PPC ER PPC 5. Center Torso 5. ER Medium Laser 6. ER Medium Laser 1. XL Engine 2. XL Engine Left Torso Right Torso (CASE) XL Engine 3. 1-3 XL Engine Gyro XL Engine 1. 5. Gyro XL Engine XL Engine 2. 3. Double Heat Sink 6. Gyro 3. LB 10-X AC 1-3 1-3 4. **Double Heat Sink** LB 10-X AC Gyro Ferro-Fibrous LB 10-X AC 5. 5. 2. XL Engine 6. Ferro-Fibrous LB 10-X AC XL Engine 4-6 Ferro-Fibrous XL Engine LB 10-X AC 1. 1. Endo Steel 5. 2. Ferro-Fibrous 2. Ammo (LB 10-X) 10 6. Endo Steel Ferro-Fibrous Ammo (LB 10-X) 10 4-6 4-6 Ferro-Fibrous Endo Steel Ferro-Fibrous 5. Endo Steel 5. Engine Hits 000 Endo Steel Endo Steel 6. **Gyro Hits** 00 Left Leg **Sensor Hits** 00 Right Leg Life Support 1. diH Hip **Upper Leg Actuator Upper Leg Actuator** Lower Leg Actuator **Lower Leg Actuator** 3. 3.

Foot Actuator

Jump Jet

Jump Jet

4.

5.

6.

	IICAI JUALC
30	Shutdown
29	Shuldown
	Amount Foundation, social on O.
28	Ammo Explosion, avoid on 8+
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
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	_
3	1000mg
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6.

Foot Actuator

Jump Jet

Jump Jet