

### **Left Arm**

- . Shoulder
- Upper Arm Actuator
- 3. Lower Arm Actuator
- Hand Actuator
  - 5. Large Laser
  - 6. Large Laser
  - 1. Ruli Again
- 2 Roll Ayain
- 3. Boll Again.
- 4. Boll Again
  - 5 Roll Again
    - 6. Roll Again

### **Left Torso**

- 1. LRM 15
- 2. LRM 15
- 3. LRM 15 1-3
  - 4. Ammo (LRM 15) 8
    - 5. Ammo (LRM 15) 8
  - -6 Roll Again
  - 1 Roll Again
  - 2 Roll Again
- 3. Roll Again
- 4 Roll Ayain
  - 5. Roll Again
  - 6. Roll Again
    - **Left Leg**
  - 1. Hip
  - 2. Upper Leg Actuator
  - 3. Lower Leg Actuator
  - 4. Foot Actuator
  - 5 Bull Again
  - 6 Roll Again

### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

### **Center Torso**

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

  - 1. Gyro 2. Engine
- 3. Engine
- 4. Engine
- 5. Heat Sink
- 6 Roll Again

000
00
00
0

### 6,170,774 Cost

### **Critical Hit Table**

### . Shoulder

- - 2. Upper Arm Actuator

**Right Arm** 

- 3. Lower Arm Actuator
  - 4. Hand Actuator
    - 5. Large Laser

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

### Right Torso

- 1. LRM 15
- 2. LRM 15
- 3. LRM 15
- - 4. Ammo (LRM 15) 8
    - 5. Ammo (LRM 15) 8

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

### **Right Leg**

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

### **Mech Data**

Type: ARC-2K Archer

Jumping:

Tonnage: **70** 

Movement Points Walking: 4

Running:

Technology Base: Inner Sphere 2474

**Weapons Inventory** 

# Type D Mn S Log 1 LRM 15 14 21 1 LRM 15 Large Laser 5 10 15 1 Large Laser 5 10 15

Ammo Type Rounds LRM 15 32

### **Total Single Heat Sinks: 12** 000000 00000

**Auto Eject** Operational

□ Disabled

10

Dead

**Warrior Data** 

Gunnery Skill: Piloting Skill: Hits Taken

### **Heat Scale**

5

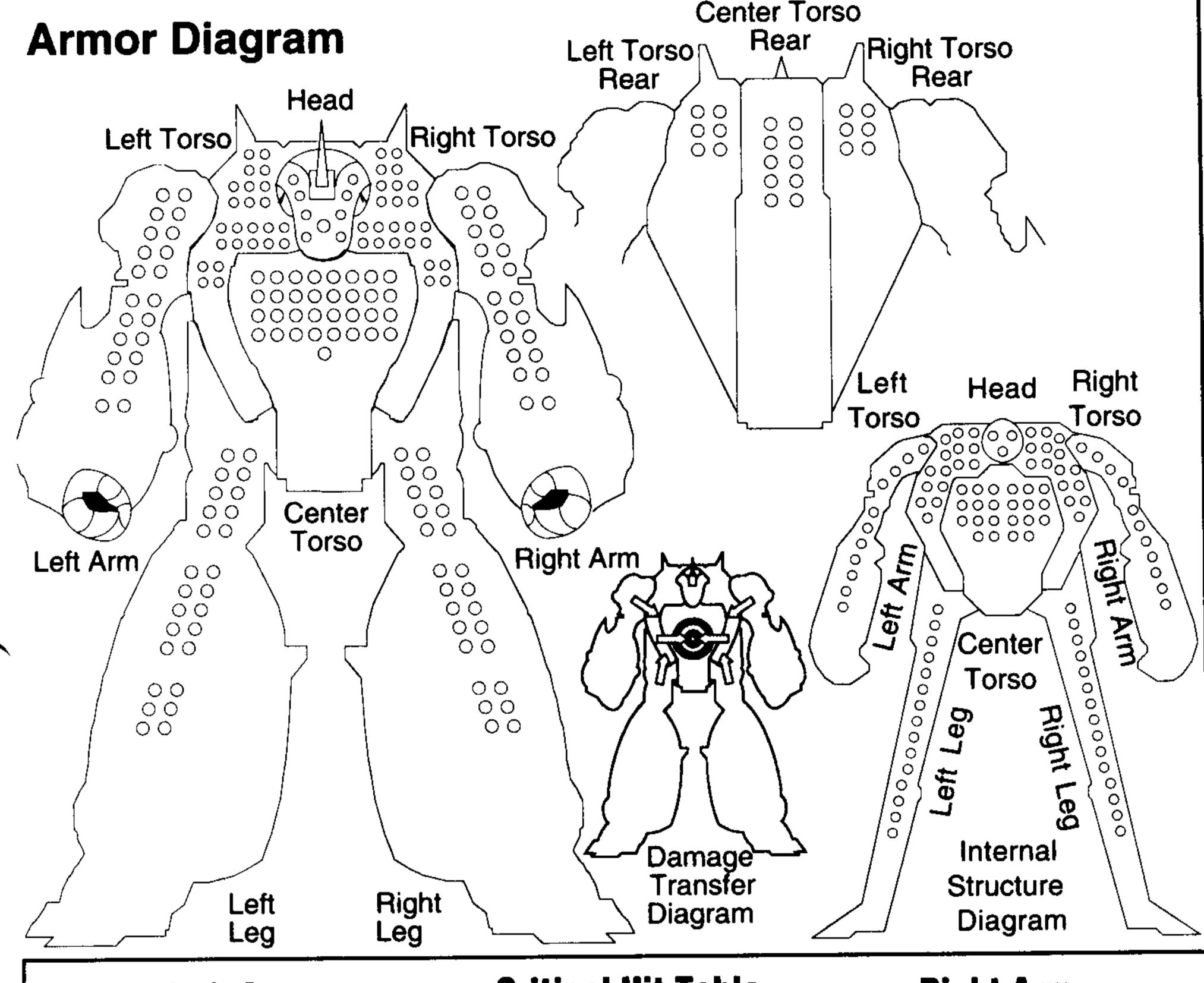
30 SHUTDOWN

Conscious #

Name:

- 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
- -4 Movement Points 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- -3 Movement Points
- 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- Movement Points





# **Left Arm**

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Medium Laser
- 6. Roll Again
- 1. Roll Again
- 2. Roll Ayain
- 3. Roll Again 4-6
  - 4. Boll Again
  - 5. Roll Again
  - 6. Roll Again
    - **Left Torso**
  - 1. LRM 20
  - 2. LRM 20
- 3. LRM 20
- - 4. LRM 20
  - 5. LRM 20
  - 6. Ammo (LRM 20) 6
  - 1. Ammo (LRM 20) 6
  - 2. Rell Again
- 3. Roll Again 4-6
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again
    - Left Leg
  - 1. Hip
  - 2. Upper Leg Actuator
  - 3. Lower Leg Actuator
  - 4. Foot Actuator
  - 5. Roll Again
  - 6. Roll Again

### **Critical Hit Table**

### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

### **Center Torso**

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

  - 1. Gyro 2. Engine
  - 3. Engine
- - 4. Engine
  - 5. Medium Laser (R)
  - 6. Medium Laser (R)

Engine Hits	000
Gyro Hits	$\circ \circ$
Sensor Hits	$\circ$
Life Support	

6,384,974 Cost

### **Right Arm**

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

### **Right Torso**

- 1. LRM 20
- 2. LRM 20
- 3. LRM 20
- 4. LRM 20
  - 5. LRM 20

  - 6. Ammo (LRM 20) 6
  - 1. Ammo (LRM 20) 6
  - 2. Roll Again
- 3. Roll Again
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again

### **Right Leg**

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

### **Mech Data**

Type: ARC-2R Archer

Tonnage: **70** Movement Points

> Walking: Running:

Jumping:

Medium Laser

2 Medium Laser

Inner Sphere 2474

Technology Base:

6

**Weapons Inventory** 

Ht D Mn S M # Type Loc RT 1 LRM 20 1 LRM 20 6 Medium Laser LA

CT(R)

Rounds Ammo Type 24

### **Total Single Heat Sinks: 10** 000000000

Operational

**LRM 20** 

# **Auto Eject**

□ Disabled

10

Dead

**Warrior Data** 

Name: Piloting Skill: Gunnery Skill: Hits Taken

# **Heat Scale**

Conscious #

30 SHUTDOWN 29

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+

Shutdown, avoid on 8+

20 -4 Movement Points

19 Ammo Explosion, avoid on 4+

18 Shutdown, avoid on 6+

+3 Modifier to Fire

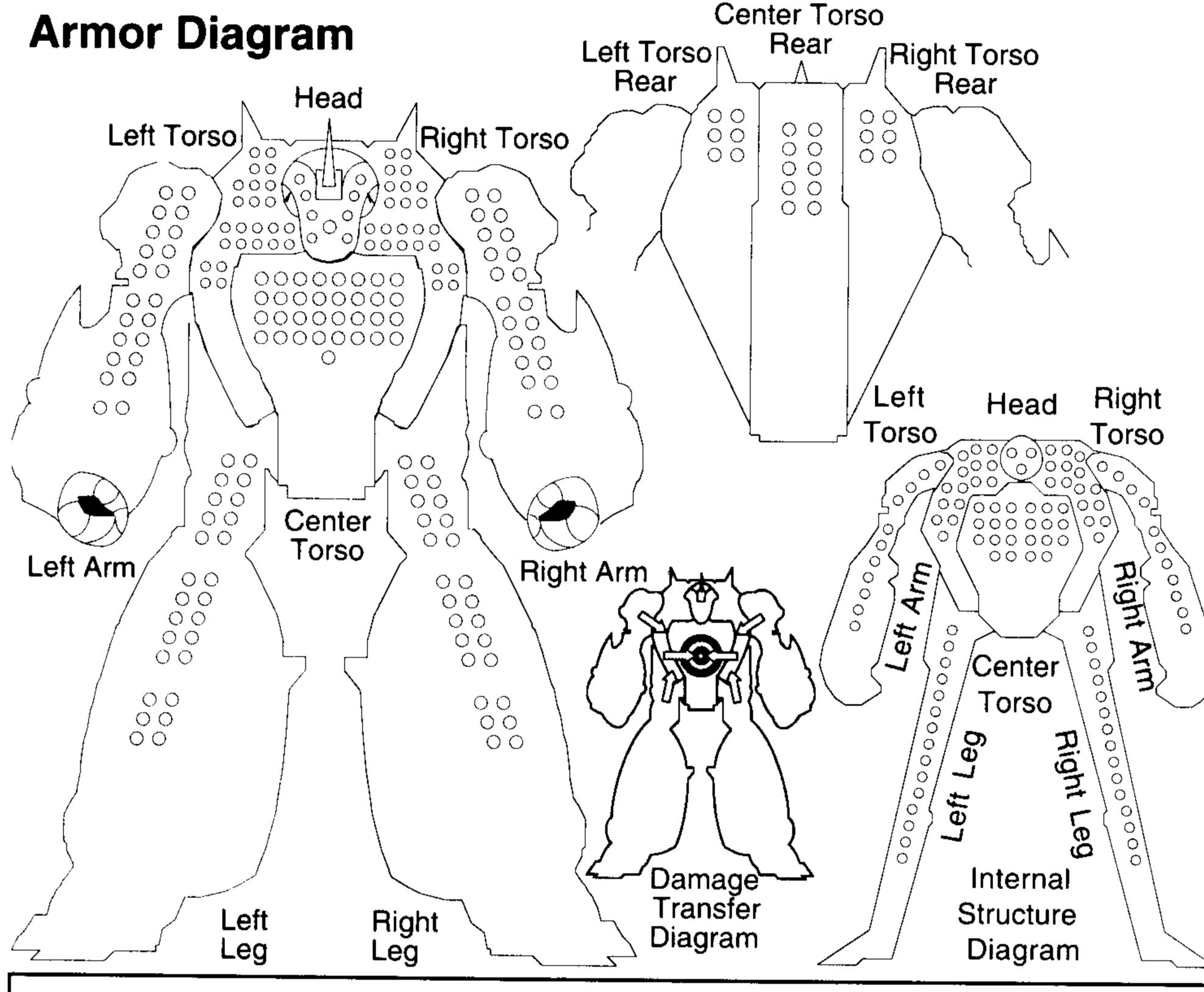
15 -3 Movement Points

14 Shutdown, avoid on 4+ +2 Modifier to Fire

-2 Movement Points

8 +1 Modifier to Fire





### **Left Arm** . Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 1-3 4. Hand Actuator Medium Laser 6. Roll Again 1. Roll Again 2. Roll Again 3. Roll Again 4. Boll Again 5 Roll Again 6. Roll Again **Left Torso** 1. LRM 15 2. LRM 15

# 3. LRM 15

4. SRM 4

5. Ammo (LRM 15) 8 6. Ammo (LRM 15) 8

1. Ammo (SRM 4) 25

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again 6. Roll Again

**Left Leg** 

1. Hip

2. Upper Leg Actuator 3. Lower Leg Actuator

4. Foot Actuator

5. Roll Again 6. Roll Again

# **Critical Hit Table**

### Head

1. Life Support

2. Sensors 3. Cockpit

4 Roll Again

5. Sensors

6. Life Support **Center Torso** 

. Engine

2. Engine

3. Engine 4. Gyro

5. Gyro

6. Gyro

1. Gyro

2. Engine 3. Engine

4. Engine

5. Medium Laser (R)

6. Medium Laser (R)

**Engine Hits** 000 Gyro Hits  $\bigcirc$ Sensor Hits  $\bigcirc$ Life Support

Cost

6,405,374

### 4. Roll Again 5. Roll Again 6. Roll Again

Right Leg 1. Hip

2. Upper Leg Actuator

**Right Arm** 

2. Upper Arm Actuator

3. Lower Arm Actuator

Hand Actuator

5. Medium Laser

6. Roll Again

1. Rell Again

2 Roll Again

3. Roll Again

4. Roll Again

5 Roll Again

6. Roll Again

1. LRM 15

2. LRM 15

4. SRM 4

**1-3** 3. LRM 15

**Right Torso** 

5. Ammo (LRM 15) 8

6. Ammo (LRM 15) 8

1. Ammo (SRM 4) 25

2. Roll Again

3. Rell Again

Shoulder

3. Lower Leg Actuator 4. Foot Actuator

5. Roll Again

6 Roll Again

### **Mech Data**

Type: ARC-2S Archer

Tonnage: **70** Movement Points Walking: 4 Running:

Jumping:

Technology Base: Inner Sphere

2474

Dead

Weapons Inventory							
# Type	Loc -	Ht	D	Mn	S	M	L
1 LRM 15	LT	5	1	6	7	14	21
1 LRM 15	RT	5	1	6	7	14	21
1 SRM 4	LT	3	2	0	3	6	9
1 SRM 4	RT	3	2	0	3	6	9
2 Medium Laser	CT (R)	3	5	0	3	6	9
1 Medium Laser	LA	3	5	0	3	6	9
1 Medium Laser	RA	3	5	0	3	6	9

Ammo Type	Rounds	
LRM 15	32	
SRM 4	50	

### **Total Single Heat Sinks: 10** 000000000

Operationa					Disable	d
Name:	1	Warri	or Dat	a		
Gunnery Skill:			_ Piloti	ing Skill	·	
Hits Taken	1	2	3	4	5	6

**Auto Eject** 

# **Heat Scale**

10

30	)[	SHUTDOWN
	abla	

Conscious #

Ammo Explosion, avoid on 8+

26 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+ 17 +3 Modifier to Fire

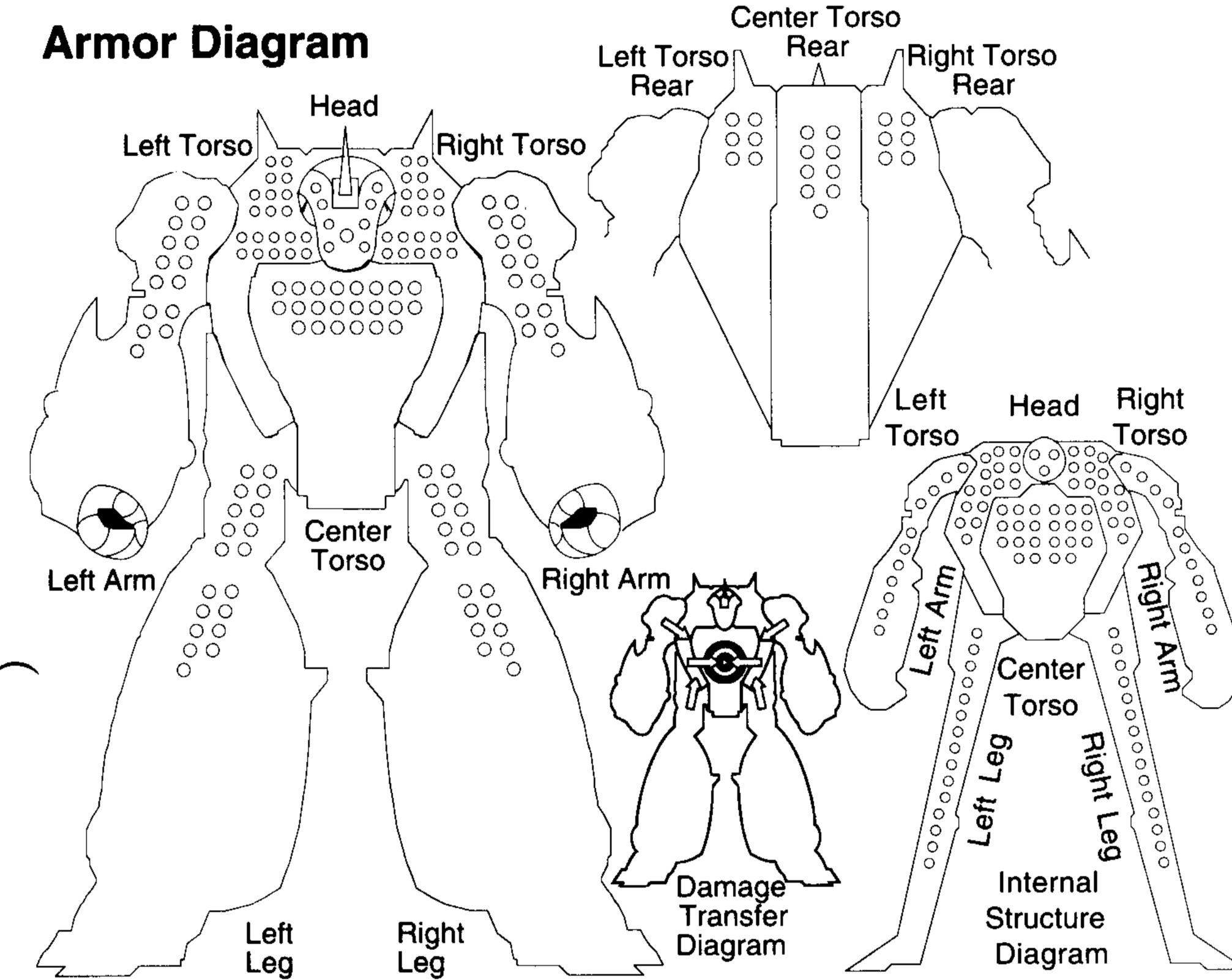
15 -3 Movement Points 14 Shutdown, avoid on 4+

13 +2 Modifier to Fire

-2 Movement Points

8 +1 Modifier to Fire





# **Left Arm**

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

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

### **Left Torso**

- 1. LRM 20
- 2. LRM 20
- 3. LRM 20
- 4. LRM 20
- 5. LRM 20
- 6. SRM 4
- 1. Ammo (LRM 20) 6
- 2. Ammo (LRM 20) 6
- 3. Roll Again 4-6
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again

### **Left Leg**

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

### **Critical Hit Table**

### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

### **Center Torso**

- l. Engine
- 2. Engine
- 3. Engine
- 4. Gyro

- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Engine
- 3. Engine
  - 4. Engine
  - 5. Ammo (SRM 4) 25
  - 6. Roll Again

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00
00
$\circ$

6,452,974 Cost

# **Right Arm**

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

- 1. LRM 20

- 5. LRM 20
- 6. SRM 4
- 1. Ammo (LRM 20) 6
- 2. Ammo (LRM 20) 6
- - 4. Roll Again

### **Right Leg**

- 1. Hip

- 5. Roll Again

### Diagram

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

# **Right Torso**

- 2. LRM 20
- 3. LRM 20
- 4. LRM 20

- 3. Roll Again

  - 5. Roll Again
  - 6. Roll Again

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

### **Mech Data**

### Type: ARC-2W Archer

Tonnage: **70** Movement Points

> Walking: Running: 6

Jumping:

l Medium Laser

1 Medium Laser

Technology Base: Inner Sphere 2474

6

Disabled

10

Dead

### **Weapons Inventory**

D Mn S M L # Type Loc LRM 20 1 LRM 20 I SRM 4 1 SRM 4

Rounds Ammo Type LRM 20 24 SRM 4

### **Total Single Heat Sinks: 10**

**Auto Eject** 

000000000

Operational

# **Warrior Data**

Name: Piloting Skill: Gunnery Skill: 6 Hits Taken

# **Heat Scale**

- 30 SHUTDOWN 29

Conscious #

- Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- -5 Movement Points
- 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+
- Shutdown, avoid on 8+
- -4 Movement Points
- Ammo Explosion, avoid on 4+ 18 Shutdown, avoid on 6+

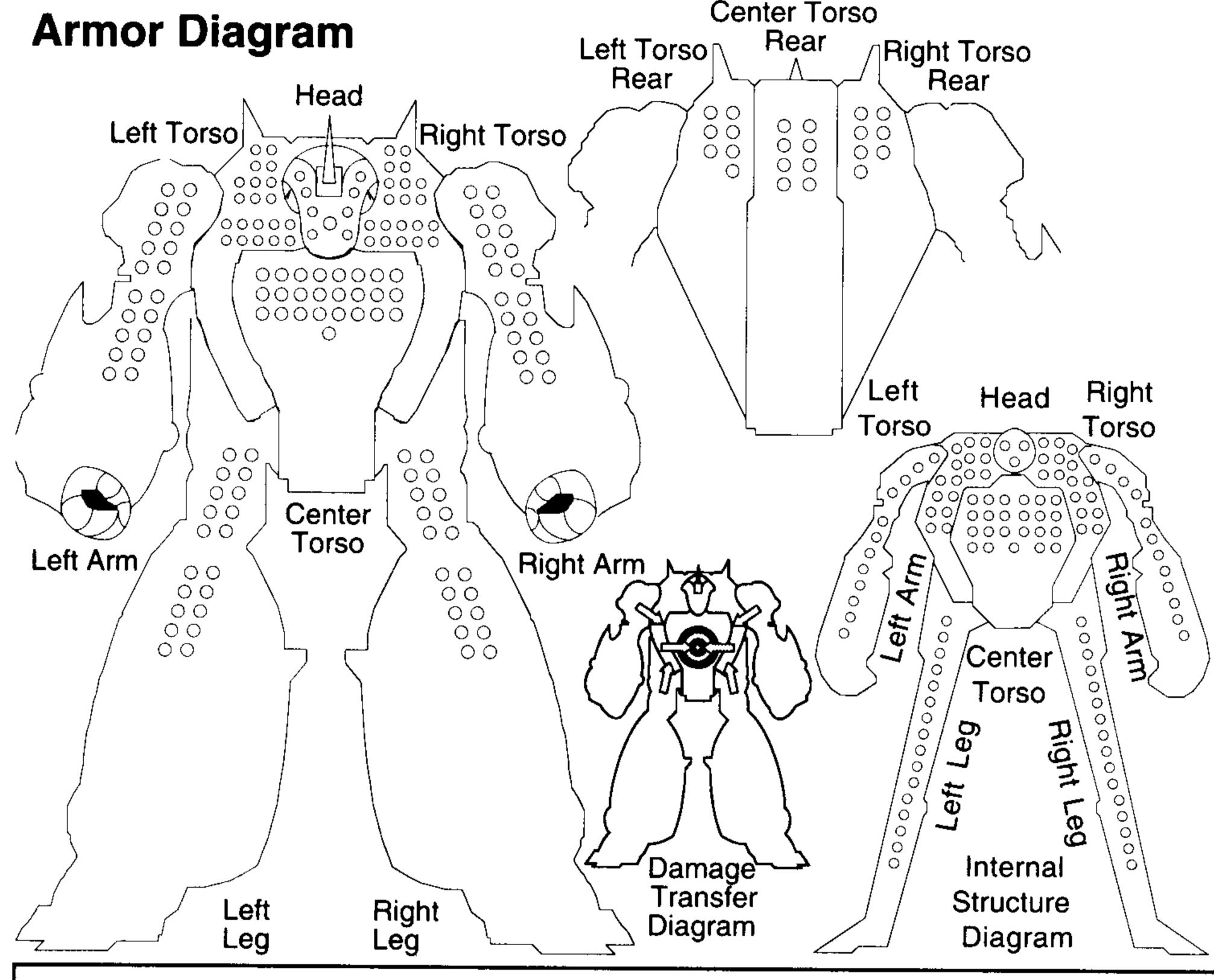
+3 Modifier to Fire

- -3 Movement Points 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points

8 +1 Modifier to Fire

- - CORPORATION





- . Shoulder
- 2. Upper Arm Actuator

**Left Arm** 

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

### **Left Torso**

- 1. Heat Sink
- 2. Heat Sink
- 1-3 3. Large Laser
  - 4. Large Laser

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

### **Left Leg**

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

**Critical Hit Table** 

### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Small Laser
- 5. Sensors
- 6. Life Support

### **Center Torso**

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

  - 6 Roll Again
  - Engine Hits 000 Gyro Hits  $\bigcirc$ Sensor Hits

# $\circ$ Life Support

6,594,438 Cost

# **Right Arm**

- . Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
  - 4. Hand Actuator
  - 5. PPC
  - 6. PPC

  - 1. PPC
  - 2. Medium Laser
- 3. Roll Again
  - - 5 Roll Again
    - 6. Roll Again

- 1-3 3. Large Laser
  - 4. Large Laser

    - 2. Roll Again
  - 3. Roll Again

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

- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- 6. Heat Sink

- - 4. Roll Again

### **Right Torso**

- 1. Heat Sink
- 2. Heat Sink
- - 5. Medium Laser
  - 6. Roll Again
  - 1. Roll Again

# Right Leg

- 1. Hip

3025

Technology Base:

Inner Sphere

Walking: 4 Running: Jumping:

Type: BL-7-KNT Black Knight

Tonnage: **75** 

# Type

Movement Points

- **Weapons Inventory** D Mn Loc'
- PPC RA 10 10 Large Laser Large Laser Medium Laser

**Mech Data** 

- Medium Laser l Medium Laser
- 1 Medium Laser 1 Small Laser

**Total Single Heat Sinks: 20** 

### 000000000 000000000 **Auto Eject**

- Operational
- Name: Gunnery Skill: Piloting Skill: Hits Taken

**Warrior Data** 

Disabled

10

Dead

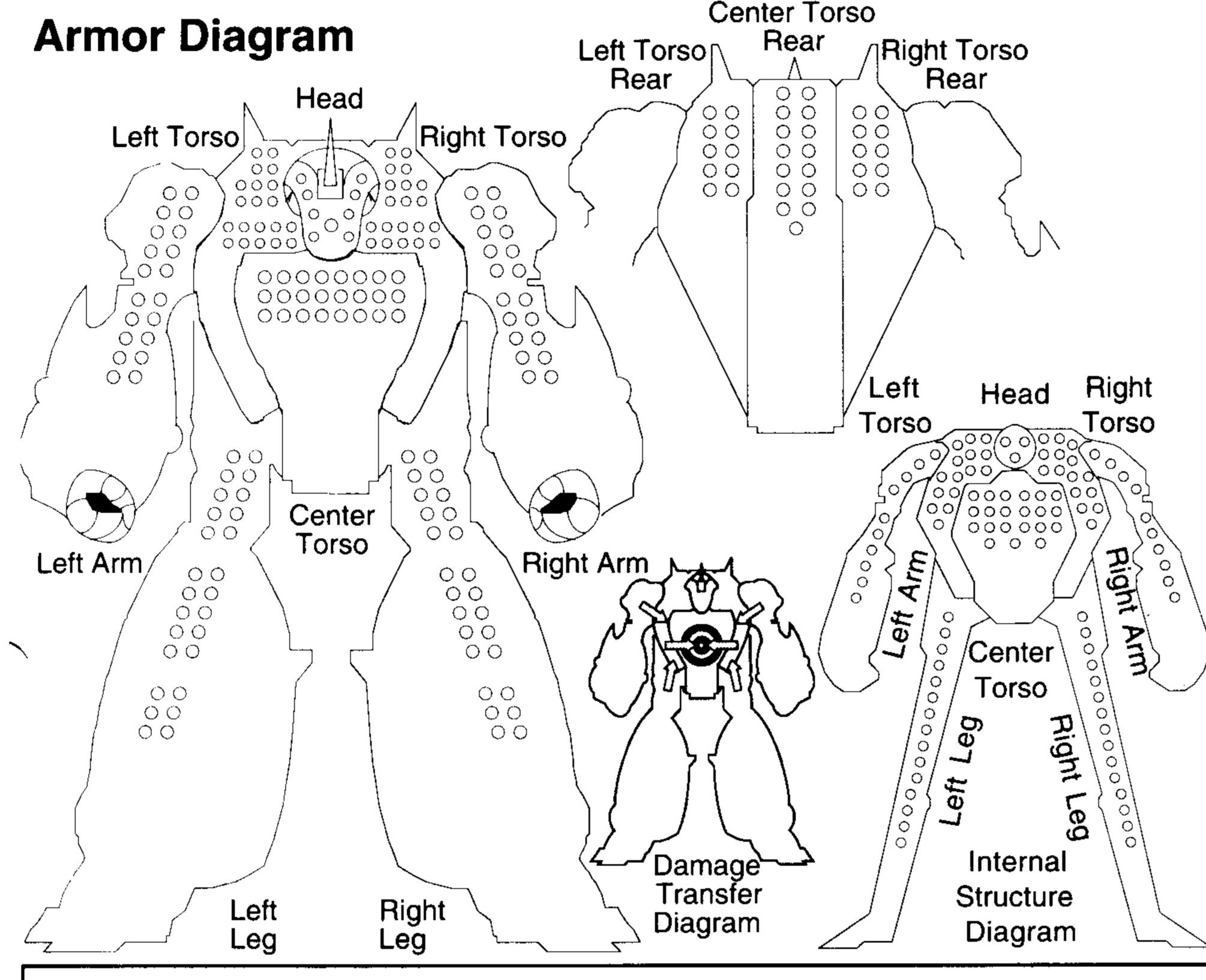
# **Heat Scale**

30 SHUTDOWN

Conscious # !

- 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+ Shutdown, avoid on 8+
- 4 Movement Points
- 19 Ammo Explosion, avoid on 4+ 18 Shutdown, avoid on 6+
- +3 Modifier to Fire
- -3 Movement Points 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points
- +1 Modifier to Fire
- Movement Points

CORPORATION



# **Critical Hit Table**

### Head

- 1. Life Support

- 4 Roll Again

- 3. Roll Again :

. Shoulder

1-3

- 4. Boll Again
- 5 Roll Ayain
- 6. Boll Again
  - **Left Torso**

**Left Arm** 

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Hand Actuator

5 Roll Again

6. Roll Again

1. Roll Again

2 Roll Again

- 1. LRM 20
- 2. LRM 20
- 3. LRM 20 1-3
  - 4. LRM 20
  - 5. LRM 20
  - 6. Boll Again
  - 1. Roll Agam

  - 2 Rell Again

3. Roll Again

- 4 Roll Again
- S Roll Again.
- 6. Boll Again
  - **Left Leg**

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

- 2. Sensors
- 3. Cockpit
- 5. Sensors
- 6. Life Support

- **Center Torso**
- 1. Engine
- 2. Engine
- 3. Engine
- 4. Gyro
  - 5. Gyro

  - 6. Gyro
  - 1. Gyro
- 2. Engine
- 3. Engine
- 4. Engine 5. Machine Gun
- 6. Ammo (MG) 200

Engine Hits	000
Gyro Hits	$\circ$
Sensor Hits	$\circ \circ$
Sensor Hits Life Support	$\bigcirc$

### 5,497,911 Cost

### **Right Arm**

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
  - 4. Hand Actuator
    - 5. SRM 4
  - 6. Ammo (SRM 4) 25
  - 1. Roll Again
  - 2 Roll Again
- 3. Roll Again
- 4. Roll Again
- - 5 Roll Again
- 6. Roll Again

### **Right Torso**

- 1. LRM 20
- 2. LRM 20
- 3. LRM 20
- 4. LRM 20
  - 5. LRM 20

  - 6. Ammo (LRM 20) 6
  - 1. Ammo (LRM 20) 6
  - 2. Roll Again
- 3. Roll Again
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again

### Right Leg

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

### **Mech Data**

Type: BMB-10D Bombardier

Tonnage: **65 Movement Points** 

# Type

1 LRM 20

1 LRM 20

SRM 4

1 Machine Gun

Walking:

Inner Sphere 3025

Technology Base:

Running: Jumping:

> **Weapons Inventory** D Mn S M Ht Toc

Ammo Type Rounds LRM 20 SRM 4 Machine Gun 200

### **Total Single Heat Sinks: 10** 000000000

**Auto Eject** Operational

☐ Disabled

10

Dead

**Warrior Data** 

Name: Piloting Skill: Gunnery Skill: 6 Hits Taken

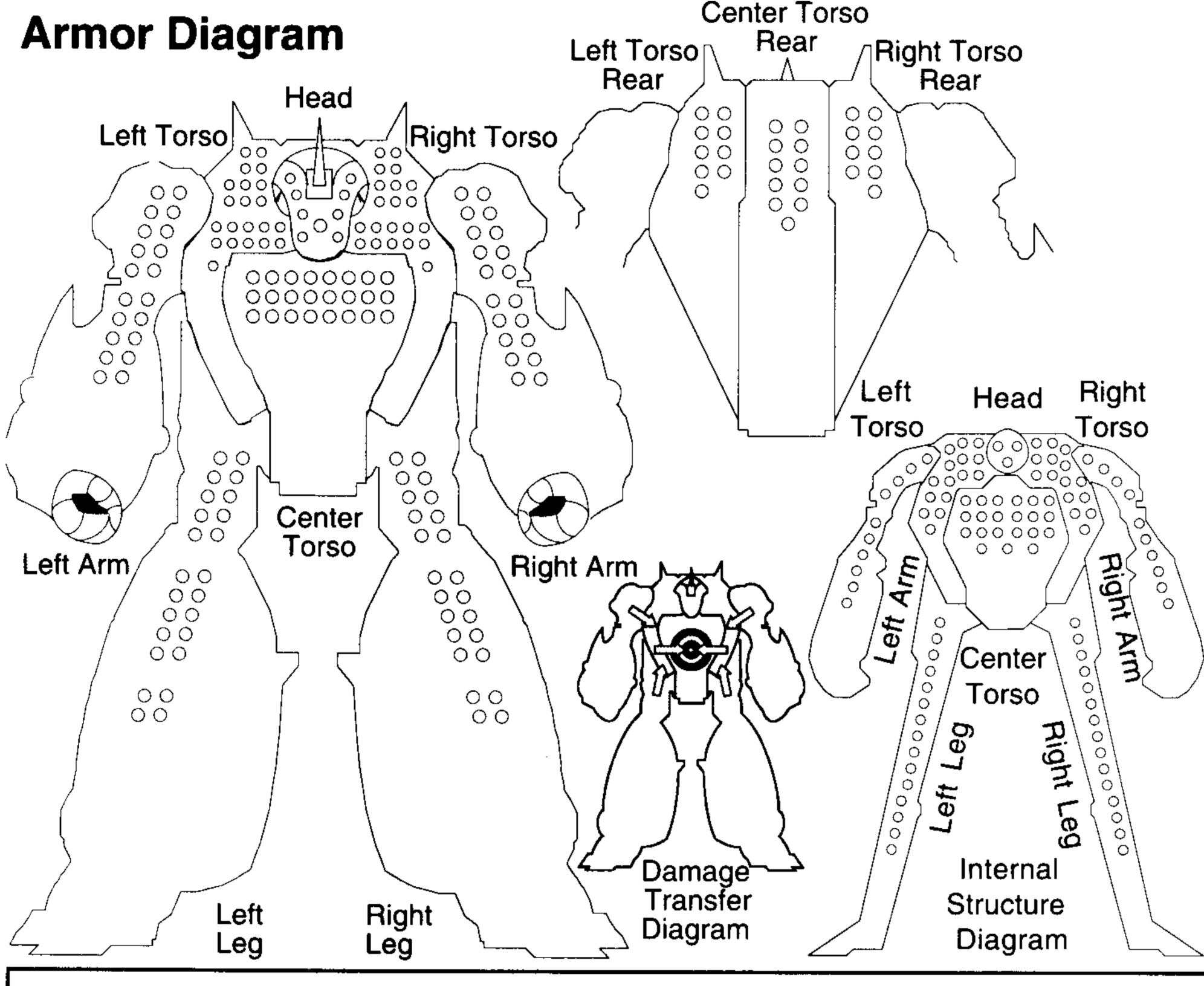
### **Heat Scale**

30 SHUTDOWN

Conscious # |

- 28 Ammo Explosion, avoid on 8+
- - 26 Shutdown, avoid on 10+
  - 25 -5 Movement Points
  - +4 Modifier to Fire
  - 23 Ammo Explosion, avoid on 6+
  - Shutdown, avoid on 8+
  - -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- +3 Modifier to Fire
- -3 Movement Points
- 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- **Movement Points**





# 2. Upper Arm Actuator

- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

- 1. Engine
- 2. Engine

- **Left Torso**
- 1. Jump Jet
- 2. Jump Jet
- 3. Ammo (LRM 15) 8
  - 4. Ammo (LRM 15) 8

**Left Arm** 

Shoulder

3. LRM 15

4. LRM 15

5. LRM 15

6. Roll Again

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

1-3

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

### **Left Leg**

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

### **Critical Hit Table**

### Head

- 1. Life Support

### **Center Torso**

- 3. Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Engine
- 3. Engine
- 4. Engine
  - 5. Heat Sink
  - 6. Roll Again

Engine Hits	000
Gyro Hits	$\circ \circ$
Sensor Hits	$\circ \circ$
Life Support	$\circ$

### 5,658,126 Cost

### **Right Arm**

- l. Shoulder
- 2. Upper Arm Actuator
- 3. LRM 15
- 4. LRM 15
- 5. LRM 15
- 6. Roll Again
- 1. Roll Again
- 2 Roll Again
- 3. Roll Again
- 4. Roll Again
- 5 Roll Again
- 6. Roll Again

### **Right Torso**

- 1. Jump Jet
- 2. Jump Jet
- 3. Ammo (LRM 15) 8
- 4. Ammo (LRM 15) 8

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

  - 5. Roll Again
  - 6. Roll Again

### Right Leg

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

5. Heat Sink

6. Heat Sink

### **Mech Data**

Technology Base:

Inner Sphere

2561

Type: CPLT-A1 Catapult

Tonnage: **65** 

Movement Points Walking:

Running: Jumping:

**Weapons Inventory** 

# Type D Mn Loc -1 LRM 15 RA 1 LRM 15

Ammo Type Rounds **LRM 15** 

### **Total Single Heat Sinks: 15** 000000000

**Auto Eject** 

Disabled

**Warrior Data** 

Name: Piloting Skill: Gunnery Skill:

Hits Taken Dead 10 Conscious #

### **Heat Scale**

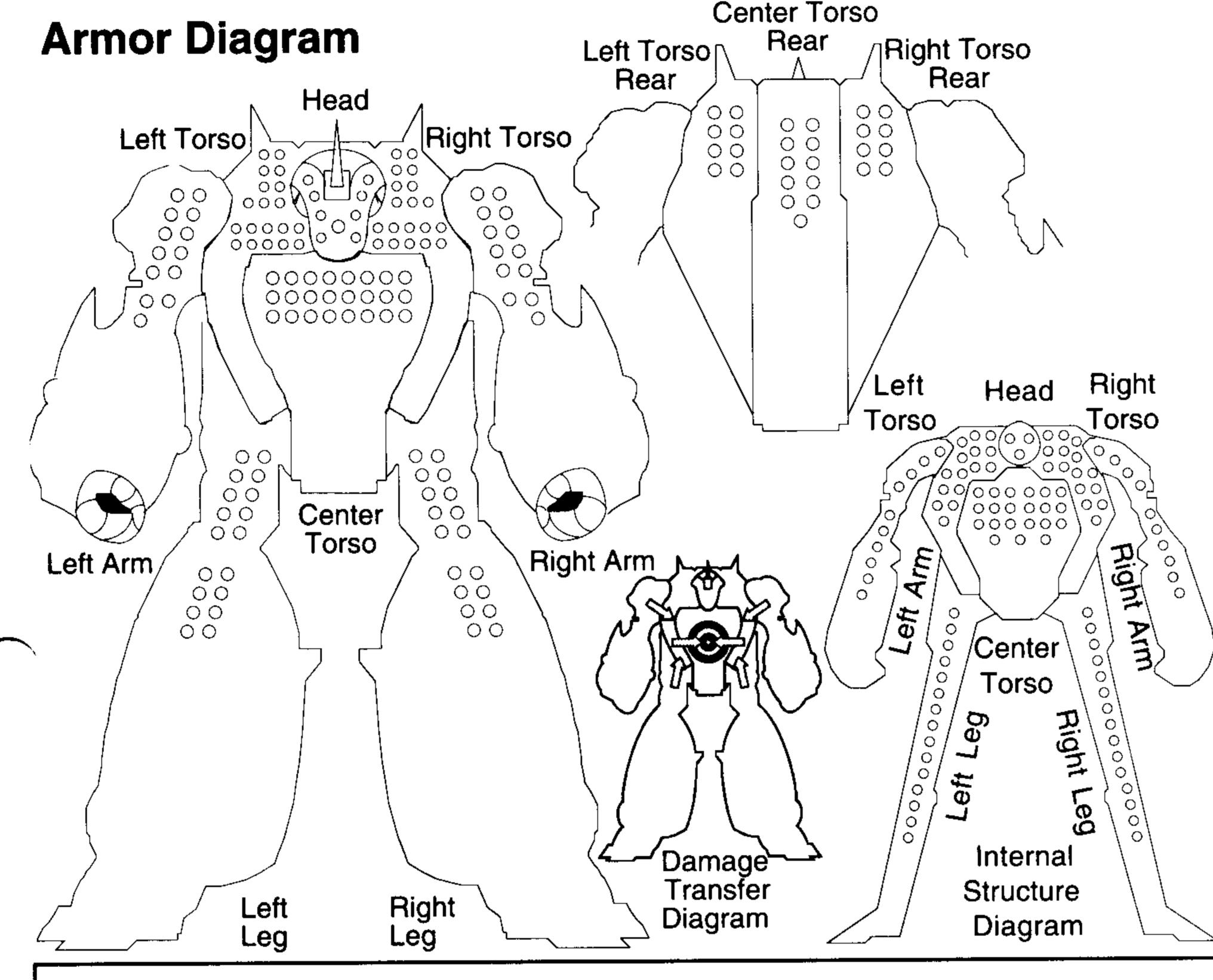
30 SHUTDOWN

00000

Operational

- 29
- 28 27 Ammo Explosion, avoid on 8+
- Shutdown, avoid on 10+
- -5 Movement Points
- 24 +4 Modifier to Fire
- 23 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
- 8 +1 Modifier to Fire
- Movement Points





### **Critical Hit Table Right Arm** 1. Shoulder

- 2. Sensors

### **Center Torso**

- 1. Engine

- **Left Torso**
- 1. Jump Jet

**Left Arm** 

2. Upper Arm Actuator

1. Shoulder

3. LRM 15

4. LRM 15

5. LRM 15

6. Roll Again

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

1-3

- 2. Jump Jet
- 3. Medium Laser
- 1-3 4. Ammo (LRM 15) 8
  - 5. Roll Again
  - 6. Roll Again
  - 1. Roll Again
  - 2. Roll Again
  - 3. Roll Again
- 4-6 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again
    - **Left Leg**
  - 1. Hip
  - 2. Upper Leg Actuator
  - 3. Lower Leg Actuator
  - 4. Foot Actuator
  - 5. Heat Sink

6. Heat Sink

- Head
- 1. Life Support
- 3. Cockpit
- 4. Heat Sink
- 5. Sensors
- 6. Life Support
- 2. Engine
- 3. Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Engine
- 3. Engine
- 4. Engine
- 5. Medium Laser
- 6. Medium Laser
- **Engine Hits** 000 Gyro Hits  $\circ$ Sensor Hits  $\circ$ Life Support

Cost

5,790,126

# 4. Roll Again

- 5. Roll Again
- 6. Roll Again

### **Right Leg**

2. Upper Arm Actuator

3. LRM 15

4. LRM 15

5. LRM 15

6. Roll Again

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

1. Jump Jet

2. Jump Jet

5. Roll Again

6. Roll Again

1. Roll Again

2. Roll Again

3. Roll Again

3. Medium Laser

4. Ammo (LRM 15) 8

**Right Torso** 

1-3

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

### **Mech Data**

Type: CPLT-C1 Catapult

Tonnage: **65** Movement Points

Walking: 4 Running:

Jumping:

Technology Base: Inner Sphere 2561

**Weapons Inventory** 

# Type	Loc	Ht	$D^{-1}$	Mn	S	М	
1 LRM 15	RA	5	1	6	7	14	21
1 LRM 15	LA	5	1	6	7	14	21
2 Medium Laser	CT	3	5	0	3	6	9
1 Medium Laser	LT	3	5	0	3	6	9
1 Medium Laser	RT	3	5	0	3	6	9

Ammo Type Rounds 16 LRM 15

### **Total Single Heat Sinks: 15** 000000000

Operational

00000

**Auto Eject** Disabled

### **Warrior Data**

Name:

Piloting Skill: **Gunnery Skill:** 6

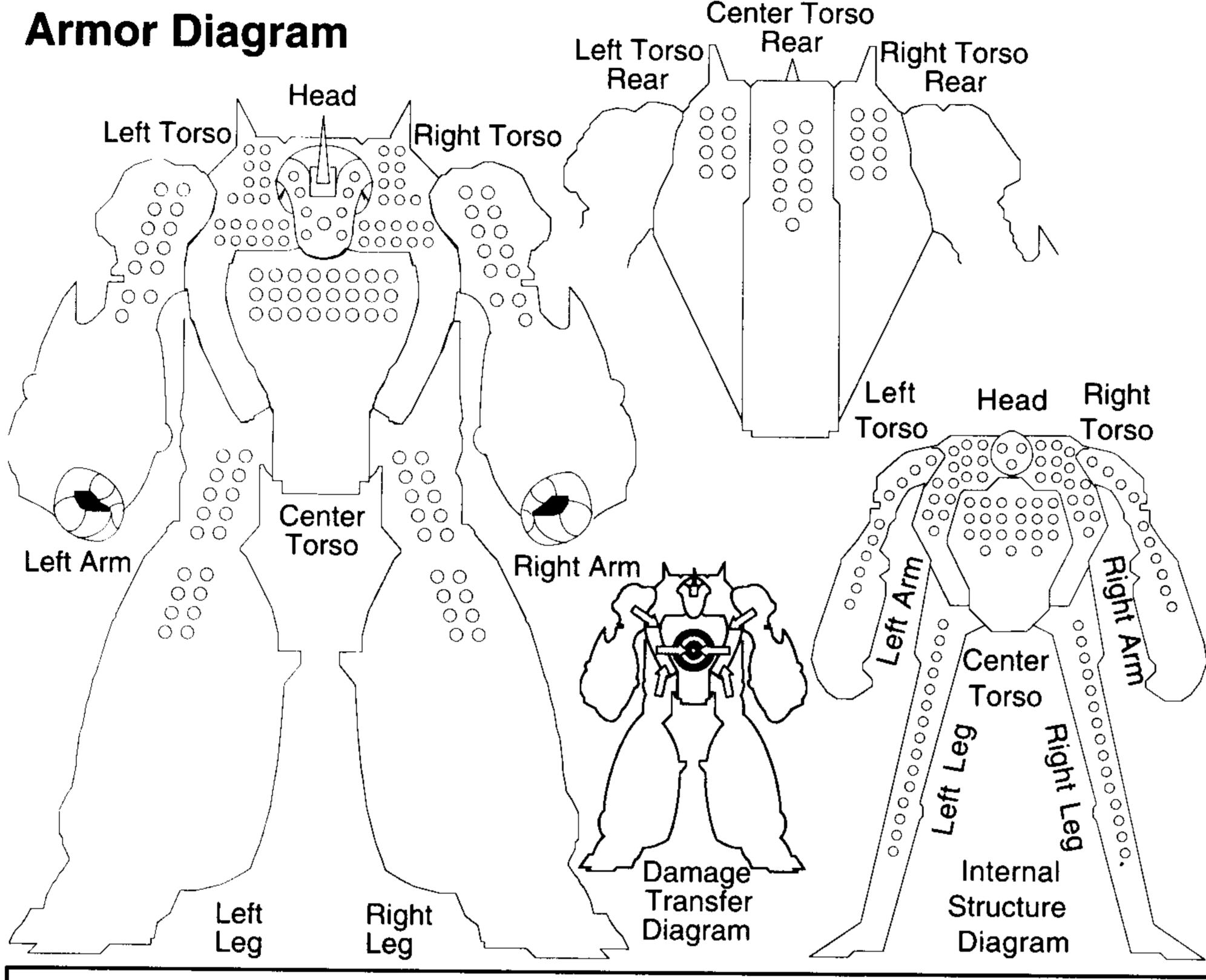
Hits Taken Dead 10 Conscious # |

# **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+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- -3 Movement Points
- 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- -1 Movement Points



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### **Left Arm** 1. Shoulder 2. Upper Arm Actuator 3. LRM 20

- 1-3 4. LRM 20 5. LRM 20
  - 6. LRM 20
  - 1. LRM 20
- 2. Roll Again 3. Roll Again
- 4. Roll Again
  - 5. Roll Again 6. Bell Again

# **Left Torso**

- 1. Jump Jet
- 2. Jump Jet
- 3. Ammo (LRM 20) 6 4. Ammo (LRM 20) 6
  - 5. Roll Again
  - 6. Boll Again
  - 1. Roll Again
  - 2. Roll Again 3. Roll Again
- 4 Roll Again
  - 5. Roll Again
  - 6. Boll Again **Left Leg**
  - 1. Hip
  - 2. Upper Leg Actuator
  - 3. Lower Leg Actuator
  - 4. Foot Actuator

  - 5. Roll Again 6 Roll Again

# **Critical Hit Table**

- Head
- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

### **Center Torso**

- . Engine
- 2. Engine
- 3. Engine
  - 4. Gyro
  - 5. Gyro
  - 6. Gyro
- 1. Gyro 2. Engine
- 3. Engine
  - 4. Engine
  - 5. Small Laser
  - 6. Small Laser
  - **Engine Hits** 000 Gyro Hits  $\bigcirc$ Sensor Hits  $\bigcirc$ Life Support

### 5,893,251 Cost

# **Right Arm**

- l. Shoulder
- 2. Upper Arm Actuator
- 3. LRM 20
- 4. LRM 20
  - 5. LRM 20

  - 6. LRM 20
  - 1. LRM 20
- 2 Roll Again
- 3. Roll Again
- 4. Roll Again
- 5 Roll Again
- 6. Roll Again

# **Right Torso**

- 1. Jump Jet
- 2. Jump Jet
- 3. Ammo (LRM 20) 6
  - 4. Ammo (LRM 20) 6
  - 5. Roll Again
  - 6. Roll Again
  - 1. Roll Again
  - 2. Roll Again
- 3. Roll Again
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again

# Right Leg

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

**Mech Data** 

Type: CPLT-C4 Catapult

Tonnage: **65** 

Running:

Jumping:

2 Small Laser

Movement Points Walking:

Inner Sphere 2561

Technology Base:

**Weapons Inventory** 

# Type Ht D Mn S M Loc -LRM 20 14 1 LRM 20 RA

Ammo Type Rounds LRM 20 24

### **Total Single Heat Sinks: 10** 000000000

# **Auto Eject**

Operational Disabled

**Warrior Data** 

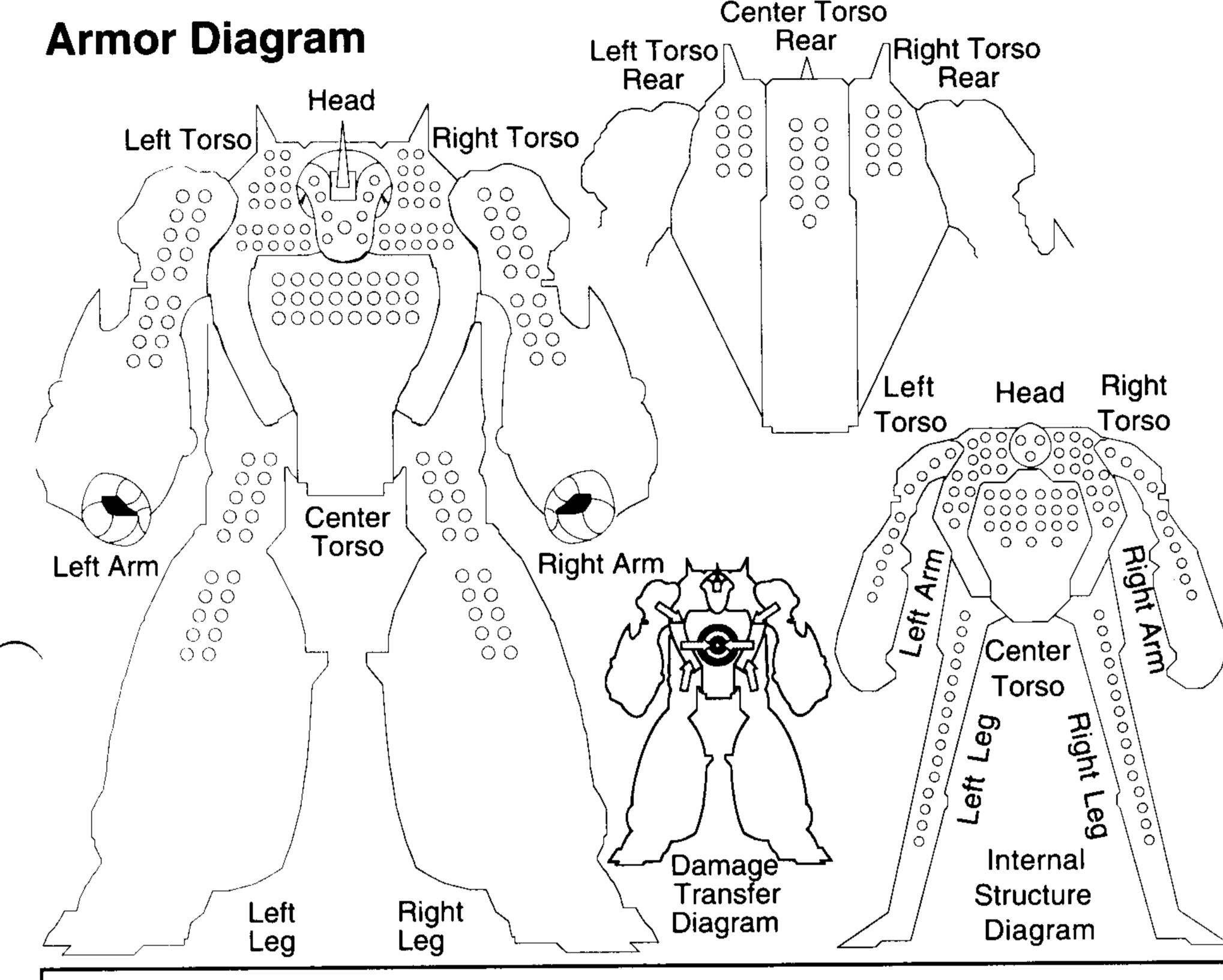
Name: Gunnery Skill: Piloting Skill:

Hits Taken 6 Dead 10 Conscious #

### **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+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- +3 Modifier to Fire
- -3 Movement Points
- 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- Movement Points





### **Left Arm**

- l. Shoulder
- 2. Upper Arm Actuator
- 1-3 4. PPC
  - 5. PPC
  - 6. Roll Again

  - a, Roll Again
  - 2 Roll Ayain
- 3. Roll Again 4-6
  - 4. Bull Again
  - 5 Roll Ayain
  - b. Boll Again

### **Left Torso**

- 1. Heat Sink
- 2. Heat Sink
- 3. Medium Laser
- 4. Machine Gun
- 5 Roll Again
- 6. Boll Again
- T. Roll Agam
- 2 Roll Again 3. Roll Again
- 4 Roll Ayain
- 5 Roll Again

6. Bull Again

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

### **Critical Hit Table**

### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4 Rell Again
- 5. Sensors
- 6. Life Support

### **Center Torso**

- 1. Engine
- 2. Engine
- 3. Engine
- - 4. Gyro
  - 5. Gyro
  - 6. Gyro
  - 1. Gyro
  - 2. Engine
- 3. Engine
- - 4. Engine
  - 5. Heat Sink
  - 6. Ammo (MG) 200

Engine Hits	000
Gyro Hits	$\circ$
Sensor Hits	$\circ$
Life Support	$\bigcirc$

5,349,576 Cost

### **Right Arm**

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

  - 1. Roll Again
  - 2 Roll Again

  - 3. Roll Again
  - 4. Roll Again

  - 5 Roll Again

  - 6. Roll Again

### **Right Torso**

- 1. Heat Sink
- 2. Heat Sink
- 3. Heat Sink
- 4. Medium Laser
  - 5. Machine Gun
  - 6. Rell Again
  - 1. Roll Again
  - 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again.
- 6. Rell Again

### **Right Leg**

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

### **Mech Data**

Type: CPLT-K2 Catapult

Tonnage: **65 Movement Points** 

Jumping:

1 Machine Gun

Machine Gun

Walking: 4 Running: 6 Technology Base: Inner Sphere 2561

W	eapons	Inventory
	- I -	_ 1.14

D Mn S M L # Type LOC. 1 PPC 1 PPC 1 Medium Laser 1 Medium Laser

Ammo Type Rounds 200 Machine Gun

### **Total Single Heat Sinks: 20** 000000000

000000000

Operational

**Auto Eject** 

Disabled

10

Dead

### **Warrior Data**

Name: Piloting Skill: Gunnery Skill: 6 Hits Taken

### **Heat Scale**

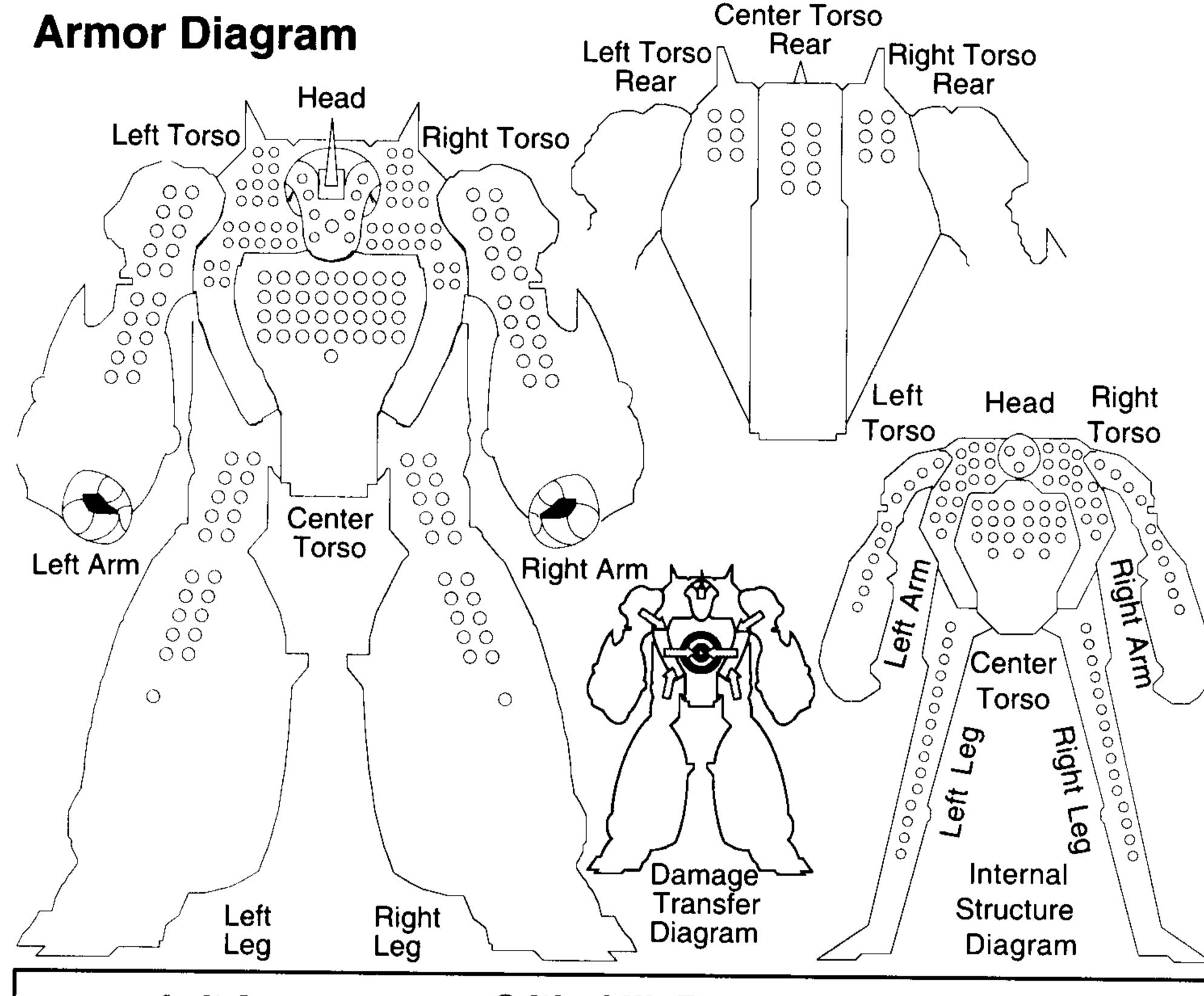
30 SHUTDOWN

Conscious # |

- 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+
- -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+ 17 +3 Modifier to Fire
- -3 Movement Points
- 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
  - -1 Movement Points



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# **Left Arm**

### Shoulder

- 2. Upper Arm Actuator
- 3. Lower Arm Actuator 1-3
  - 4. Hand Actuator
- 5. LRM 15
  - 6. LRM 15

  - 1. LRM 15
  - 2. Medium Laser
- 3. Roll Again
  - 4. Roll Agam
  - 5. Roll Again
  - 6. Roll Again

### **Left Torso**

- 1. Heat Sink
- 2. Heat Sink
- 3. Ammo (LRM 15) 8
- 4. Roll Again
  - 5. Boll Again
  - 6. Boll Again
  - 1. Roll Again

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

# **Critical Hit Table**

### Head

- 1. Life Support

- 5. Sensors
- 6. Life Support

### **Center Torso**

- 1. Engine
- 3. Engine
- 4. Gyro
- 1. Gyro

Engine Hits	000
Gyro Hits	$\circ \circ$
Sensor Hits	$\circ \circ$
Life Support	$\bigcirc$

- 2. Sensors
- 3. Cockpit
- 4. Roll Again

- 2. Engine
- 5. Gyro
- 6. Gyro
- 2. Engine
- 3. Engine
- 4. Engine
- 5. Ammo (SRM 4) 25
- 6 Roll Again

Engine Hits	$\circ \circ \circ$
Gyro Hits	$\circ \circ$
Sensor Hits	$\circ \circ$
Life Support	$\bigcirc$

### 5,620,011 Cost

# **Right Arm**

- Shoulder
- 2. Upper Arm Actuator
- Lower Arm Actuator
  - 4. Hand Actuator
  - 5. LRM 15
  - 6. LRM 15

  - 1. LRM 15
- 2. Medium Laser
- 3. Roll Again

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

# **Right Torso**

- 1. Heat Sink
- 2. Heat Sink
- 3. Ammo (LRM 15) 8
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again
  - 1. Roll Again
  - 2. Roll Again
  - 3. Roll Again
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Agam

### **Right Leg**

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

### **Mech Data**

### Type: CRD-3D Crusader

Tonnage: **65** 

Movement Points Walking:

Running:

Jumping:

# Type

1 LRM 15

LRM 15

l Medium Laser

Technology Base: Inner Sphere

3025

**Weapons Inventory** 

- D Mn S Loc -
- Medium Laser SRM 4 SRM 4

Ammo Type Rounds LRM 15 16 SRM 4

### **Total Single Heat Sinks: 14** 000000000

**Auto Eject** Operational

00000

■ Disabled

**Warrior Data** 

Gunnery Skill: Piloting Skill: Hits Taken 6 Dead Conscious # 10

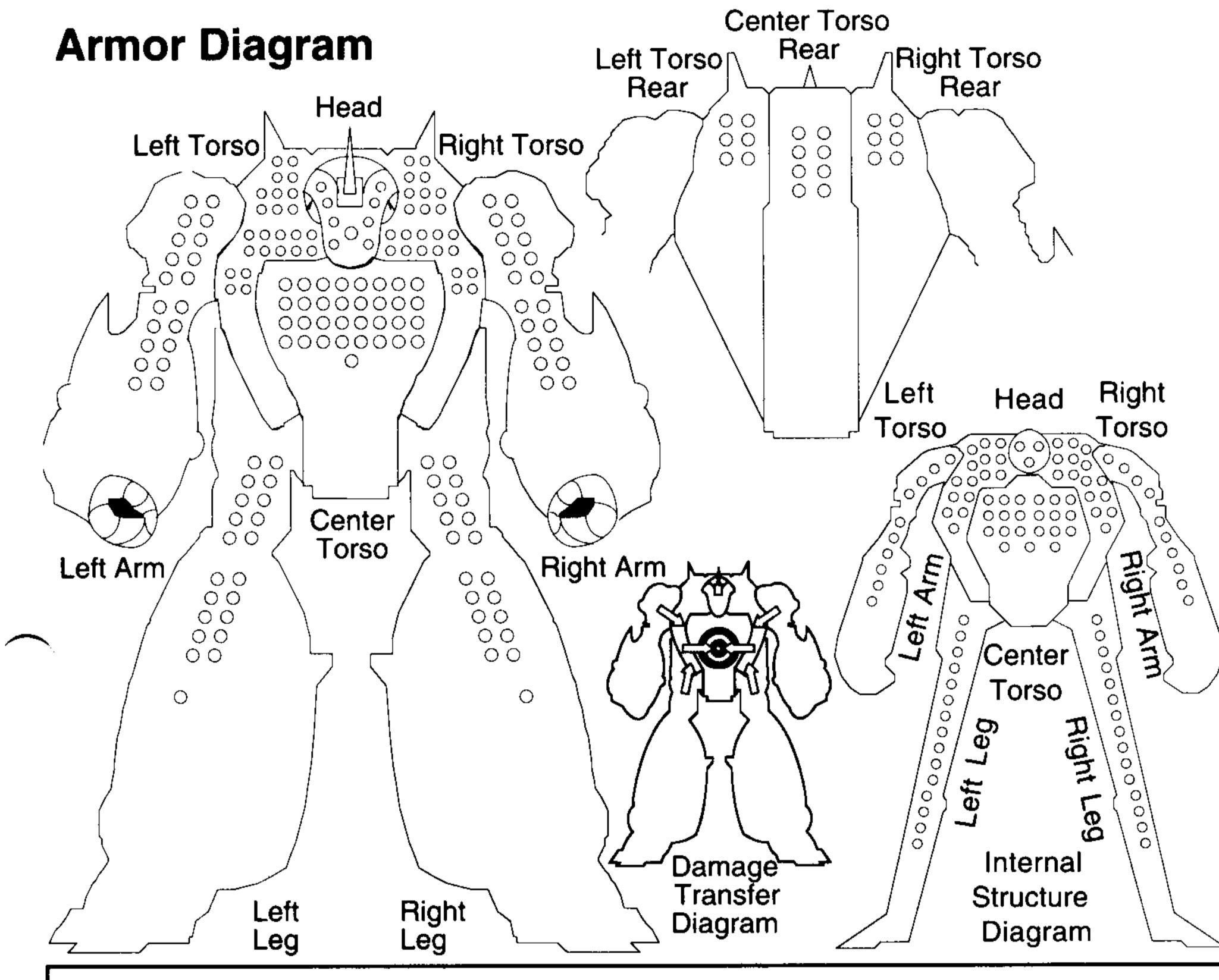
# **Heat Scale**

- 30 SHUTDOWN

Name:

- 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+
- 20 -4 Movement Points 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- -3 Movement Points
- 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- Movement Points





### **Left Arm**

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
  - Medium Laser
  - 6. LRM 10
  - 1. LRM 10
  - 2. Roll Again
- 3. Roll Again
- 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again

### **Left Torso**

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

### **Left Leg**

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. SRM 6

6. SRM 6

### **Critical Hit Table**

### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

### **Center Torso**

- 1. Engine
- 2. Engine
- 3. Engine
- 1-3 4. Gyro

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

  - 4. Engine

  - 5. Ammo (SRM 6) 15
  - 6. Roll Again

Engine Hits	000
Gyro Hits	00
Sensor Hits	$\circ \circ$
Life Support	0

### Cost 5,445,111

### **Right Arm**

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- Medium Laser
- 6. LRM 10
- 1. LRM 10
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again

  - 5 Roll Again
  - 6. Roll Again

### **Right Torso**

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

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

  - 5. Roll Again
  - 6. Roll Again

### Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. SRM 6
- 6. SRM 6

### **Mech Data**

Type: CRD-3K Crusader

Tonnage: **65** 

Movement Points

Jumping:

Walking: Running: 6 Technology Base: Inner Sphere

3025

**Weapons Inventory** 

# Type D Mn SRM 6 SRM 6 Medium Laser Medium Laser 1 LRM 10 14 21 1 LRM 10

Ammo Type	Rounds
SRM 6	15
LRM 10	24

### **Total Single Heat Sinks: 16** 000000000

00000

Operational

**Auto Eject** ☐ Disabled

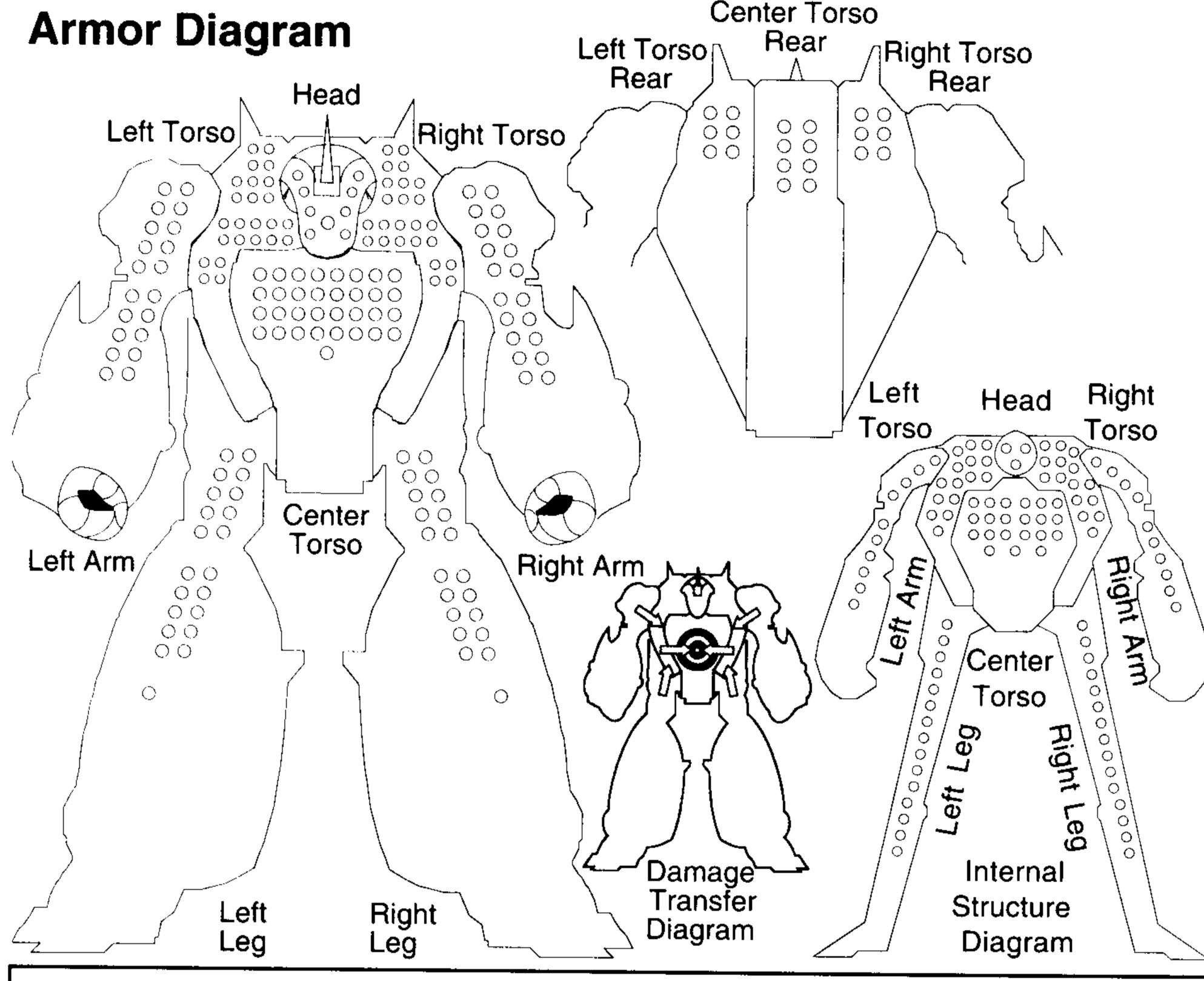
### **Warrior Data**

Name: Piloting Skill: Gunnery Skill: 6 Hits Taken Dead 10 Conscious #

# **Heat Scale**

- 30 SHUTDOWN
- 29
- 28 Ammo Explosion, avoid on 8+
- Shutdown, avoid on 10+
- -5 Movement Points
- 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- -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





### **Left Arm** Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 1-3 4. Hand Actuator Medium Laser 6. LRM 10 1. LRM 10 2. Machine Gun 3. Roll Again 4. Boll Again 5 Roll Again 6. Boll Again **Left Torso** 1. Ammo (LRM 10) 12 2. Jump Jet

# 3. Jump Jet 4 Roll Ayain 5. Roll Again 6. Boll Again 1. Roll Again

	1	Hin	
		Left	Leg
	6.	Roll Again	
	5.	Roll Again	
7-0	4	Roll Again	
4-6	3.	Roll Again	
	2	Roll Again	

6. SRM 4

2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink

# **Critical Hit Table**

# Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4 Roll Again
- 5. Sensors
- 6. Life Support

### **Center Torso**

- 1. Engine
- 2. Engine
- 3. Engine
  - 4. Gyro
  - 5. Gyro
  - 6. Gyro
  - 1. Gyro
- 2. Engine 3. Engine
- - 4. Engine
  - 5. Ammo (SRM 4) 25
  - 6. Ammo (MG) 200

-	
Engine Hits	000
Gyro Hits	$\circ \circ$
Sensor Hits	$\circ \circ$
Life Support	$\bigcirc$

Cost 5,583,711

# **Right Arm**

- Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Medium Laser
- 6. LRM 10
- 1. LRM 10
- 2. Machine Gun
- 3. Roll Again
  - - 4. Roll Again
    - 5 Roll Again
  - 6. Roll Again

# **Right Torso**

- 1. Ammo (LRM 10) 12
- 2. Jump Jet
- 3. Jump Jet
- 4 Roll Again
  - 5. Roll Again
  - 6. Roll Again

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

### Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- 6. SRM 4

### **Mech Data**

Type: **CRD-3L Crusader** 

Running: 6

Jumping: 4

Tonnage: **65** Movement Points Walking: 4

Technology Base: Inner Sphere 3025

Weapons	Inventor	y
Lo	ď Ht	_

# Type D Mn Medium Laser Medium Laser 1 LRM 10 1 LRM 10 I SRM 4 1 SRM 4 1 Machine Gun Machine Gun LA

Ammo Type Rounds **LRM 10** 24 SRM 4 25 Machine Gun 200

### **Total Single Heat Sinks: 12** 0000000

00000

### **Auto Eject**

Operational

Disabled

### **Warrior Data**

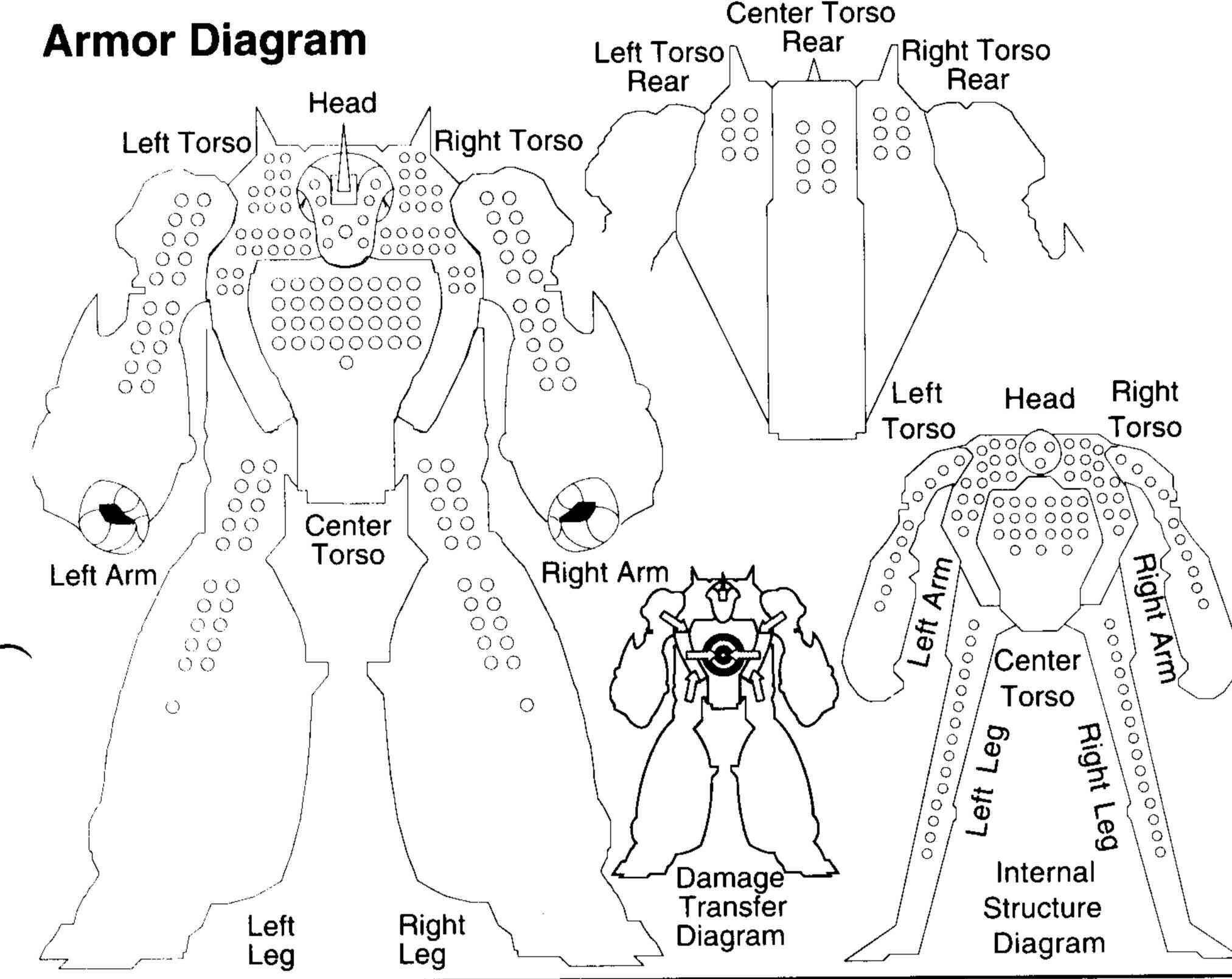
Name: Gunnery Skill: Piloting Skill:

Hits Taken Dead Conscious # 10

# **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+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- +3 Modifier to Fire
- 15 -3 Movement Points
- 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- Movement Points

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### **Critical Hit Table Right Arm Left Arm** 1. Shoulder 1. Shoulder 2. Upper Arm Actuator 2. Upper Arm Actuator Head . Lower Arm Actuator Lower Arm Actuator 1. Life Support 4. Hand Actuator 4. Hand Actuator 2. Sensors 5. LRM 15 5. LRM 15 3. Cockpit 6. LRM 15 6. LRM 15 4 Roll Again 1. LRM 15 1. LRM 15 5. Sensors 2. Medium Laser 2. Medium Laser 6. Life Support 3. Machine Gun 3. Machine Gun **Center Torso** 4. Roll Again 4. Billi Again . Engine 5 Roll Again 5 Roll Ayain 2. Engine 6. Roll Again 6. Roll Again 3. Engine **Right Torso Left Torso** 4. Gyro 1. Ammo (LRM 15) 8 1. Ammo (LRM 15) 8 5. Gyro 2. Roll Again 2 Roll Again 6. Gyro 3. Rell Agam 3 Boll Again 1. Gyro 4 Roll Again 4 Roll Ayain

2. Engine

3. Engine

4. Engine

Engine Hits

Sensor Hits

Life Support

Gyro Hits

5. Ammo (SRM 6) 15

000

 $\bigcirc$ 

 $\bigcirc$ 

5,547,411

6. Ammo (MG) 200

Cost

5. Roll Again

6 Ball Again

1 Roll Again

2 Roll Again

3. Bull Again

4 Roll Again

5 Roll Again

6. Boll Again

1. Hip

**Left Leg** 

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. SRM 6

6. SRM 6

5. Roll Again

6. Roll Again

1. Roll Again

2. Roll Again

3. Roll Agam

4. Roll Again

5. Roll Again

6. Roll Again

1. Hip

Right Leg

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. SRM 6

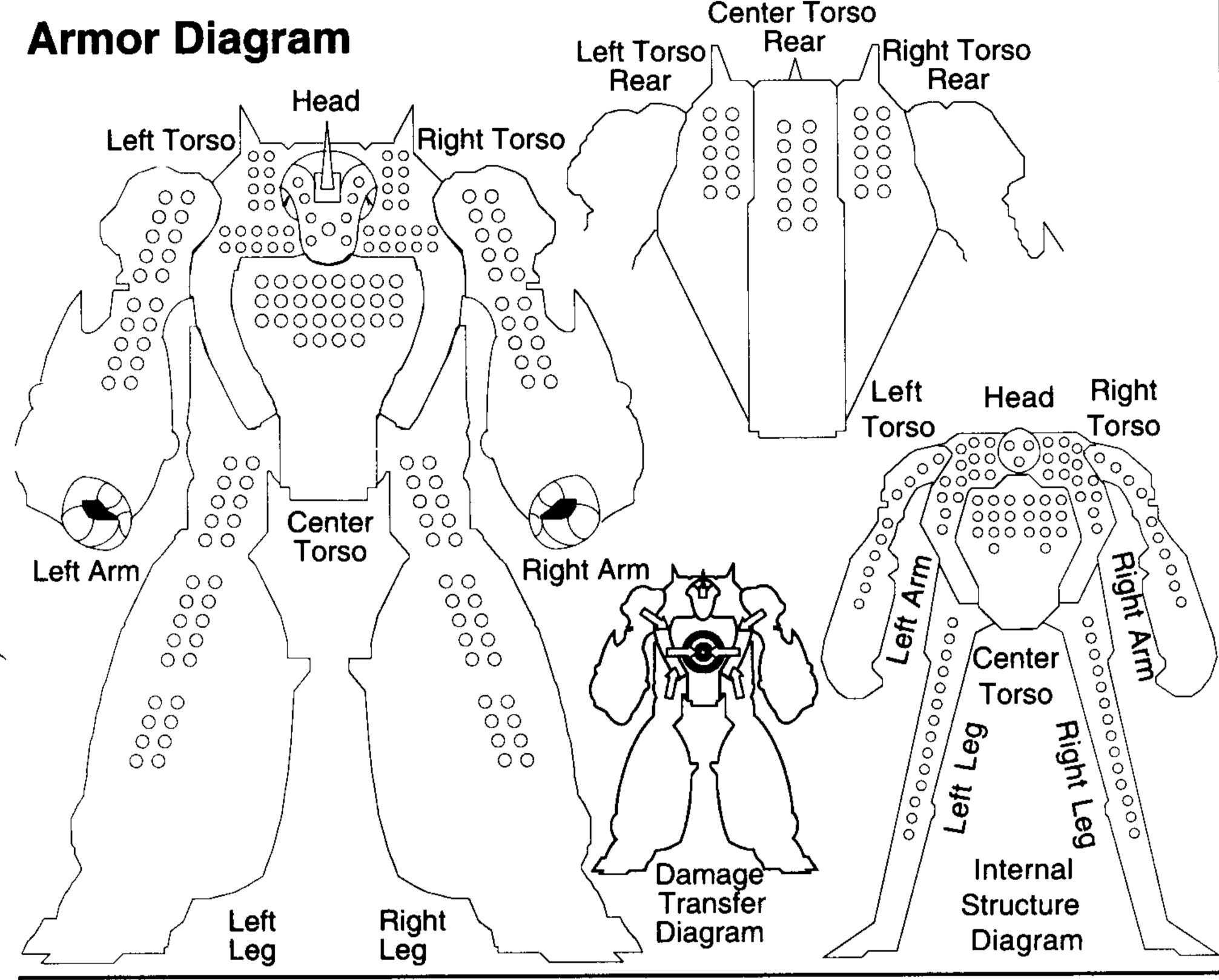
6. SRM 6

	Tonnage: 65  Movement Points  Walking: 4  Running: 6  Jumping: 0	Tech		gy E ner S 30	Sphe		
	# Type Loc	c Ht	DΙ	Mn			L
	1 LRM 15 RA 1 LRM 15 LA	_	1	6	7	14	21
i	1 SRM 6 LL 1 SRM 6 RL	4	2	0	3	6 6	9
	1 Medium Laser LA 1 Medium Laser RA	3	5 5	0	3	6 6	9
	1 Machine Gun LA 1 Machine Gun RA	. 0	2	0	1	2	3
	1 Iviacinine dun			V	•		<b>3</b>
\	Ammo Type Rounds			·	<u>-</u> .		
	LRM 15 16 SRM 6 15						
	Machine Gun 200						<del></del>
	Total Single Heat Sin						
	□ Operational	Eject		Disa	able	d	
_	Warrie Name:	or Data					
	Gunnery Skill:	Piloting	Skill	:			_
	Hits Taken 1 2 Conscious # 3 5	3       7     1	0	1	<u>5</u> 1	D	6 ead
		Scale			-		
	30 SHUTDOWN 29						
	28 Ammo Explosion, avoi						
	26 Shutdown, avoid on 10 25 -5 Movement Points	0+					
	24 +4 Modifier to Fire 23 Ammo Explosion, avo						
	22 Shutdown, avoid on 8 21 20 -4 Movement Points	+					
	19 Ammo Explosion, avoid on 6						
	17 +3 Modifier to Fire	T					
	15 -3 Movement Points	L					
	14 Shutdown, avoid on 4 13 +2 Modifier to Fire 12	<b>T</b>					
	11 10 -2 Movement Points						
	9 8 +1 Modifier to Fire						
	<u>7</u> 6						
	5 -1 Movement Points					_	
	4					<b>(</b>	9
	3 2						,

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**Mech Data** 

Type: CRD-3R Crusader



### **Total Single Heat Sinks: 10** 000000000 **Auto Eject** □ Disabled Operational **Warrior Data** Name: Piloting Skill: Gunnery Skill: Hits Taken Dead 10 Conscious # **Heat Scale**

Rounds

24

45

**Mech Data** 

**Weapons inventory** 

Loc

LT (R)

RA

Technology Base:

Inner Sphere

2754

Ht D Mn S M L

14 21

16 24

8

Type: **DRG-1C Dragon** 

Movement Points

Walking:

Running:

Jumping:

# Type

1 LRM 10

1 Medium Laser

Medium Laser

Autocannon 2

Ammo Type

Autocannon 2

30 SHUTDOWN

28 Ammo Explosion, avoid on 8+

23 Ammo Explosion, avoid on 6+

19 Ammo Explosion, avoid on 4+

26 Shutdown, avoid on 10+

-5 Movement Points

22 Shutdown, avoid on 8+

18 Shutdown, avoid on 6+

-3 Movement Points

14 Shutdown, avoid on 4+

-2 Movement Points

-1 Movement Points

20 -4 Movement Points

17 +3 Modifier to Fire

13 +2 Modifier to Fire

8 +1 Modifier to Fire

24 +4 Modifier to Fire

29

LRM 10

Tonnage: **60** 

# **Critical Hit Table**

### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

### **Center Torso**

- 1. Engine
- 3. Engine

- 1. Medium Laser (R)

**Left Torso** 

**Left Arm** 

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Medium Laser

5. Roll Again

6. Rell Again

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

ъ. Rell Again

. Shoulder

- 2. Ammo (LRM 10) 12
- 3. Ammo (LRM 10) 12
  - 4 Roll Again
  - 5. Roll Again
  - 6. Boll Again

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

  - 5. Roll Again
  - 6. Roll Again

# **Left Leg**

1. Hip

4-6

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

- 2. Engine

- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Engine
- 3. Engine
- 4. Engine
- 5. LRM 10
- 6. LRM 10
- **Engine Hits** 000 Gyro Hits  $\bigcirc$ Sensor Hits  $\bigcirc$ Life Support

Cost

4,899,200

### **Right Arm**

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

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

  - 6. Roll Again

# **Right Torso**

- 1. Ammo (AC 2) 45
- 2. Roll Again
- 3. Roll Again
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again

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

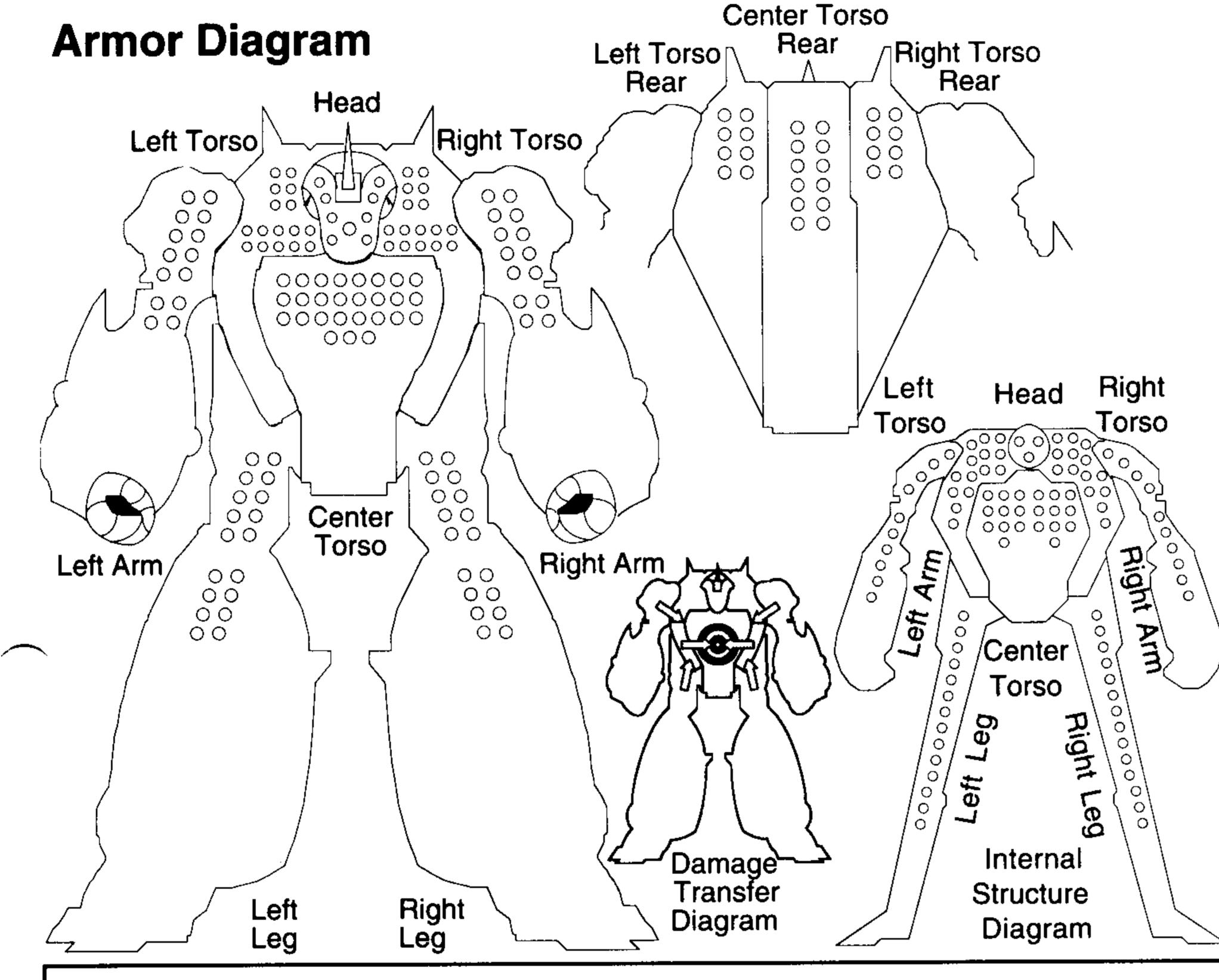
### Right Leg

- 1. Hip

- 6. Roll Again

- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again





### **Critical Hit Table**

- 1. Shoulder
- 2. Upper Arm Actuator

**Left Arm** 

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

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

### **Left Torso**

- I. Medium Laser (R)
- 2. Ammo (LRM 10) 12
- 3. Ammo (LRM 10) 12 1-3
- 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again
  - 1. Roll Again

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

### **Left Leg**

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

### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

### **Center Torso**

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

  - 1. Gyro
  - 2. Engine
- 3. Engine
- 4. Engine
- 5. LRM 10
- 6. LRM 10
- **Engine Hits** 000 Gyro Hits  $\circ$ Sensor Hits  $\circ$ Life Support

### 5,118,400 Cost

### **Right Arm**

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

### **Right Torso**

- 1. Ammo (AC 5) 20
- 2. Ammo (AC 5) 20
- 3. Roll Again
  - 4. Roll Again
  - 5. Roll Again

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

### **Right Leg**

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

### **Mech Data**

Type: **DRG-1N Dragon** 

Tonnage: **60** Movement Points

Jumping:

! Medium Laser

Walking: Running:

Technology Base: Inner Sphere 2754

6

Weapons inventory

D Mn S M L # Type Loc 1 LRM 10 1 Autocannon 5 l Medium Laser

LT (R)

Ammo Type Rounds 24 LRM 10 Autocannon 5

### **Total Single Heat Sinks: 10** 000000000

### **Auto Eject**

Operational **Warrior Data** 

Disabled

Name: Piloting Skill: Gunnery Skill:

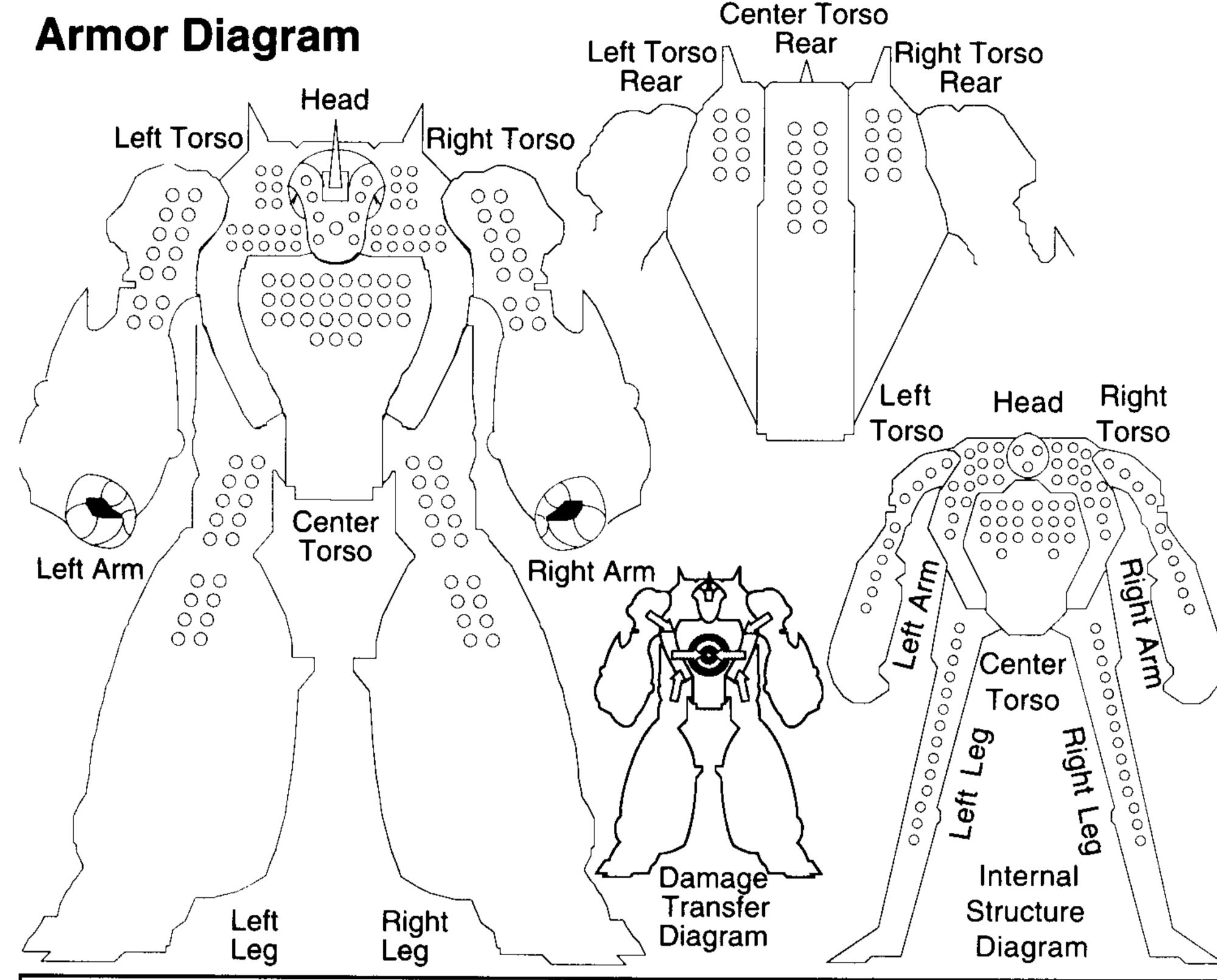
6 Hits Taken Dead 10 Conscious #

# **Heat Scale**

- 30 SHUTDOWN
- Ammo Explosion, avoid on 8+
- Shutdown, avoid on 10+
- -5 Movement Points
- +4 Modifier to Fire
- 23 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 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- -1 Movement Points



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### **Critical Hit Table Right Arm** . Shoulder 2. Upper Arm Actuator Head 3. Lower Arm Actuator 1. Life Support 4. PPC 2. Sensors 5. PPC 3. Cockpit <u>6</u>. PPC 4. Roll Again 5. Sensors 1. Rell Again 6. Life Support

### **Center Torso** 1. Engine 2. Engine 3. Engine 4. Gyro

1. Medium Laser (R) 5. Gyro 2. Ammo (LRM 10) 12 6. Gyro 3. Ammo (LRM 10) 12 1. Gyro 4. Roll Again 2. Engine 5. Rell Again 3. Engine 6. Roll Again 4. Engine

**Left Arm** 

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Medium Laser

5. Roll Again

6. Roll Again

1. Boll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Boll Again

**Left Torso** 

4-6

1-3

4-6

1. Hip

3. Lower Leg Actuator

Foot Actuator

5. Roll Again

6. Roll Again

1. Shoulder

1. Roll Again 5. LRM 10 2. Roll Again 6. LRM 10 3. Roll Again Engine Hits 000 4. Roll Again Gyro Hits  $\bigcirc$ 5. Roll Again Sensor Hits  $\circ$ 6. Roll Again Life Support

**Left Leg** 2. Upper Leg Actuator

5,212,800 Cost

2 Roll Again 3. Roll Again 4. Roll Again 5 Roll Again 6. Roll Again **Right Torso**  Medium Laser 2. Roll Again 3. Roll Again 4 Roll Again 5. Roll Again 6. Roll Again 1. Roll Again 2. Roll Again 3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

1. Hip

**Right Leg** 

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

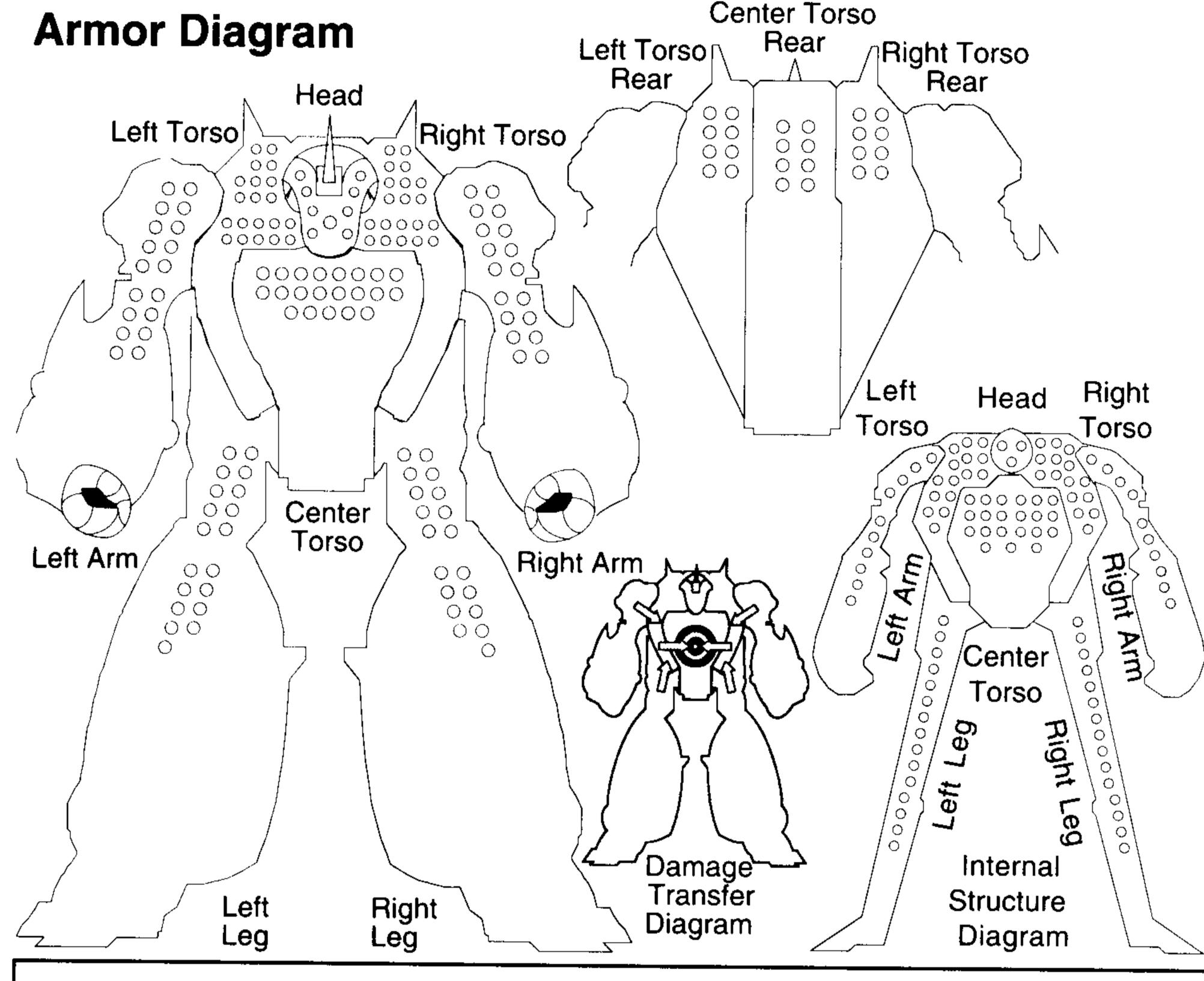
5. Roll Again

6. Roll Again

Type: DRG-1G Grand Dragon Technology Base: Tonnage: **60** Movement Points Inner Sphere Walking: **5** 3025 Running: Jumping: **Weapons Inventory** # Type D Mn S Loc -1 LRM 10 Medium Laser Medium Laser Medium Laser LT (R) 1 PPC RA Ammo Type Rounds LRM 10 24 **Total Single Heat Sinks: 12** 0000000 00000 **Auto Eject** Operational Disabled **Warrior Data** Name: Piloting Skill: Gunnery Skill: Hits Taken 6 Dead Conscious # 10 **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+ -4 Movement Points 19 Ammo Explosion, avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifier to Fire -3 Movement Points 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire -2 Movement Points 8] +1 Modifier to Fire -1 Movement Points

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**Mech Data** 



### **Left Arm**

- . Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
  - 4. Hand Actuator
  - Medium Laser
  - 6. Medium Laser

  - 1. Roll Again
  - 2. Roll Again
- 3. Roll Again
- 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again
  - **Left Torso**

# 1. Jump Jet

- 2. Jump Jet
- 3. LRM 10
- 4. LRM 10
  - 5. Roll Again

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

    - 5. Roll Again
    - 6. Roll Again

### **Left Leg**

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

### **Critical Hit Table**

### Head

- . Life Support
- 2. Sensors
- 3. Cockpit
- 4. Small Laser
- 5. Sensors
- 6. Life Support

### **Center Torso**

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

    - 5. Jump Jet

    - 6. Ammo (LRM 10) 12

)
)
_

### 6,485,299 Cost

- 1. Hip
- 2. Upper Leg Actuator

**Right Leg** 

**Right Arm** 

2. Upper Arm Actuator

Lower Arm Actuator

1. Shoulder

4. Hand Actuator

Medium Laser

6. Medium Laser

1. Roll Again

2 Roll Again

3. Roll Again

4. Roll Again

5 Roll Again

6. Roll Again

1. Jump Jet

2. Jump Jet

3. Machine Gun

5. Roll Again

6. Reli Again

1. Roll Again

2. Roll Again

3. Roll Again

4 Roll Again

5. Roll Again

6. Roll Again

4. Ammo (MG) 100

**Right Torso** 

- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6 Roll Again

### **Mech Data**

### Type: **EXT-4A Exterminator**

Tonnage: **65** Movement Points

Walking: Running:

Jumping:

1 Machine Gun

Technology Base: Inner Sphere

3025

**Weapons Inventory** 

# Type Loc D Mn 1 LRM 10 2 Medium Laser 2 Medium Laser l Small Laser

Ammo Type Rounds LRM 10 Machine Gun 100

# **Total Single Heat Sinks: 11**

000000 00000

### **Auto Eject**

Operational

■ Disabled

10

6

Dead

### **Warrior Data**

Name: Gunnery Skill: Piloting Skill: Hits Taken

### **Heat Scale**

30 SHUTDOWN

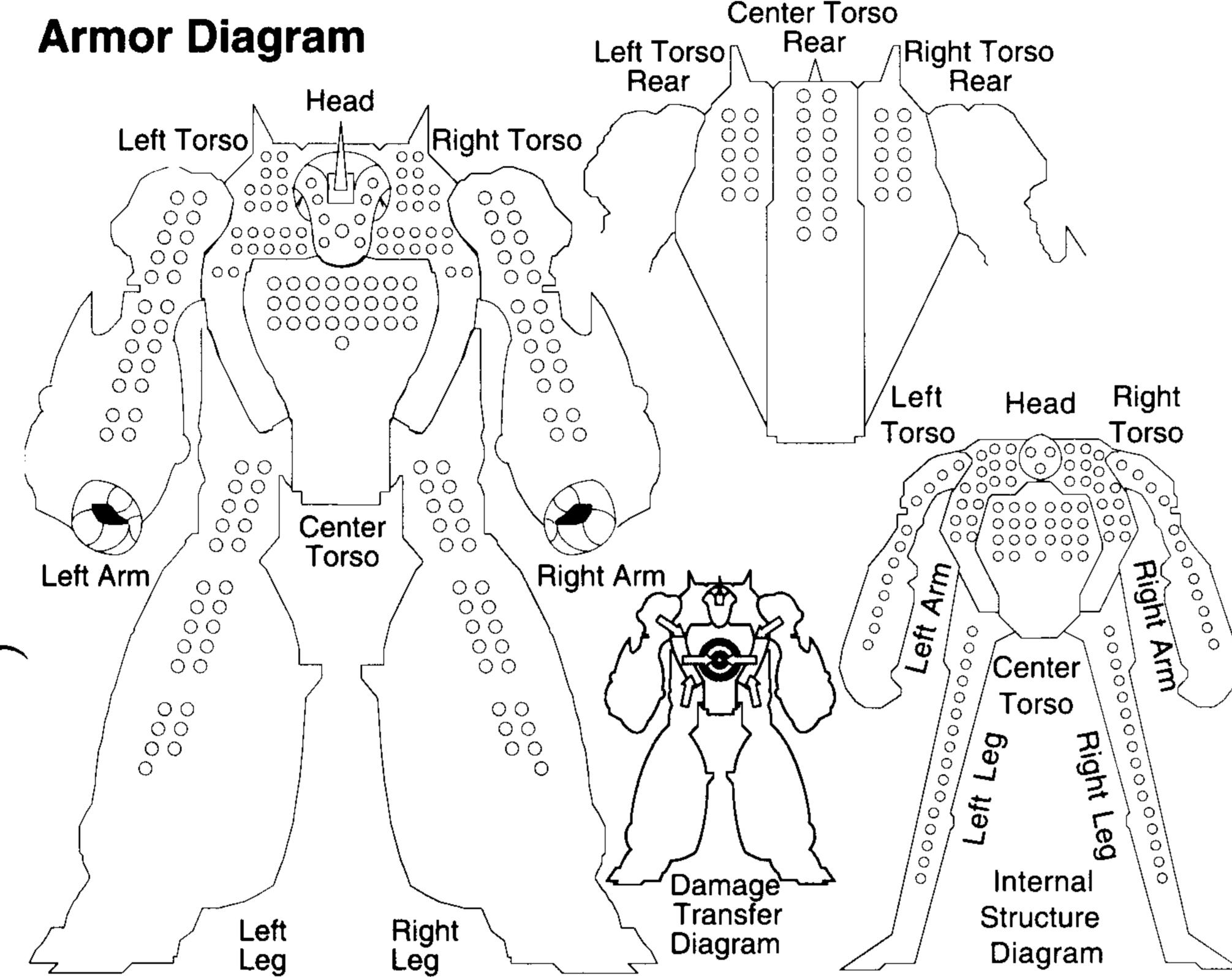
Conscious # |

- 28 Ammo Explosion, avoid on 8+
- Shutdown, avoid on 10+
- -5 Movement Points
- +4 Modifier to Fire
- Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+
- -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- -3 Movement Points
- 14 Shutdown, avoid on 4+
- +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire

Movement Points

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# **Critical Hit Table**

- 1. Shoulder
- 2. Upper Arm Actuator

**Left Arm** 

- 3. Lower Arm Actuator 1-3
- 4. Large Laser
  - 5. Large Laser
  - 6. Medium Laser
  - 1. Roll Again
  - 2. Roll Again
  - 3. Rell Again
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again

### **Left Torso**

- 1. Heat Sink
- 2. Heat Sink
- 3. Heat Sink
- 4. Medium Laser
- 5. Medium Laser (R)
- 6. Roll Again
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
  - 4. Roll Again
  - 5. Roll Again

  - 6. Roll Again

### **Left Leg**

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink

6. Heat Sink

- - Head
- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Flamer
- 5. Sensors
- 6. Life Support

### **Center Torso**

- 1. Engine
- 2. Engine
- 3. Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Engine
- 3. Engine
- 4. Engine
- 5. Heat Sink
- 6. Roll Again
- **Engine Hits** 000 Gyro Hits  $\circ$ Sensor Hits  $\circ$ Life Support
  - 6,341,125 Cost

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

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

- 1. Shoulder
- - 1. Roll Again
- 3. Roll Again
- 4. Roll Again
  - 5 Roll Again

# **Right Torso**

- 1. Heat Sink
- 2. Heat Sink
- 3. Heat Sink
  - 4. Medium Laser
  - 5. Roll Again
  - 6. Roll Again
  - 1. Roll Again
- 3. Roll Again
- 4. Roll Again

### **Mech Data**

### Type: FLS-7K Flashman

Jumping:

# Type

1 Flamer

Large Laser

Large Laser

- Technology Base: Tonnage: **75**
- Movement Points Inner Sphere Walking:
  - 3025 Running:

    - **Weapons Inventory** D Mn S M L Loc
- Medium Laser LT (R)
- Medium Laser I Medium Laser Medium Laser Medium Laser
- **Total Single Heat Sinks: 23** 000000000000
  - **Auto Eject**
- Operational ■ Disabled **Warrior Data** Name:
- Piloting Skill: Gunnery Skill: 6 Hits Taken Dead 10

# **Heat Scale**

30 SHUTDOWN

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Conscious #

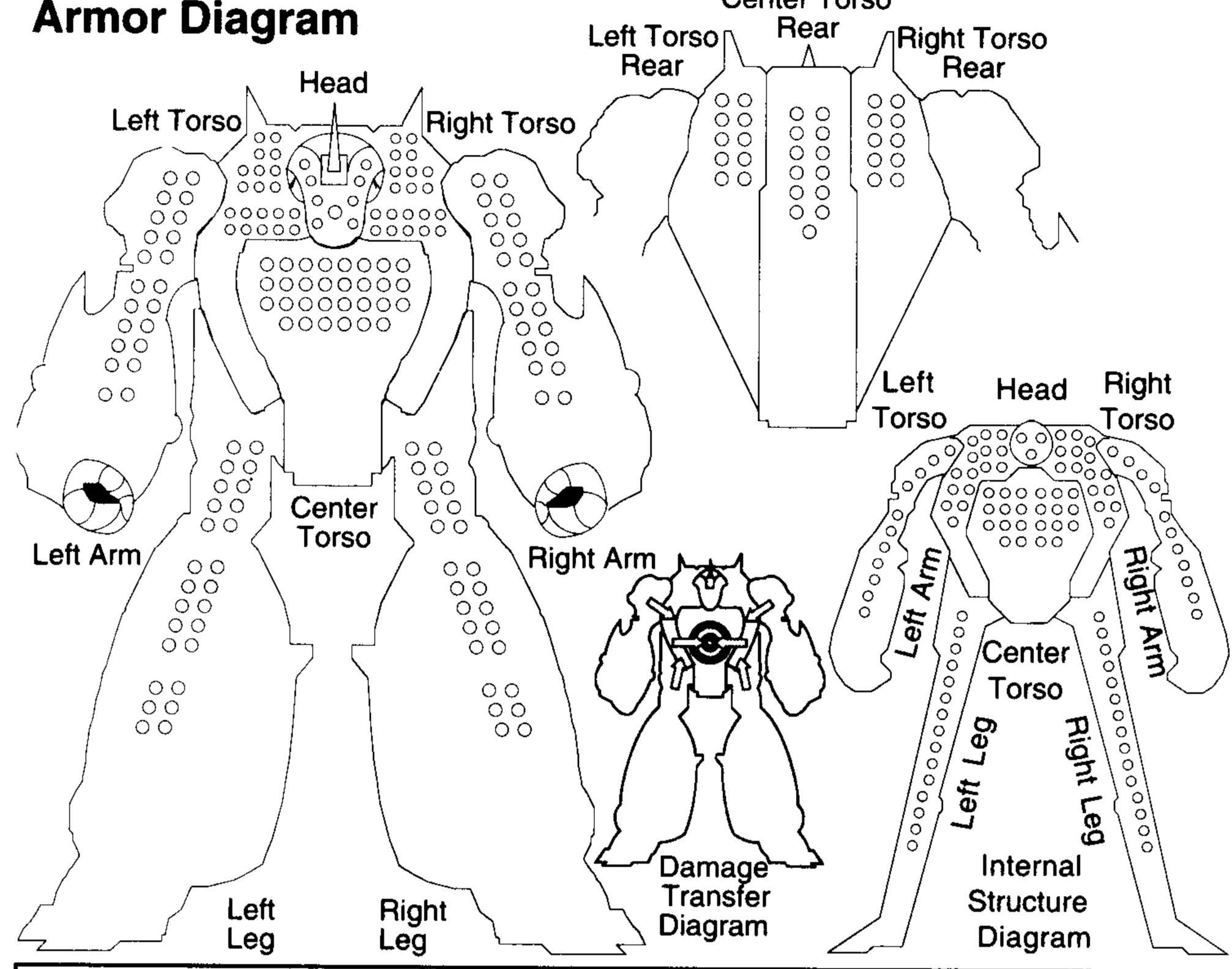
- 28 Ammo Explosion, avoid on 8+
- Shutdown, avoid on 10+ -5 Movement Points
- +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+
- Shutdown, avoid on 8+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+ 18 Shutdown, avoid on 6+
- +3 Modifier to Fire
- -3 Movement Points
- 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire

Movement Points

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# Center Torso



# **Left Arm**

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

  - 5. Roll Again 6. Roll Again
    - **Left Torso**
  - 1. Heat Sink
  - 2. Heat Sink
  - 3. Heat Sink
- 4. Heat Sink
  - 5. Heat Sink

  - 6. Medium Laser
  - 1: Roll Again
  - 2. Roll Again
  - 3. Roll Again
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again
    - Left Leg
  - 1. Hip
  - 2. Upper Leg Actuator
  - 3. Lower Leg Actuator
  - 4. Foot Actuator
  - 5. Jump Jet
  - 6. Jump Jet

### **Critical Hit Table**

### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. LRM 5
- 5. Sensors
- 6. Life Support

### **Center Torso**

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

  - Large Laser
  - 6. Large Laser

Engine Hits	000
Gyro Hits	$\circ \circ$
Sensor Hits	$\circ \circ$
Life Support	$\bigcirc$

### 6,024,574 Cost

- - 3. Lower Leg Actuator

# Right Arm

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

  - 6. Roll Again

### **Right Torso**

- 1. Heat Sink
- 2. Heat Sink
- 3. Heat Sink
- 4. Heat Sink
- - Medium Laser
  - 6. Ammo (LRM 5) 24
  - 1. Roll Again
  - 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again
  - **Right Leg**
- 1. Hip
- 2. Upper Leg Actuator
- 4. Foot Actuator
- 5. Jump Jet
- 6. Jump Jet

### **Mech Data**

### Type: GHR-5H Grasshopper

- Tonnage: **70** Movement Points
  - Walking:

Jumping:

Technology Base: Inner Sphere 2786

Disabled

Running: 6

# **Weapons Inventory**

- # Type Ht LOC D Mn 1 Large Laser 10 1 Medium Laser 1 Medium Laser 1 Medium Laser
- 1 Medium Laser 1 LRM 5 H 14

Ammo Type Rounds LRM 5 24

# **Total Single Heat Sinks: 22**

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### **Auto Eject**

Operational

**Warrior Data** Name:

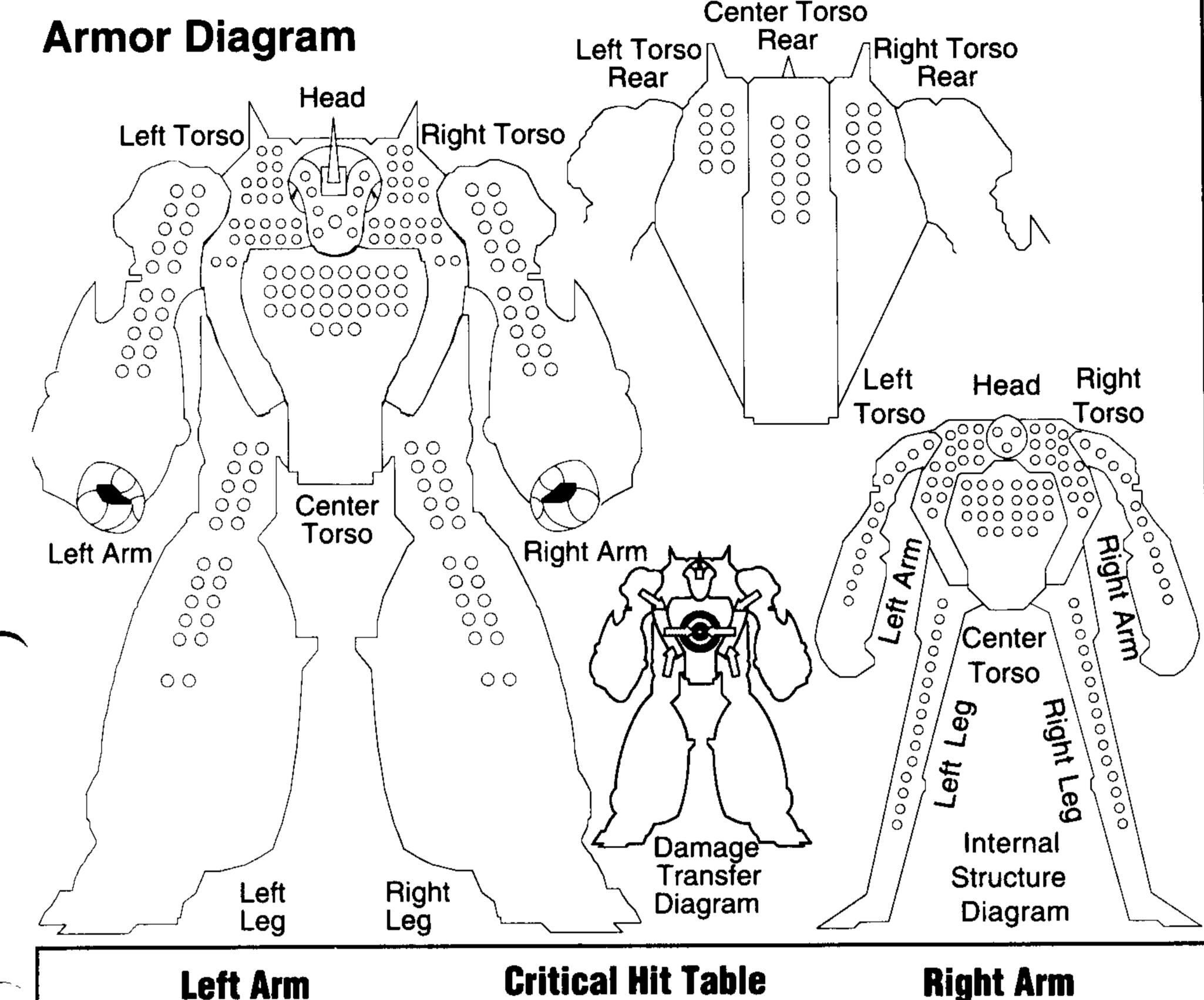
Gunnery Skill: Piloting Skill: Hits Taken Dead Conscious # / 10

# **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+
- 20 -4 Movement Points 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- -3 Movement Points Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- 10 -2 Movement Points
- 8 +1 Modifier to Fire
- -1 Movement Points







Head

1. Life Support

2. Sensors

Engine Hits

Sensor Hits

Life Support

Cost

Gyro Hits

000

 $\circ$ 

 $\bigcirc$ 

6,062,484

1. Shoulder

3. Large Laser

4. Large Laser

3. Roll Again

4. Roll Again

5. Roll Again.

6. Roll Again

1. Hip

**Left Leg** 

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Heat Sink

6. Jump Jet

4-6

1-3

2. Upper Arm Actuator

# **Right Arm**

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
  - 4. Medium Laser
  - Medium Laser

- 3. Roll Again
  - 4. Roll Again
  - 5. Roll Again

  - 6. Roll Again

### **Right Leg**

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

### **Mech Data**

### Type: GLT-4L Guillotine

Tonnage: **70** Movement Points

Technology Base: Inner Sphere 3025

Walking: Running: Jumping:

							فعند
Weapons Inventory							
# Type	Loc	Ht	D	Mn	S	М	L
1 Large Laser	LA	8	8	0	5	10	15
1 SRM 6	CT	4	2	0	3	6	9
1 Medium Laser	LT	3	5	0	3	6	9
1 Medium Laser	RT	3	5	0	3	6	9
2 Medium Laser	RA	3	5	0	3	6	9

Total Single Heat Sinks: 22			
	. •		
SRM 6	15		
Ammo Type	Rounds		

Auto Eject	☐ Disable
Warrior Data	

			y. <b>-</b>	40		
Name:						
Gunnery Skill:	<u> </u>		Pilot	ing Skil	l:	
Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

# **Heat Scale**

30	SHUTDOWN
>	

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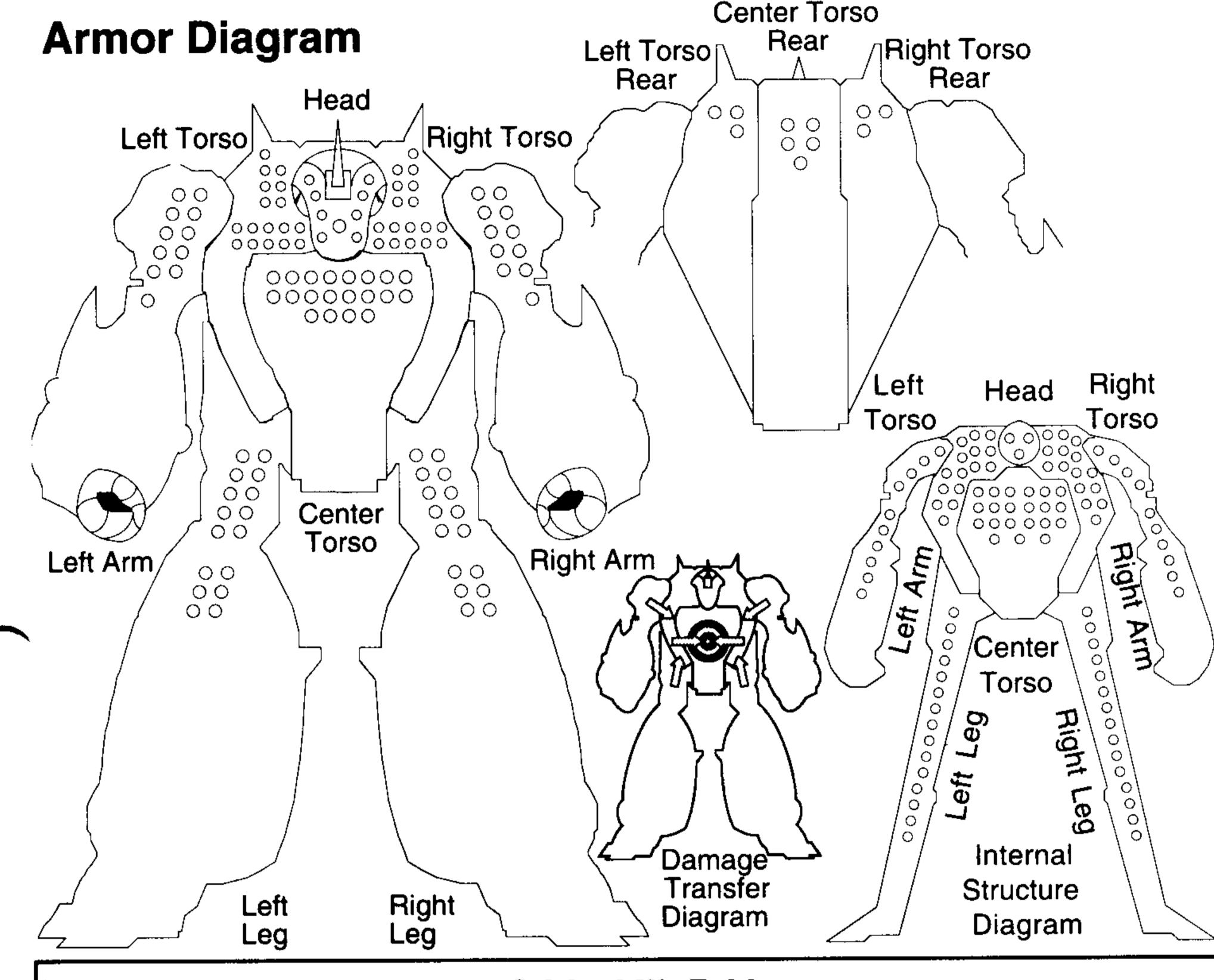
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Operational

- -2 Movement Points
- 8 +1 Modifier to Fire
- Movement Points



5 Roll Again 3. Cockpit 6. Roll Again 6. Roll Again 4. Roll Again 1. Roll Again 28 Ammo Explosion, avoid on 8+ 1. Roll Again 5. Sensors 2 Roll Again 2. Roll Again 6. Life Support 3. Rell Again 26 Shutdown, avoid on 10+ 3. Roll Again. **Center Torso** 4-6 25 -5 Movement Points 4. Rell Again 4. Roll Again 1. Engine 24 +4 Modifier to Fire 5 Roll Again 5. Roll Again 2. Engine 23 Ammo Explosion, avoid on 6+ 6. Roll Again 6. Roll Again 3. Engine 22 Shutdown, avoid on 8+ **Right Torso Left Torso** 4. Gyro 1. Heat Sink 1. Heat Sink 5. Gyro -4 Movement Points 2. Heat Sink 19 Ammo Explosion, avoid on 4+ 2. Heat Sink 6. Gyro 3. Heat Sink 18 Shutdown, avoid on 6+ 3. Heat Sink 1. Gyro 1-3 17 +3 Modifier to Fire 4. Heat Sink 4. Heat Sink 2. Engine 5. Jump Jet 5. Heat Sink 3. Engine -3 Movement Points 6. Medium Laser 6. Jump Jet 4. Engine 14 Shutdown, avoid on 4+ 1. Ammo (SRM 6) 15 5. SRM 6 1. Medium Laser 13 +2 Modifier to Fire 2. Roll Again 2. Roll Again 6. SRM 6



# **Critical Hit Table**

### . Shoulder 2. Upper Arm Actuator

3. Autocannon 2

**Left Arm** 

- 4. LRM 15
  - 5. LRM 15
  - 6. LRM 15
  - 1. Roll Again
  - 2. Roll Again
- 3. Roll Again
- 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again

### **Left Torso**

- 1. Medium Laser
- 2. Ammo (AC 2) 45
- 3. Ammo (LRM 15) 8 1-3
  - 4. Roll Again
    - 5. Roll Again
    - 6. Roll Again

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

### **Left Leg**

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

6. Roll Again

### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

### **Center Torso**

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

  - 6. Gyro
  - 1. Gyro
  - 2. Engine
  - 3. Engine
  - 4. Engine

  - 5. Roll Again
  - 6. Roll Again

Engine Hits	000
Gyro Hits	$\bigcirc$
Sensor Hits	$\circ \circ$
Gyro Hits Sensor Hits Life Support	0
•	

### 5,562,426 Cost

### **Right Arm**

- . Shoulder
- 2. Upper Arm Actuator
- 3. Autocannon 2 1-3
- 4. LRM 15
  - 5. LRM 15
  - 6. LRM 15

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

### **Right Torso** . Medium Laser

- 2. Ammo (LRM 15) 8
- 3. Roll Again
  - 4 Roll Again
  - 5. Roll Again
  - 6. Roll Again

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

### **Right Leg**

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

### **Mech Data**

Type: **JM6-A Jagermech** 

Tonnage: **65** 

Movement Points Walking:

Running:

Jumping:

1 LRM 15

1 LRM 15

Technology Base: Inner Sphere

14 21

2890

**Weapons Inventory** 

Ht D Mn # Type Loc 1 Autocannon 2 16 l Autocannon 2 1 Medium Laser 1 Medium Laser

Ammo Type Rounds 45 Autocannon 2 16 LRM 15

### **Total Single Heat Sinks: 10**

000000000

Operational

**Auto Eject** 

☐ Disabled

### **Warrior Data**

Name: Piloting Skill: Gunnery Skill: Hits Taken Dead 10

### **Heat Scale**

30 SHUTDOWN

Conscious #

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+

-4 Movement Points

19 Ammo Explosion, avoid on 4+

18 Shutdown, avoid on 6+

17 +3 Modifier to Fire

-3 Movement Points

14 Shutdown, avoid on 4+

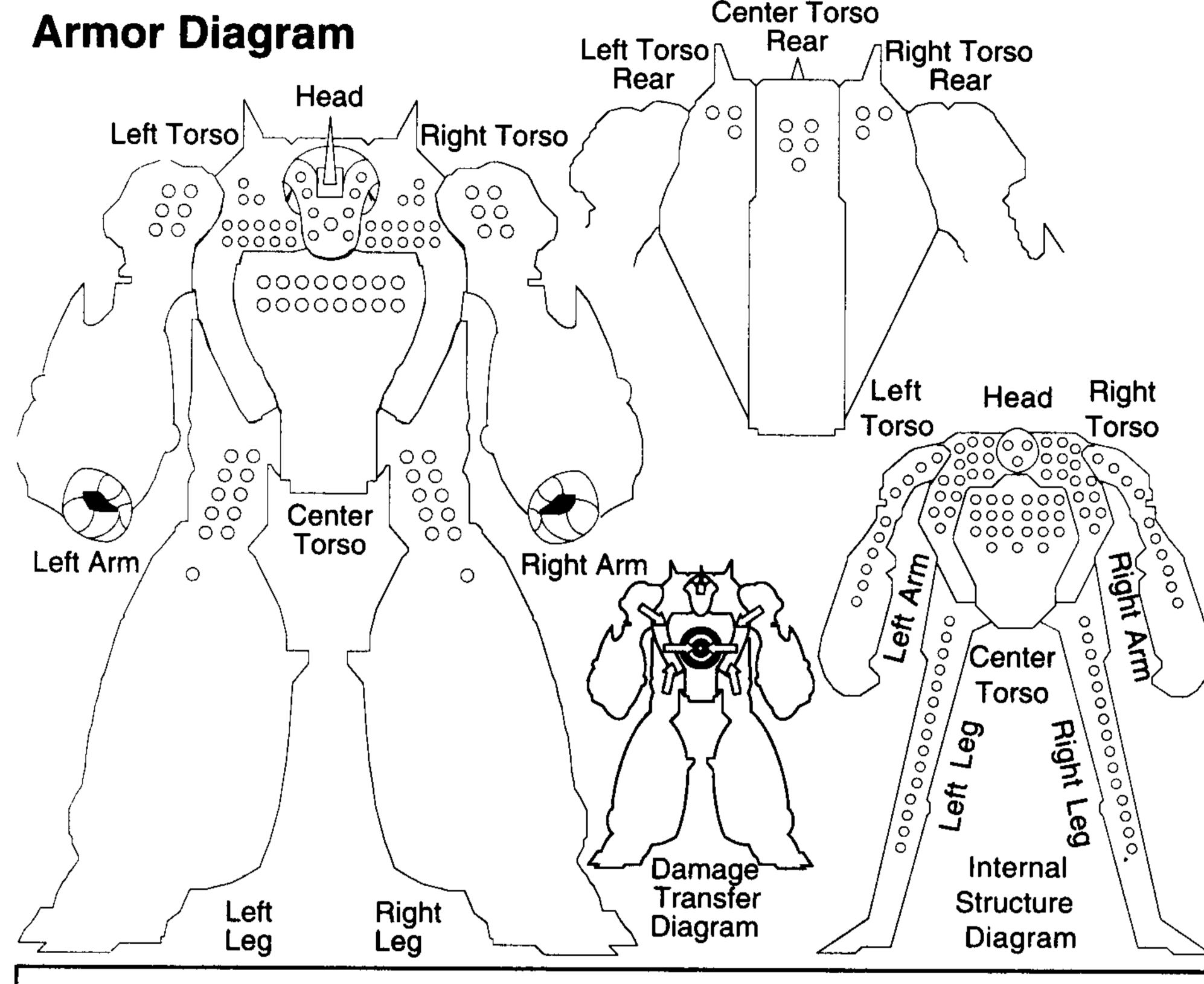
13 +2 Modifier to Fire

-2 Movement Points

+1 Modifier to Fire

Movement Points

CORPORATION



### **Left Arm**

- . Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator 1-3
- 4. Autocannon 5
  - 5. Autocannon 5.
  - 6. Autocannon 5

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

### **Left Torso**

- Medium Laser
- 2. Ammo (AC 5) 20
- 3. Roll Again 1-3
  - 4. Roll Again
  - 5. Roll Again

  - 6. Roll Again
  - 1. Roll Again
  - 2. Roll Again

  - 3. Roll Again
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again
    - **Left Leg**

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

### **Critical Hit Table**

### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

### **Center Torso**

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

  - 5. Ammo (AC 2) 45
  - 6. Roll Again

Engine Hits	000
Gyro Hits	00
Sensor Hits	00
Life Support	0

### 5,248,926 Cost

### **Right Arm**

- Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
  - 4. Autocannon 5
  - 5. Autocannon 5
  - 6. Autocannon 5

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

### **Right Torso**

- 1. Medium Laser
- 2. Ammo (AC 5) 20
- 3. Roll Again

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

  - 5. Roll Again
  - 6. Roll Again

### **Right Leg**

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

# **Mech Data**

Type: **JM6-S Jagermech** 

Tonnage: **65 Movement Points** Walking: 4

Technology Base: Inner Sphere 2890

Running: Jumping: 0

# Type

1 Medium Laser

Medium Laser

**Weapons Inventory** Ht DMn S M L Loc · 1 Autocannon 5 1 Autocannon 5 1 Autocannon 2 1 Autocannon 2

Ammo Type Rounds Autocannon 5 Autocannon 2 45

### **Total Single Heat Sinks: 10** 000000000

Operational

Disabled

10

Dead

### **Warrior Data**

**Auto Eject** 

Name: **Gunnery Skill:** Piloting Skill: Hits Taken 6

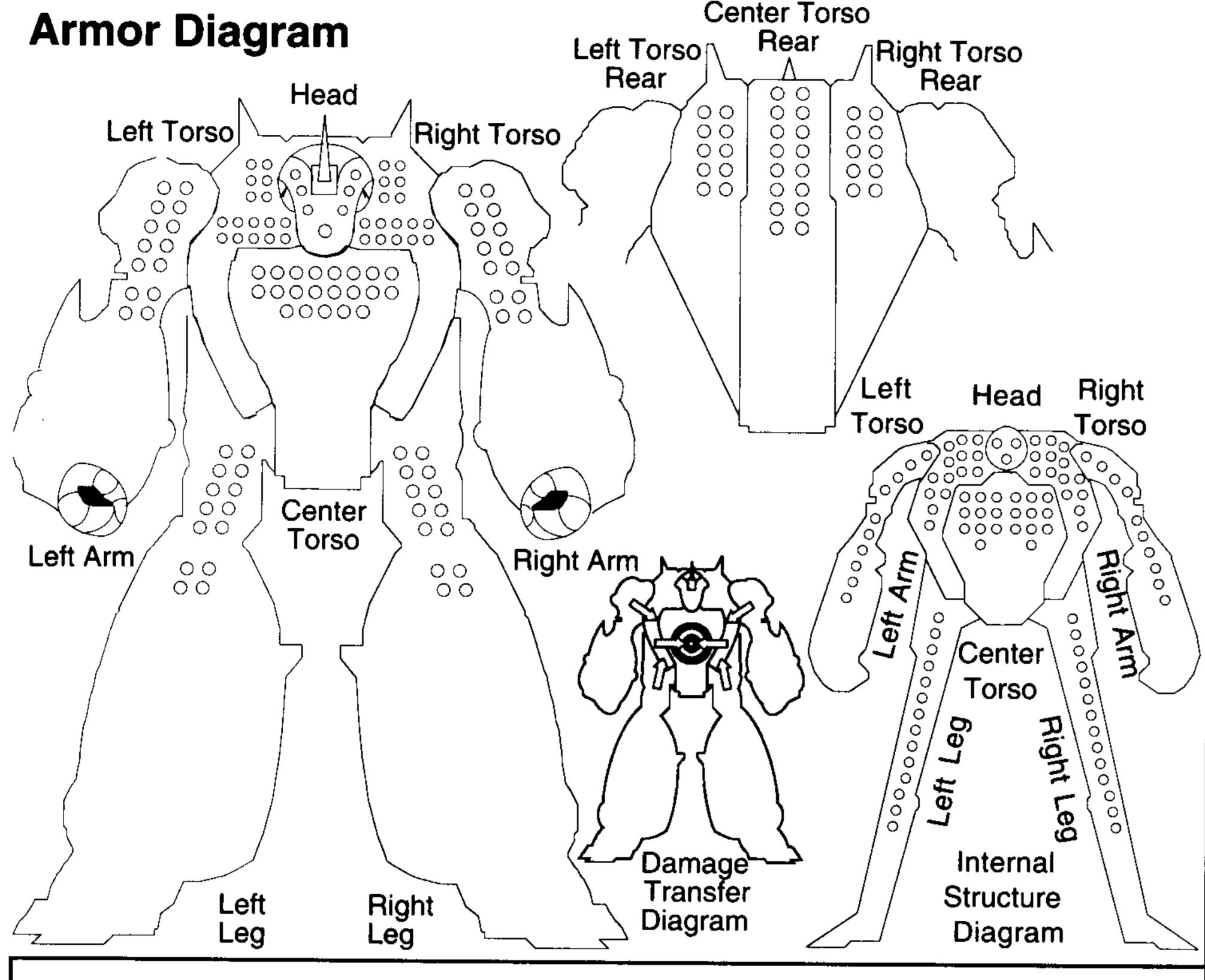
# **Heat Scale**

- 30 SHUTDOWN

Conscious # |

- 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+
- 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
- -2 Movement Points
- +1 Modifier to Fire
- Movement Points





### **Left Arm** 1. Shoulder

### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Heat Sink
- 5. Sensors
- 2. Roll Again 3. Roll Again

1-3 3. Large Laser

<u> 4</u>. Large Laser

5. Roll Again

6. Roll Again

1. Roll Again

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

### **Left Torso**

2. Upper Arm Actuator

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

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

### **Left Leg**

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

- 6. Life Support

### **Center Torso**

- 1. Engine
- 2. Engine
- 3. Engine
- 1-3
  - 4. Gyro
  - 5. Gyro
  - 6. Gyro
  - 1. Gyro
  - 2. Engine
- 3. Engine
- 4. Engine
- 5. Heat Sink
- 6. Medium Laser

Engine Hits	000
Gyro Hits	00
Sensor Hits	00
Life Support	$\circ$

Cost

4,769,600

### **Critical Hit Table**

# **Right Arm**

- . Shoulder
  - 2. Upper Arm Actuator
  - 1-3 3. Large Laser
    - 4. Large Laser
      - 5 Roll Again

      - 6. Roll Again
      - 1. Roll Again

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

    - 5 Roll Again
    - 6. Roll Again

### **Right Torso**

- 1. Heat Sink
- 2. PPC
- 3. PPC
- 1-3
- 4. PPC
  - 5. Roll Again
  - 6. Roll Again
  - 1. Roll Again
  - 2. Roll Again
- 3. Roll Again
  - 4. Roll Again

  - 5. Roll Again
  - 6. Roll Again

### **Right Leg**

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

### **Mech Data**

### Type: LNC25-02 Lancelot

Tonnage: **60** 

Movement Points Walking: 4

Running: Jumping:

# Type

1 PPC

# **Weapons Inventory**

D Mn Log 10 10 1 Large Laser 10 15

Technology Base:

Inner Sphere

3025

Large Laser 10 15 Medium Laser 6

**Total Single Heat Sinks: 19** 000000000

### **Auto Eject**

■ Disabled

10

Dead

Operational

**Warrior Data** 

Gunnery Skill: Piloting Skill: Hits Taken

# **Heat Scale**

30 SHUTDOWN

Conscious #

00000 0000

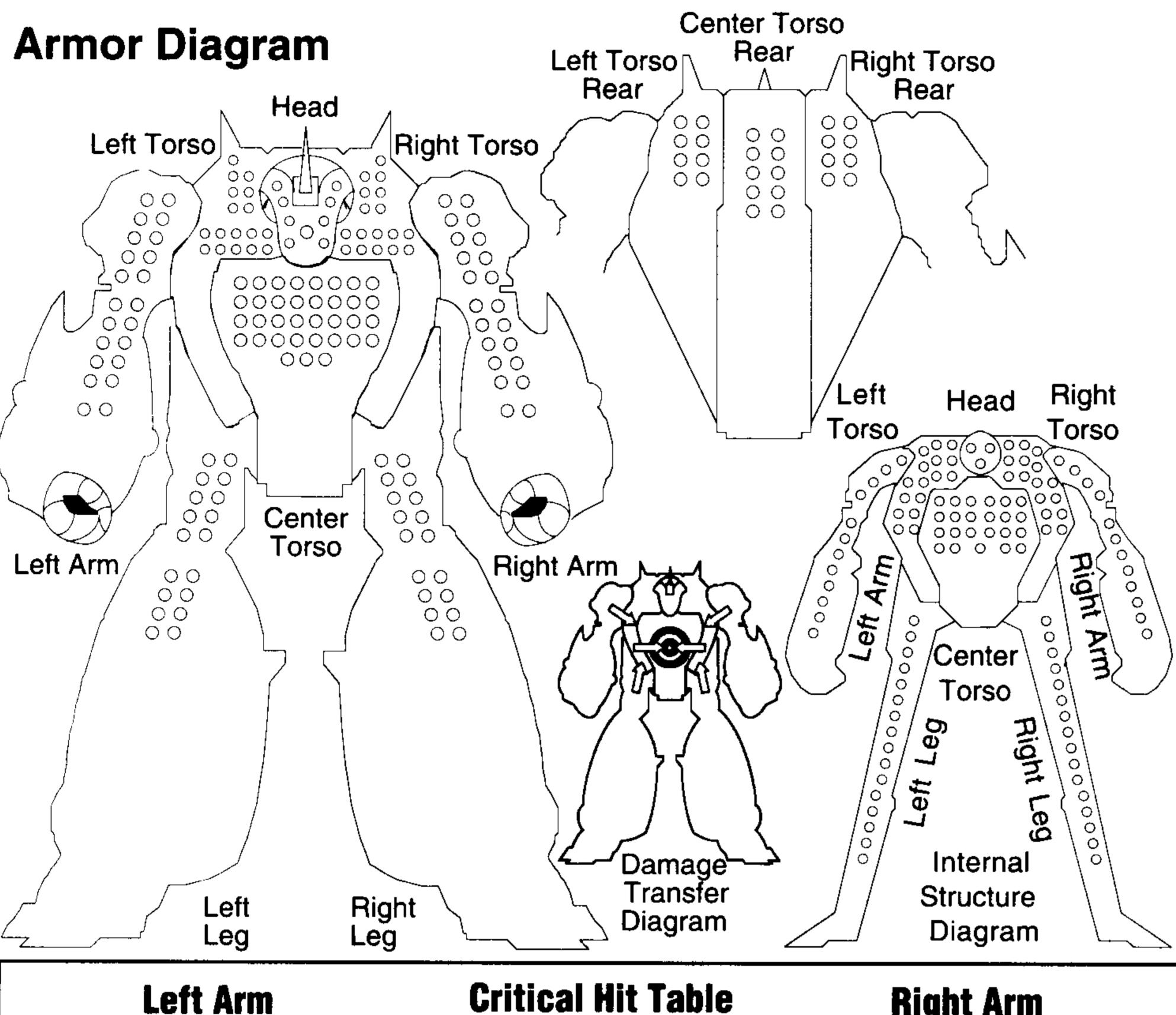
29

Name:

- 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
- 15 -3 Movement Points 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- 10 -2 Movement Points
- 8 +1 Modifier to Fire
- Movement Points



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Head

**Center Torso** 

1. Life Support

2. Sensors

3. Cockpit

5. Sensors

1. Engine

2. Engine

3. Engine

4. Gyro

5. Gyro

6. Gyro

1. Gyro

2. Engine

3. Engine

4. Engine

5. Heat Sink

6. Heat Sink

**Engine Hits** 

Sensor Hits

Life Support

Cost

Gyro Hits

4. Roll Again

6. Life Support

1. Shoulder

4. PPC

5. PPC

<u>6. PPC</u>

1-3

2. Upper Arm Actuator

3. Lower Arm Actuator

. Medium Laser

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Bell Again

1. Heat Sink

2. Heat Sink

3. Roll Again

4 Roll Again

5. Roll Again

6. Roll Again

1 Roll Again

2. Rell Again

3. Roll Again

4 Roll Again

S. Roll Again.

ő. Beli Again

1. Hip

**Left Leg** 

2. Upper Leg Actuator

3. Lower Leg Actuator

**Left Torso** 

# **Right Arm**

- . Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator 1-3 4. PPC

  - 5. PPC
  - <u>6.</u> PPC

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

### **Right Torso**

- 1. Large Laser
- 2. Large Laser
- 3. Roll Again
- - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again
  - 1. Roll Again
  - 2. Roll Again
- 3. Roll Again
  - 4. Roll Again 5. Roll Again
  - 6. Rell Again

### Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 6. Heat Sink

### **Mech Data**

Type: MAD-3D Marauder

Tonnage: **75** Technology Base: Movement Points Inner Sphere Walking: 2600

Running: Jumping: 0

	· · · · · · · · · · · · · · · · · · ·						
Weapons Inventory							
# Type	Loc-	Ht	D	Mn	S	М	L
1 PPC	RA	10	10	3	6	12	18
1 PPC	LA	10	10	3	6	12	18
1 Medium Laser	LA	3	5	0	3	6	9
1 Medium Laser	RA	3	5	0	3	6	9
1 Large Laser	₽T	8	8	0	5	10	15

Total Cinada Hast Cir	.l
Total Single Heat Single	IKS: ZU
00000000 00000000	
Auto	Eject
Operational	☐ Disabled
Warri	or Data

Name:						
Gunnery Skill:			Pilot	ing Skil	l:	
Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

# **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+
- -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- +3 Modifier to Fire
- -3 Movement Points
- 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
  - 1 Movement Points



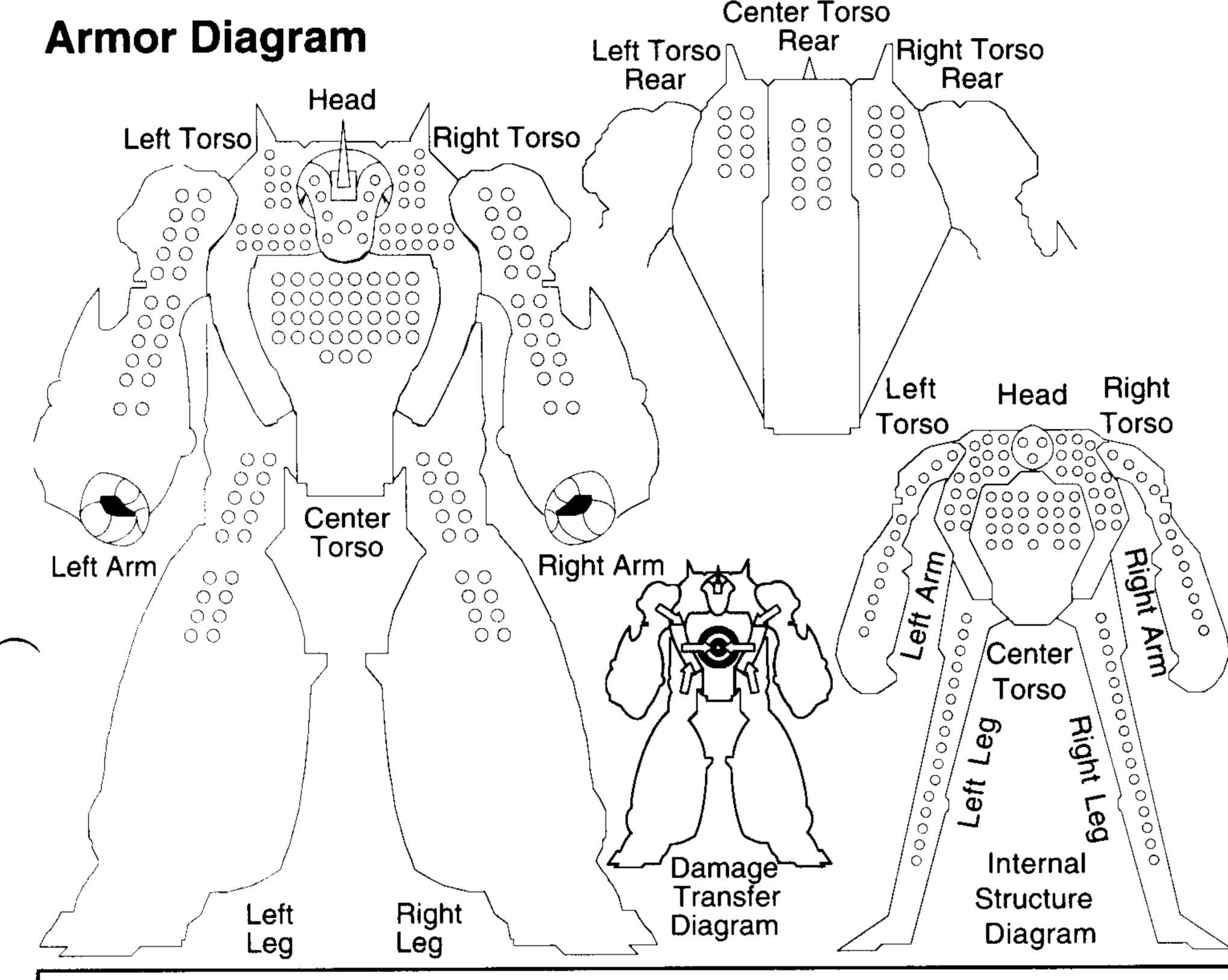
4. Foot Actuator 4. Foot Actuator 5. Heat Sink 5. Heat Sink 6. Heat Sink

6,597,500

000

 $\bigcirc$ 

 $\circ$ 



### **Left Arm**

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Large Laser
- 5. Large Laser
  - 6. Medium Laser
  - 1. Roll Again
  - 2 Roll Again
- 3. Roll Again:
- 4 Boll Again
- S. Roti Ayain.
- 6. Boll Again

### **Left Torso**

- 1. Heat Sink
- 2. Heat Sink
- 3. Ammo (AC 5) 20
  - 4 Roll Ayain
  - S Roll Again
  - 6. Boll Again

  - 1 Roll Again
  - 2 Roll Again
- 3. Roll Again
- 4-6
  - 4 Roll Ayam
  - S. Roll Again.
  - 6 Roll Again

### **Left Leg**

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

### **Critical Hit Table**

### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

### **Center Torso**

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

  - 6 Roll Again

Engine Hits	000
Gyro Hits	$\circ \circ$
Sensor Hits	$\circ \circ$
Life Support	$\bigcirc$

### 6,467,125 Cost

# **Right Arm**

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. PPC
  - 5. PPC
  - 6. PPC

  - I. Medium Laser
  - 2 Roll Again
- 3. Roll Again
- - 4. Rell Again
    - 5 Roll Again
    - 6. Boll Again

### **Right Torso**

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

### Right Leg

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

5. Heat Sink

6. Heat Sink

### **Mech Data**

Type: MAD-3L Marauder

Tonnage: **75** 

# Type

PPC

1 Large Laser

Medium Laser

Medium Laser

Autocannon 5

Movement Points

Walking: 4 Running:

Jumping: 0

Technology Base: Inner Sphere

2600

**Weapons Inventory** 

D Mn Foc 6

6

Ammo Type Rounds 20 Autocannon 5

### **Total Single Heat Sinks: 18** 000000000

Operational

0000 000

□ Disabled

10

Dead

**Warrior Data** 

**Auto Eject** 

Name: Piloting Skill: Gunnery Skill: Hits Taken

### **Heat Scale**

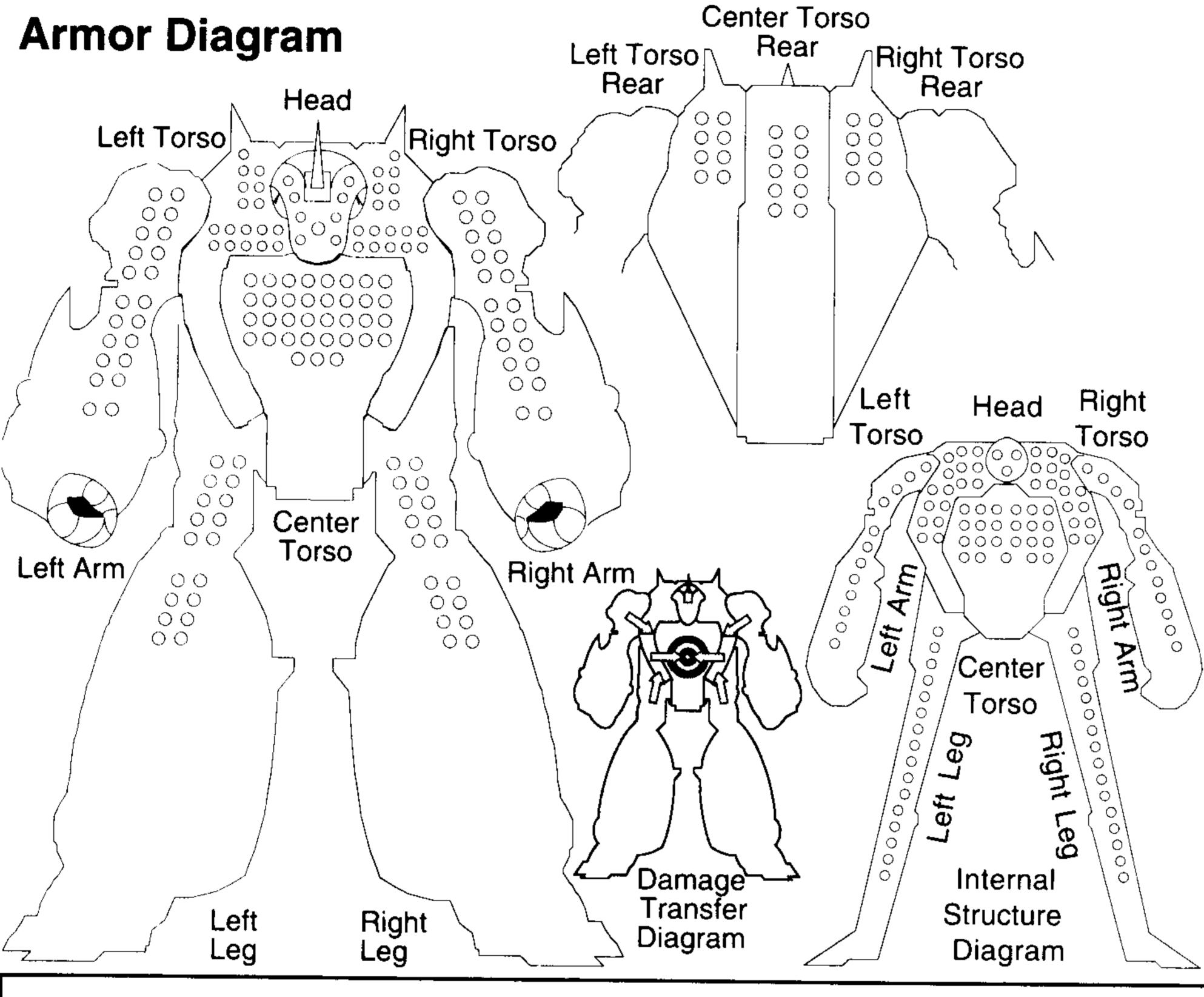
30 SHUTDOWN

Conscious # |

- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- - -3 Movement Points
  - 14 Shutdown, avoid on 4+
  - 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire

Movement Points

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# **Left Arm**

- 1. Shoulder
  - 2. Upper Arm Actuator
- 3. Lower Arm Actuator 1-3
- 4. Large Laser
  - 5. Large Laser
  - 6. Medium Laser
  - it, Boll Again

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

### **Left Torso**

- 1. Heat Sink
- 2. Heat Sink
- 3. Heat Sink
- 4. Ammo (AC 5) 20
  - 5. Rell Again
  - 6. Boll Again

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

### **Left Leg**

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

### Head

- 1. Life Support
- 2. Sensors

- l. Engine
- Engine
- 4. Gyro
- 5. Gyro

- - 6 Roll Again

Engine Hits	000
Gyro Hits	00
Sensor Hits	00
Life Cumpant	_

### **Critical Hit Table**

- 3. Cockpit
- 4 Roll Again
- 5. Sensors
- 6. Life Support

### **Center Torso**

- 2. Engine

- 6. Gyro
- 1. Gyro
- 2. Engine
- 3. Engine
- 4. Engine
- 5. Heat Sink

Engine Hits	000
Gyro Hits	00
Sensor Hits	00
Life Support	

### 6,299,125 Cost

# **Right Arm**

- Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
  - Large Laser
  - <u>5.</u> Large Laser
  - 6. Medium Laser

  - 1. Reli Again
  - 2 Roll Again
  - 3. Roll Again
- 4. Rell Again
- 5 Roil Again
- 6. Roll Again

### **Right Torso**

- 1. Autocannon 5
- 2. Autocannon 5
- 3. Autocannon 5
- - 4. Autocannon 5
  - 5. Boll Again
  - 6. Roll Again
  - 1. Roll Again
  - 2. Roll Again
  - 3. Reli Again
  - 4. Roll Again
  - 5. Boll Again b. Roll Again

### Right Leg

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

5. Heat Sink

**Mech Data** 

### Type: MAD-3M Marauder

Tonnage: **75** 

Movement Points

Walking: Running:

# Type

Large Laser

1 Large Laser

Technology Base: Inner Sphere 2600

Jumping: **Weapons Inventory** 

Loc-D Mn RA

1 Medium Laser Medium Laser Autocannon 5

Ammo Type Rounds 20 Autocannon 5

# **Total Single Heat Sinks: 20**

**Auto Eject** 

Disabled

10

Dead

**Warrior Data** 

Gunnery Skill: Piloting Skill: Hits Taken 6

# **Heat Scale**

30 SHUTDOWN

Conscious #

Operational

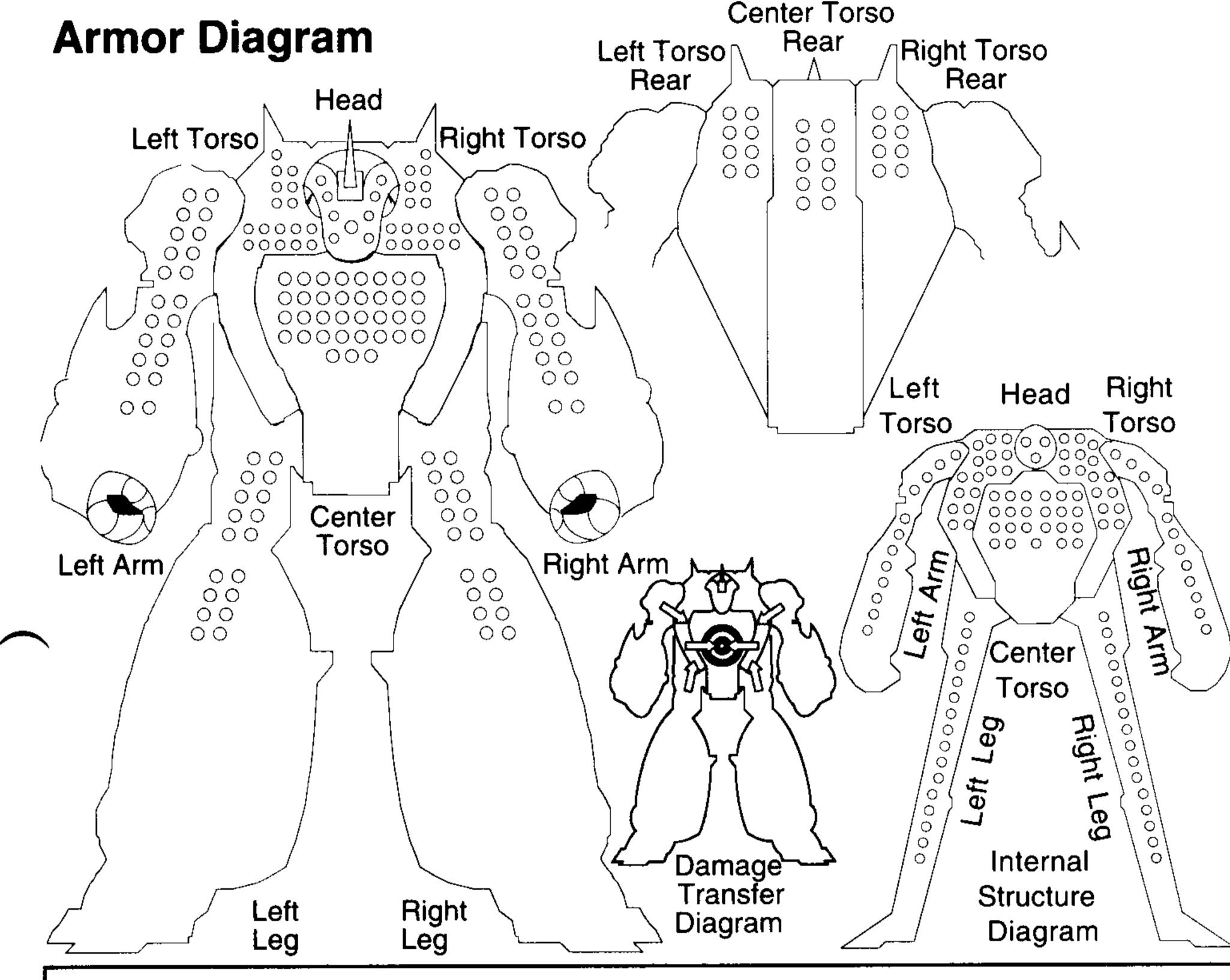
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Name:

- 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+
- 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
- -2 Movement Points
- 8 +1 Modifier to Fire
- Movement Points



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# **Critical Hit Table**

### Head

- 1. Life Support

- 4. Roll Again
- 5. Sensors

- 3. Engine

# **Left Torso**

**Left Arm** 

2. Upper Arm Actuator

3. Lower Arm Actuator

1. Medium Laser

2. Roll Again

3. Roll Again.

4. Roll Again

5. Roll Again

6. Roll Again

. Shoulder

4. PPC

5. PPC

6. PPC

1-3

- 1. Ammo (AC 5) 20
- 2. Roll Again
- 3. Roll Again
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again
  - 1. Roll Again
  - 2. Roll Again
  - 3. Roll Again
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again

### **Left Leg**

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink 6. Heat Sink
- 6,635,125 Cost

- 2. Sensors
- 3. Cockpit

- 6. Life Support

### **Center Torso**

- 1. Engine
- 2. Engine
- 4. Gyro

  - 5. Gyro

  - 6. Gyro
  - 1. Gyro
  - 2. Engine
- 3. Engine
  - 4. Engine

  - 5. Roll Again
  - 6 Roll Again
  - Engine Hits 000 Gyro Hits  $\bigcirc$ Sensor Hits  $\bigcirc$ Life Support

### Right Leg

**Right Arm** 

2. Upper Arm Actuator

3. Lower Arm Actuator

. Medium Laser

2 Roll Again

3. Roll Again

4. Roll Again

5 Roll Again

6. Roll Again

1. Autocannon 5

2. Autocannon 5

3. Autocannon 5

4. Autocannon 5

5. Roll Again

6. Roll Again

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Rell Again

**Right Torso** 

1. Shoulder

4. PPC

5. PPC

6. PPC

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

### **Mech Data**

Type: MAD-3R Marauder

Tonnage: **75** 

Movement Points

Jumping:

Medium Laser

Autocannon 5

Walking: 4 Running:

Technology Base: Inner Sphere 2600

6

**Weapons Inventory** 

Ht D Mn S M # Type FOC PPC PPC 6 Medium Laser

Rounds Ammo Type 20 Autocannon 5

### **Total Single Heat Sinks: 16** 000000000

00000

### **Auto Eject**

Operational

■ Disabled

### **Warrior Data**

Name: Piloting Skill: Gunnery Skill: Hits Taken Dead 10 Conscious # |

### **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+

Shutdown, avoid on 8+

-4 Movement Points

19 Ammo Explosion, avoid on 4+

18 Shutdown, avoid on 6+

17 +3 Modifier to Fire

-3 Movement Points

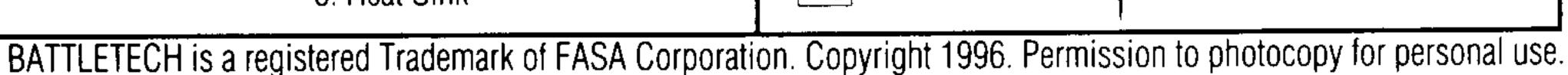
14 Shutdown, avoid on 4+

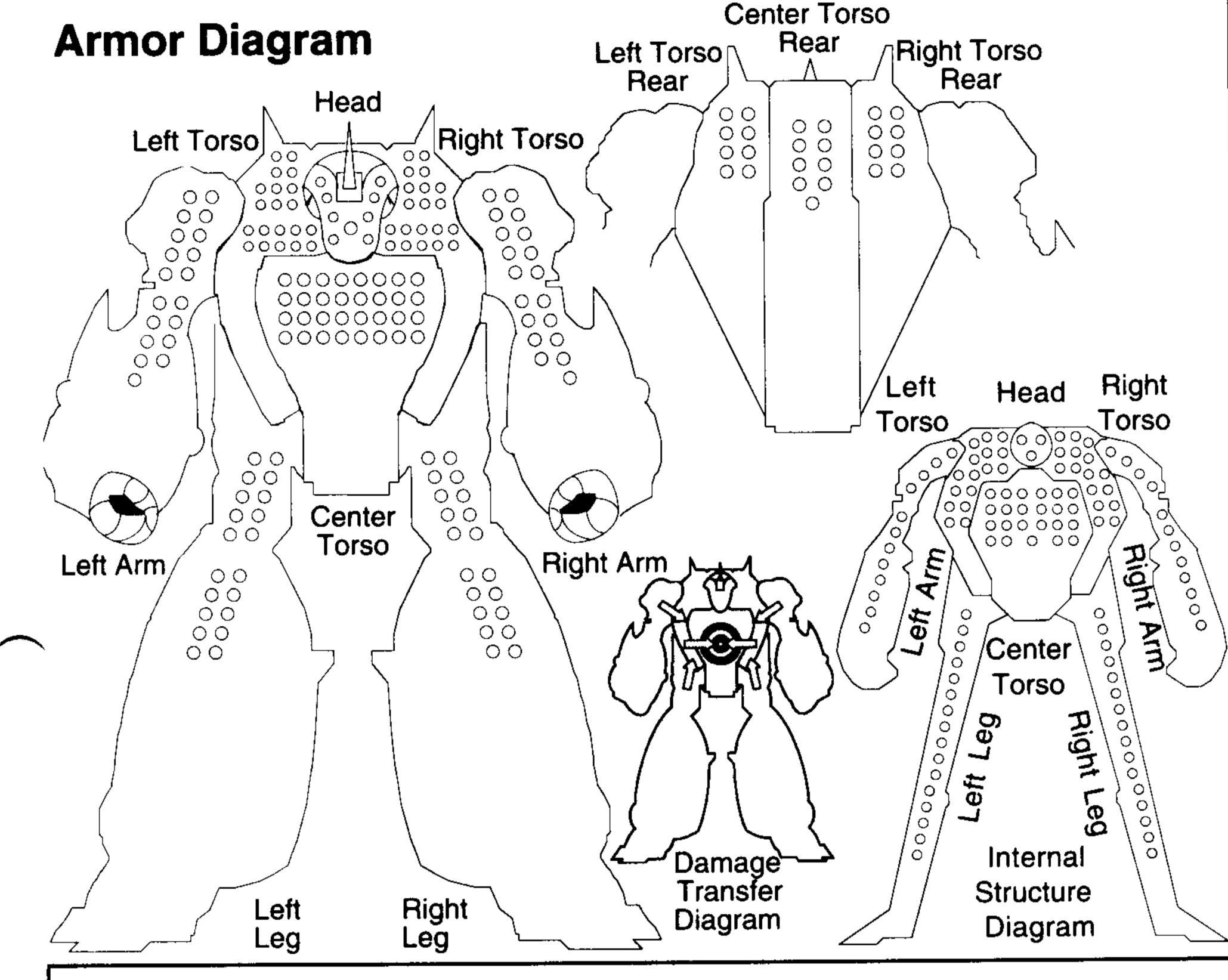
13 +2 Modifier to Fire

-2 Movement Points

+1 Modifier to Fire







### **Left Arm**

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

### **Left Torso**

- 1. LRM 15
- 2. LRM 15
- 3. LRM 15 1-3
  - 4. Ammo (LRM 15) 8
  - 5. Ammo (LRM 15) 8
  - 6. Ammo (SRM 4) 25
  - 1. Ammo (SRM 4) 25
  - 2 Rell Again
- 3. Rull Again 4-6
  - 4 Roll Again
  - 5 Roll Again
  - 6. Boll Again

### **Left Leg**

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

### **Critical Hit Table**

### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

### **Center Torso**

- 1. Engine
- 2. Engine
- 3. Engine
- - 4. Gyro
  - 5. Gyro
  - 6. Gyro
  - 1. Gyro
  - 2. Engine
  - 3. Engine
  - 4. Engine
  - 5. Roll Again
  - 6 Roli Ayain
  - **Engine Hits** 000

### Gyro Hits $\bigcirc$ Sensor Hits $\circ$ Life Support

6,837,250 Cost

### **Right Arm**

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

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

### **Right Torso**

- 1. Autocannon 10
- 2. Autocannon 10
- 3. Autocannon 10
- 4. Autocannon 10
- 5. Autocannon 10
- 6. Autocannon 10
- 1. Autocannon 10
- 2. Ammo (AC 10) 10
- 3. Ammo (AC 10) 10
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again

### **Right Leg**

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

5. Roll Again

6. Roll Again

### **Mech Data**

Type: **ON1-V Orion** 

Tonnage: **75** Movement Points

Jumping:

SRM 4

Walking: 4 Running:

Technology Base: Inner Sphere 2570

**Weapons Inventory** 

Ht D Mn S # Type Toc 1 Autocannon 10 14 1 LRM 15 Medium Laser Medium Laser SRM 4

Rounds Ammo Type 20 Autocannon 10 LRM 15 50 SRM 4

### **Total Single Heat Sinks: 10** 000000000

Operational

# **Auto Eject**

Disabled

10

Dead

### **Warrior Data**

Name: Piloting Skill: Gunnery Skill: Hits Taken

# **Heat Scale**

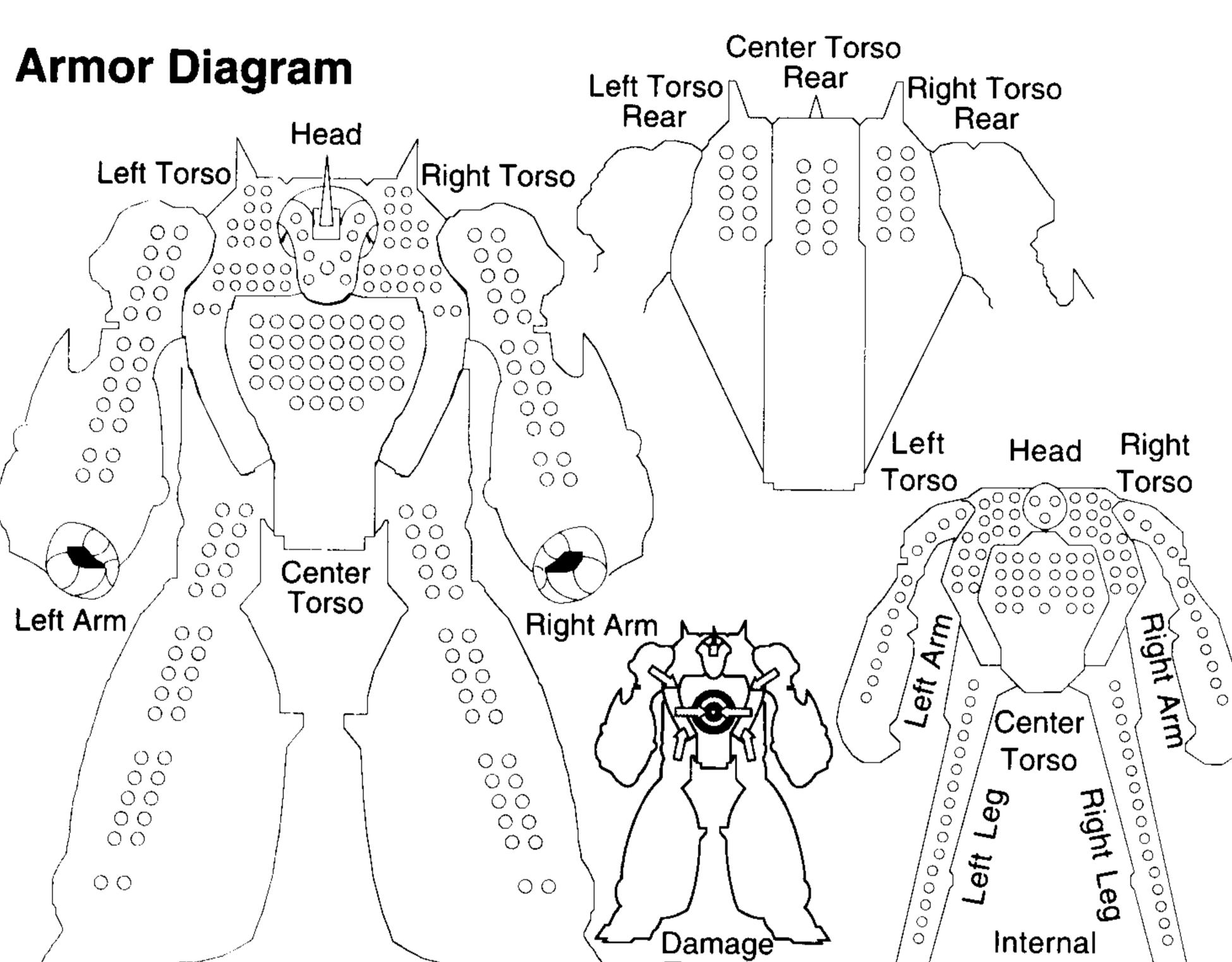
30 SHUTDOWN

Conscious #

- 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+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- +3 Modifier to Fire
- -3 Movement Points 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- -1 Movement Points







### Shoulder Upper Arm Actuator 3. Lower Arm Actuator 4. Medium Laser 5. SRM 4 6. Rell Again 1. Roll Again 2 Roll Ayain 3. Boll Again 4. Boll Again S. Roll Again 6. Boll Again **Left Torso** 1. Ammo (SRM 4) 25 2. Ammo (SRM 4) 25 3. Roll Again 4. Roll Ayain 5. Roll Again. 6. Roll Again 1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again Left Leg

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Heat Sink

6. Heat Sink

Left

Leg

**Left Arm** 

Right

Leg

### Head 1. Life Support 2. Sensors 3. Cockpit 4 Roll Again 5. Sensors 6. Life Support **Center Torso** 1. Engine 2. Engine 3. Engine 4. Gyro 5. Gyro 6. Gyro 1. Gyro 2. Engine 3. Engine 4. Engine 5. Roll Again 6 Roll Again Engine Hits 000 Gyro Hits $\bigcirc$ Sensor Hits $\bigcirc$ Life Support

# 1-3 3. Autocannon 10

6,510,000

Cost

**Fransfer** 

Diagram

**Critical Hit Table** 

# # Type SRM 4 I SRM 4 SRM 4 00000 Name:

Structure

Right Arm

2. Upper Arm Actuator

3. Lower Arm Actuator

Medium Laser

1. Shoulder

5. SRM 4

6. Roll Again

1. Roll Again

2 Roli Again

3. Roll Again

4. Roll Again

5 Roll Again

6. Roll Again

1. Autocannon 10

2. Autocannon 10

4. Autocannon 10

5. Autocannon 10

6. Autocannon 10

1. Autocannon 10

4. Roll Again

5. Roll Again

6. Roll Again

1. Hip

2. Ammo (AC 10) 10

3. Ammo (AC 10) 10

**Right Leg** 

2. Upper Leg Actuator

3. Lower Leg Actuator

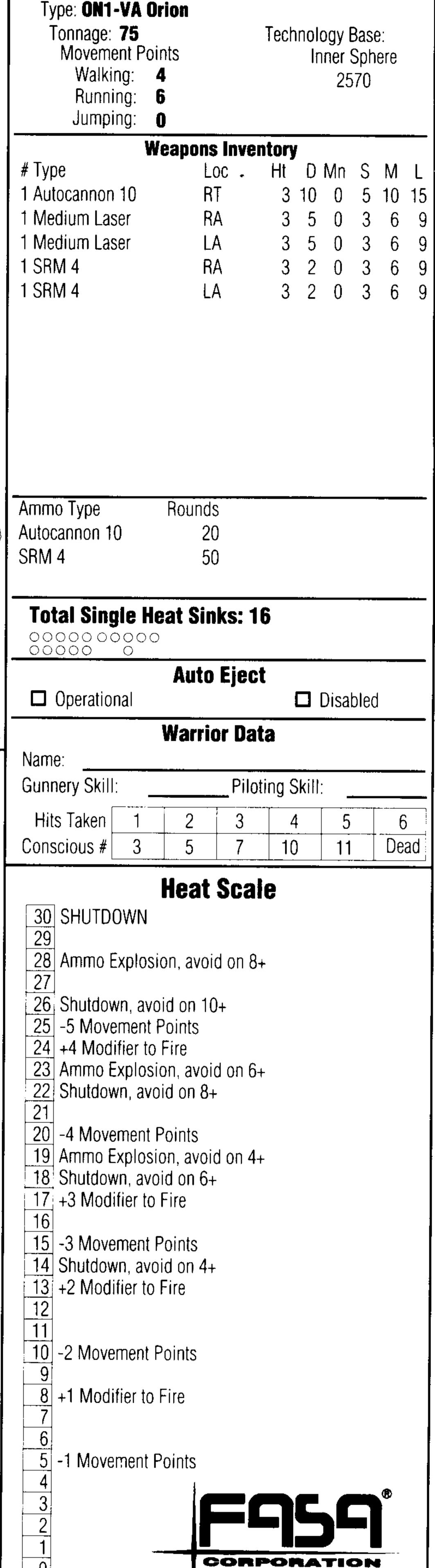
4. Foot Actuator

5. Heat Sink

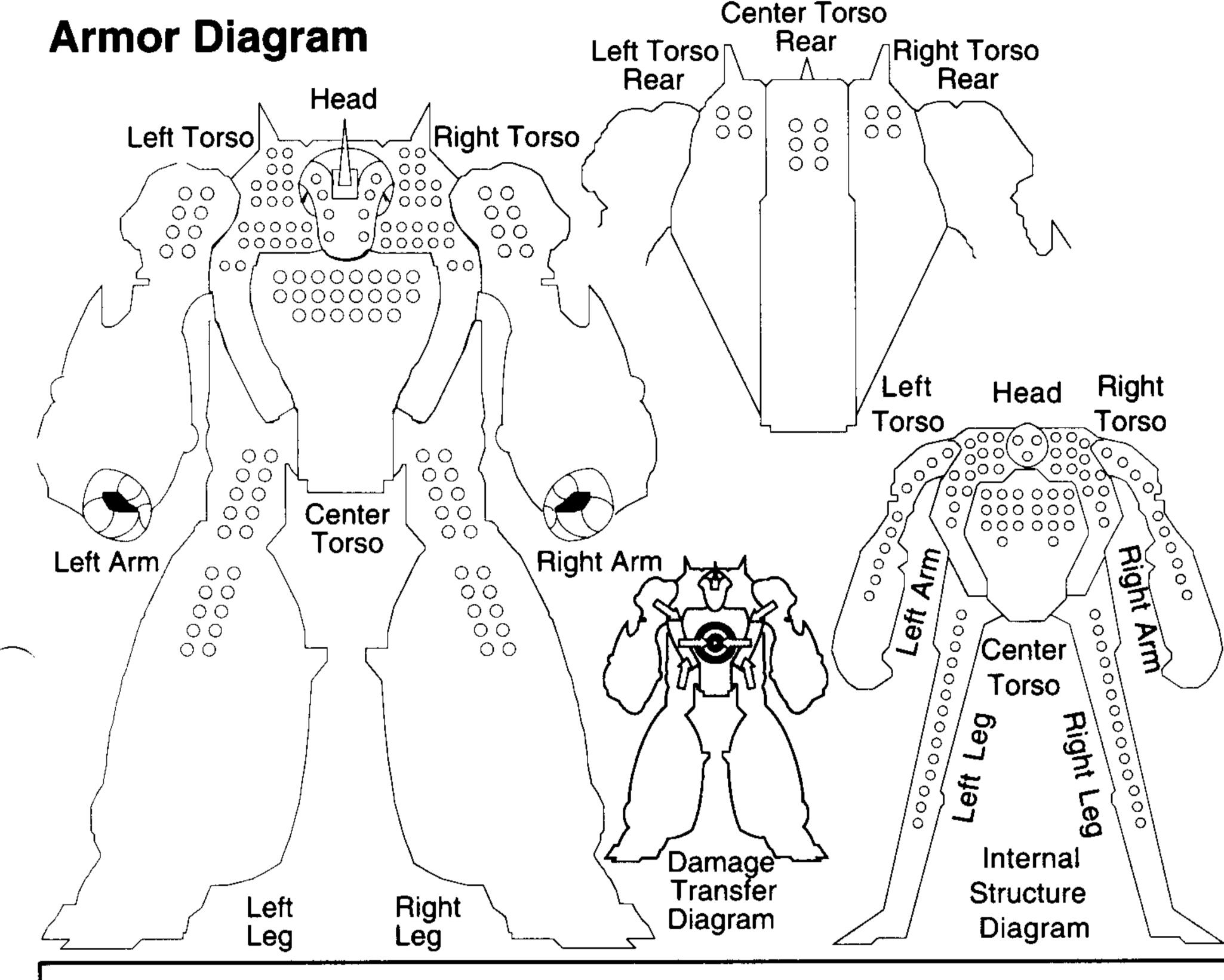
6. Heat Sink

**Right Torso** 

Diagram



**Mech Data** 



### **Critical Hit Table** Right Arm

- 2. Upper Arm Actuator
- Lower Arm Actuator

**Left Arm** 

4. Roll Again

. Shoulder

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

### **Left Torso**

- 1. Large Laser
- 2. Large Laser
- 3. Medium Laser
  - 4. Roll Again

  - 5. Roll Again 6. Roll Again

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

### **Left Leg**

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

- Head
- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Heat Sink
- 5. Sensors
- 6. Life Support

### **Center Torso**

- 1. Engine
- 2. Engine
- 3. Engine
- - 4. Gyro
  - 5. Gyro
  - 6. Gyro
  - 1. Gyro
  - 2. Engine
- 3. Engine
- - 4. Engine
  - 5. Ammo (SRM 4) 25
  - 6 Roll Again

Engine Hits	000
Gyro Hits	$\circ \circ$
Sensor Hits	$\circ \circ$
Life Support	$\bigcirc$

Cost

5,025,600

### 1. Shoulder

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

  - 1. Roll Again

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

# **Right Torso**

- I. SRM 4
- 2. Large Laser
- 1-3 3. Large Laser
  - 4. Medium Laser
    - 5. Roll Again

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

### Right Leg

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

# **Gunnery Skill:**

Operational

000000000

Piloting Skill: Hits Taken Dead 10 Conscious #

**Auto Eject** 

**Warrior Data** 

Rounds

**Total Single Heat Sinks: 15** 

**Mech Data** 

**Weapons Inventory** 

Loc

Technology Base:

Inner Sphere

2500

D Mn S

Disabled

10

Type: **OSR-2C Ostroc** 

Movement Points

Walking:

Running:

Jumping:

# Type

SRM 4

1 Large Laser

1 Large Laser

Ammo Type

00000

Name:

SRM 4

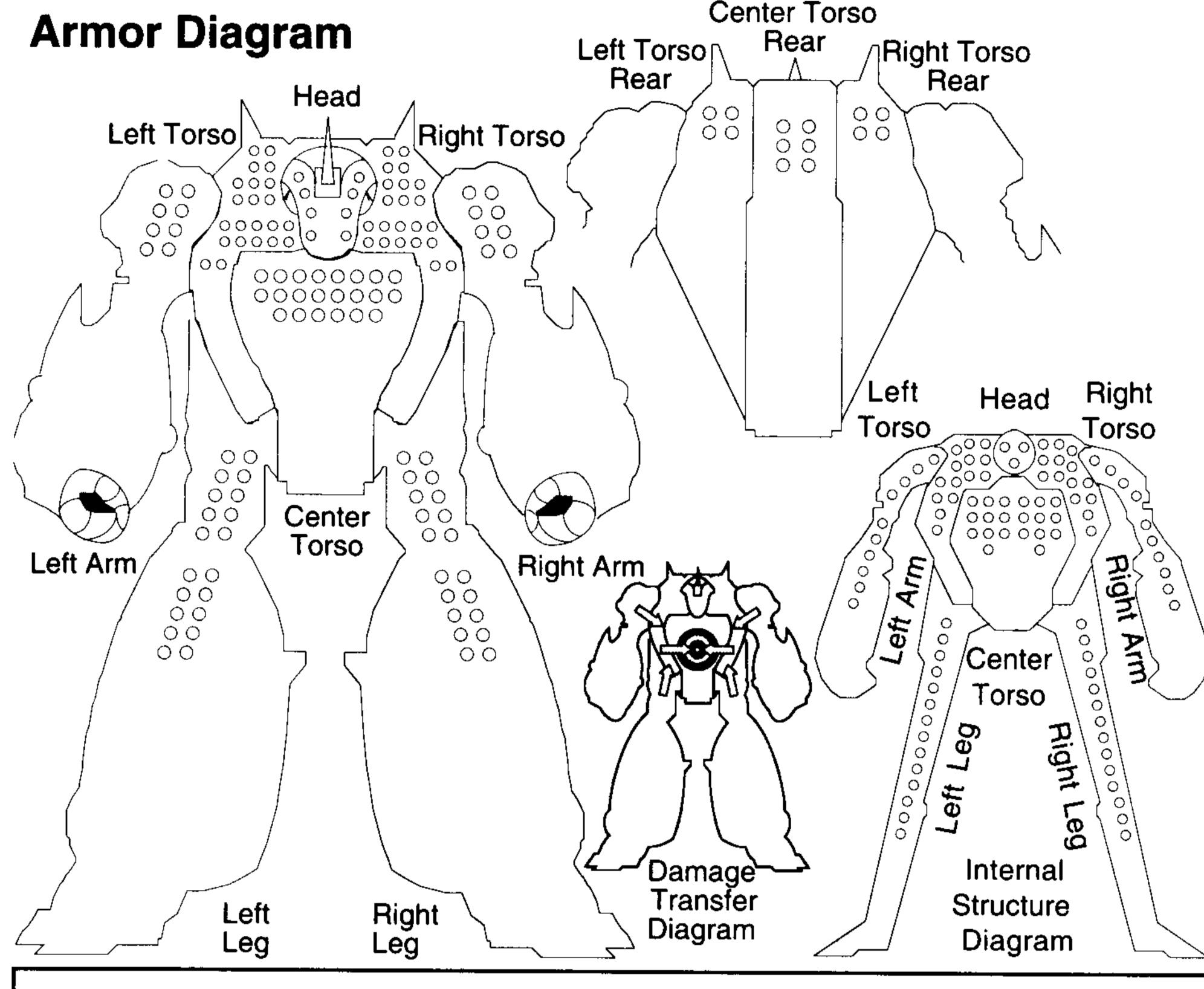
1 Medium Laser

1 Medium Laser

Tonnage: **60** 

### **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+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- +3 Modifier to Fire
- 15 -3 Movement Points
- 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire
- 10 -2 Movement Points
- 8 +1 Modifier to Fire
- Movement Points
- CORPORATION



# **Critical Hit Table**

### Head

- 1. Life Support
- 3. Cockpit
- 5. Sensors
- 6. Life Support

### **Center Torso**

- 1. Engine
- 3. Engine
- - 5. Gyro
  - 6. Gyro
  - 1. Gyro
- 5. Roll Again
- 6. Roll Agam

**Left Arm** 

2. Upper Arm Actuator

3. Lower Arm Actuator

1. Shoulder

4. Roll Again

5. Roll Again

6. Roll Again

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

1. Large Laser

2. Large Laser

4. Roll Again

3. Medium Laser

**Left Torso** 

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

  - 6. Roll Again

### Left Leg

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

- 2. Sensors

- 4. Roll Again

- 2. Engine

- 4. Gyro

- 2. Engine
- 3. Engine
- - 4. Engine

  - 5. Heat Sink

  - 6. Ammo (LRM 5) 24

Engine Hits	000
Gyro Hits	$\circ \circ$
Sensor Hits Life Support	00
Life Support	$\circ$

### 4,982,400 Cost

# **Right Arm**

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

  - 1. Roll Again

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

- 1. Large Laser
- 2. Large Laser
- 3. Medium Laser
  - 4. LRM 5
  - 5. Roll Again
  - 6. Roll Again.
  - 1. Roll Again
  - 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roli Again
- 6. Roll Again

### **Right Leg**

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

Large Laser Large Laser Medium Laser

**Weapons Inventory** 

Loc .

**Mech Data** 

Technology Base:

Ht D Mn S M

Inner Sphere

2500

Medium Laser LRM 5

Ammo Type Rounds LRM 5

Type: **OSR-2L Ostroc** 

Movement Points

Walking: 5

Running:

Jumping:

# Type

Tonnage: **60** 

### **Total Single Heat Sinks: 15** 000000000

00000

# **Auto Eject**

Operational Disabled

10

Dead

### **Warrior Data**

Name: Gunnery Skill: Piloting Skill: Hits Taken 6

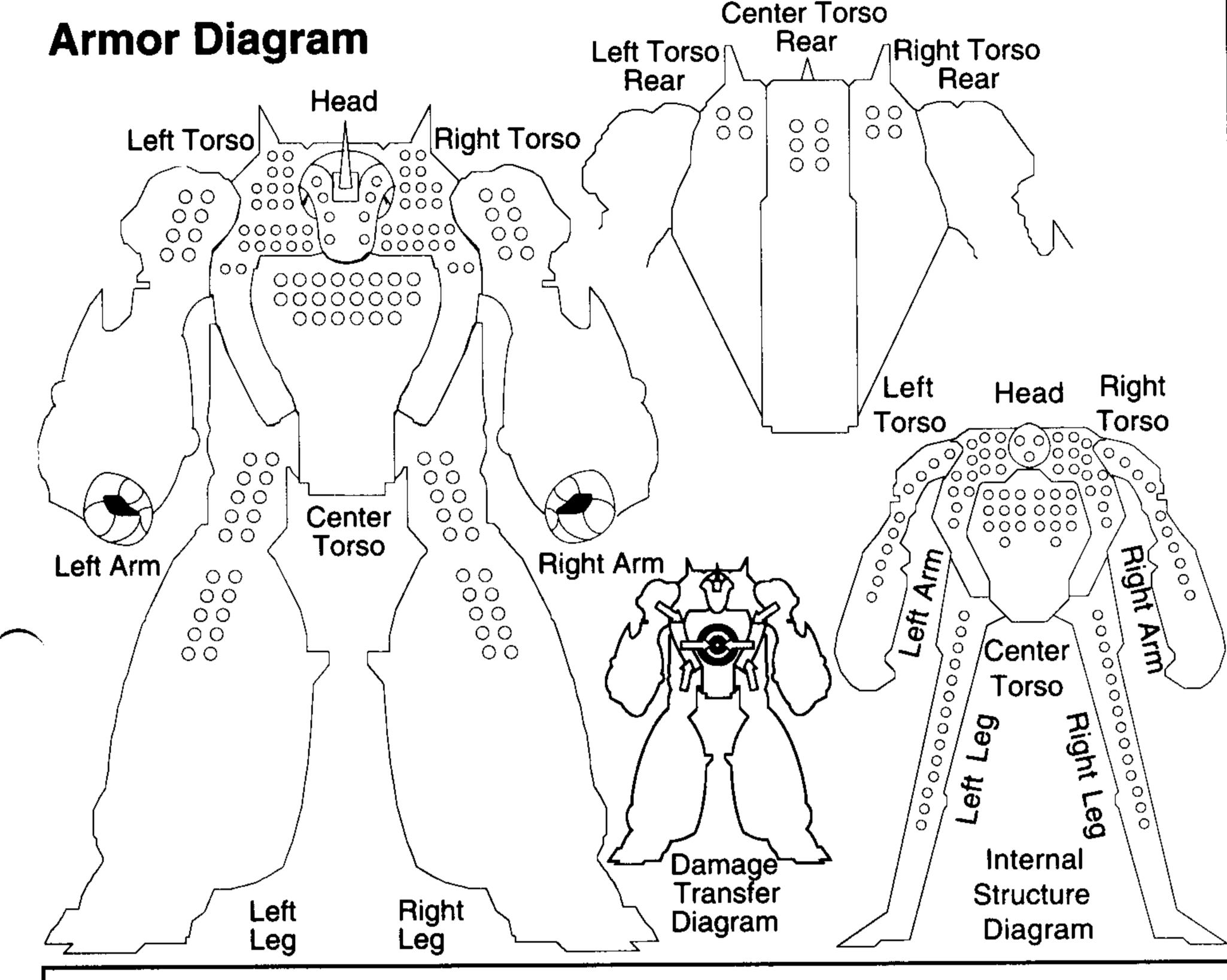
# **Heat Scale**

30 SHUTDOWN

Conscious #

- Ammo Explosion, avoid on 8+
- Shutdown, avoid on 10+
- -5 Movement Points
- +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- +3 Modifier to Fire
- -3 Movement Points
- 14 Shutdown, avoid on 4+ +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- -1 Movement Points





### **Left Arm**

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

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

### **Left Torso**

- 1. Jump Jet
- 2. Jump Jet
- 3. Large Laser 1-3
- 4. Large Laser
  - 5. Roll Again
  - 6. Roll Again
  - 1. Roll Again
  - 2. Roll Again
  - 3. Roll Again
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again
    - **Left Leg**
  - 1. Hip
  - 2. Upper Leg Actuator
  - 3. Lower Leg Actuator
  - 4. Foot Actuator
  - 5. Heat Sink
  - 6. Roll Again

### **Critical Hit Table**

### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

### **Center Torso**

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

  - 1. Gyro
  - 2. Engine
  - 3. Engine
  - 4. Engine

  - 5. Heat Sink

  - 6. Jump Jet
  - **Engine Hits** 000 Gyro Hits  $\circ$

### Sensor Hits 00Life Support

### 5,238,400 Cost

# **Right Arm**

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

  - 6. Roll Again
  - 1. Roll Again

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

### **Right Torso**

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

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

### Right Leg

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

### **Mech Data**

Type: OSR-2M Ostroc

Tonnage: **60** 

Movement Points Walking:

Running:

Jumping:

# Type

Technology Base: Inner Sphere

2500

**Weapons Inventory** 

D Mn S M 10 15

1 Large Laser 10 15 1 Large Laser

**Total Single Heat Sinks: 15** 000000000

### **Auto Eject**

Operational

00000

Disabled

10

Dead

**Warrior Data** 

Name: Piloting Skill: Gunnery Skill: 6 Hits Taken

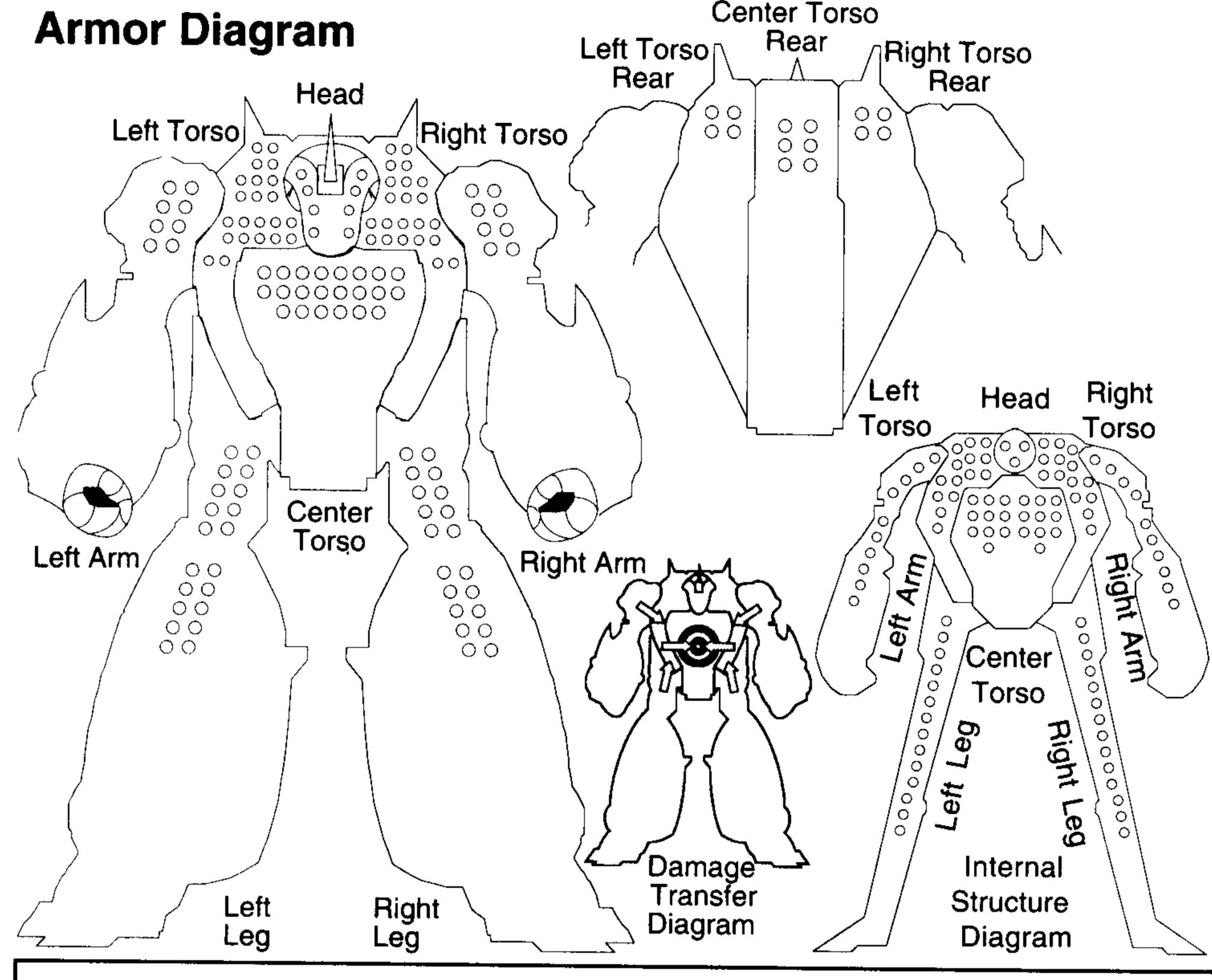
### **Heat Scale**

- 30 SHUTDOWN
- 29

Conscious #

- Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- -5 Movement Points
- +4 Modifier to Fire
- Ammo Explosion, avoid on 6+
- Shutdown, avoid on 8+
- -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 Points





### 000000000 00000 **Auto Eject**

**Total Single Heat Sinks: 15** 

Operational

Disabled

### **Warrior Data** Name: Gunnery Skill: Piloting Skill:

Hits Taken 6 Conscious # Dead 10

**Mech Data** 

**Weapons Inventory** 

Loc

Technology Base:

D Mn

Inner Sphere

2500

Type: **OSR-3C Ostroc** 

Movement Points

Walking: 5

Running:

Jumping:

# Type

2 Large Laser

1 Large Laser

Tonnage: **60** 

# **Heat Scale**

30 SHUTDOWN

28 Ammo Explosion, avoid on 8+

26 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+

17 +3 Modifier to Fire

-3 Movement Points

14 Shutdown, avoid on 4+

13 +2 Modifier to Fire

-2 Movement Points

+1 Modifier to Fire

Movement Points

CORPORATION

### **Left Arm**

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

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

### **Left Torso**

- 1. Heat Sink
- 2. Large Laser
- 3. Large Laser
- 4. Roll Again
  - 5. Roll Again

  - 6. Roll Again

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

### **Left Leg**

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

# **Critical Hit Table**

### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

### **Center Torso**

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

  - 6 Roll Again
  - **Engine Hits** 000
  - Gyro Hits  $\bigcirc$ Sensor Hits  $\circ$ Life Support
    - 4,918,400 Cost

# **Right Arm**

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

  - 6. Roll Again

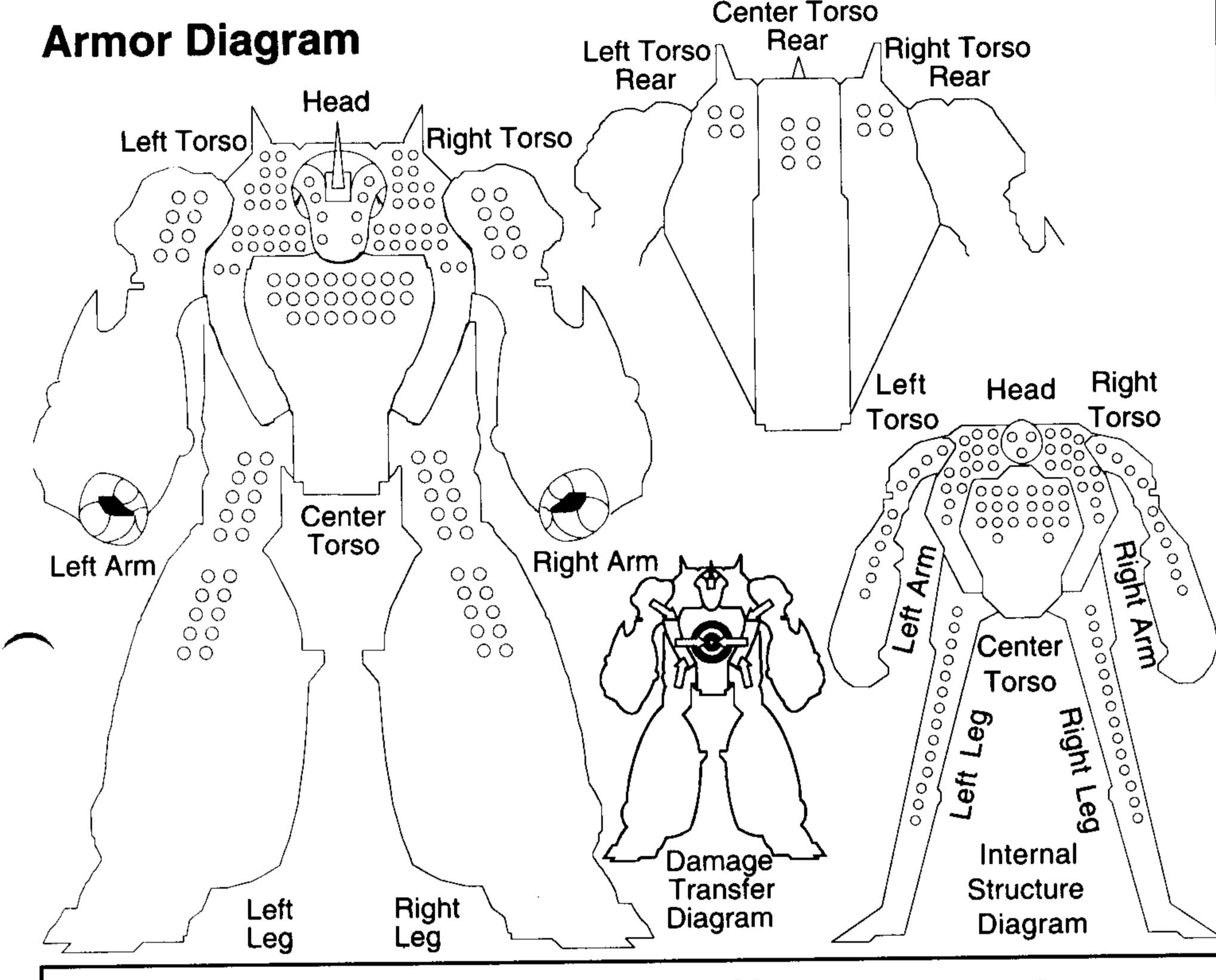
  - 1. Roll Again 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5 Roll Again
- 6. Roll Again

# **Right Torso**

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

### **Right Leg**

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink 6 Roll Again
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# **Left Arm**

### 1. Shoulder

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

  - 1. Roll Again
  - 2. Roll Again
- 3. Boll Again
  - 4. Roll Again
  - 5. Roli Again

6. Roll Again

**Left Torso** 

- 1. Large Laser
- 2. Large Laser
- 3. Medium Laser
- 4 Roll Ayain
  - 5. Roll Again.

  - 6. Boll Again
  - 1 Roll Again
  - 2. Roll Again
  - 3. Ball Again
- 4-6 4 Roll Again
  - 5. Rell Again.
  - 6. Boll Again
  - **Left Leg**
  - 1. Hip
  - 2. Upper Leg Actuator
  - 3. Lower Leg Actuator
  - 4. Foot Actuator
  - 5. Heat Sink 6. Heat Sink

### **Critical Hit Table**

### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

### **Center Torso**

- 1. Engine
- 2. Engine
- 3. Engine
- 4. Gyro
  - 5. Gyro
  - 6. Gyro
  - 1. Gyro
  - 2. Engine
- 3. Engine
- 4. Engine
  - 5. Medium Laser (R)
  - 6. Medium Laser (R)

Engine Hits	000
Gyro Hits	$\circ \circ$
Sensor Hits	$\circ$
Life Support	$\bigcirc$

### 5,017,600 Cost

### **Right Arm**

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

  - 6. Roll Again
  - 1. Roll Again

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

  - 6. Roll Again

### **Right Torso**

- 1. Large Laser
- 2. Large Laser
- 3. Medium Laser
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roli Again

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

### Right Leg

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

5. Heat Sink

6. Heat Sink

Type: OTL-4D Ostsol

Tonnage: **60 Movement Points** 

Walking:

Running: Jumping:

### **Weapons Inventory**

**Mech Data** 

Technology Base:

Inner Sphere

2693

Disabled

10

Dead

- D Mn S # Type Loc 1 Large Laser 1 Large Laser CT (R) 2 Medium Laser
- 1 Medium Laser RT 1 Medium Laser

**Total Single Heat Sinks: 16** 

000000000

Operational

00000

### **Auto Eject**

**Warrior Data** 

Name: **Piloting Skill:** Gunnery Skill: 6 Hits Taken

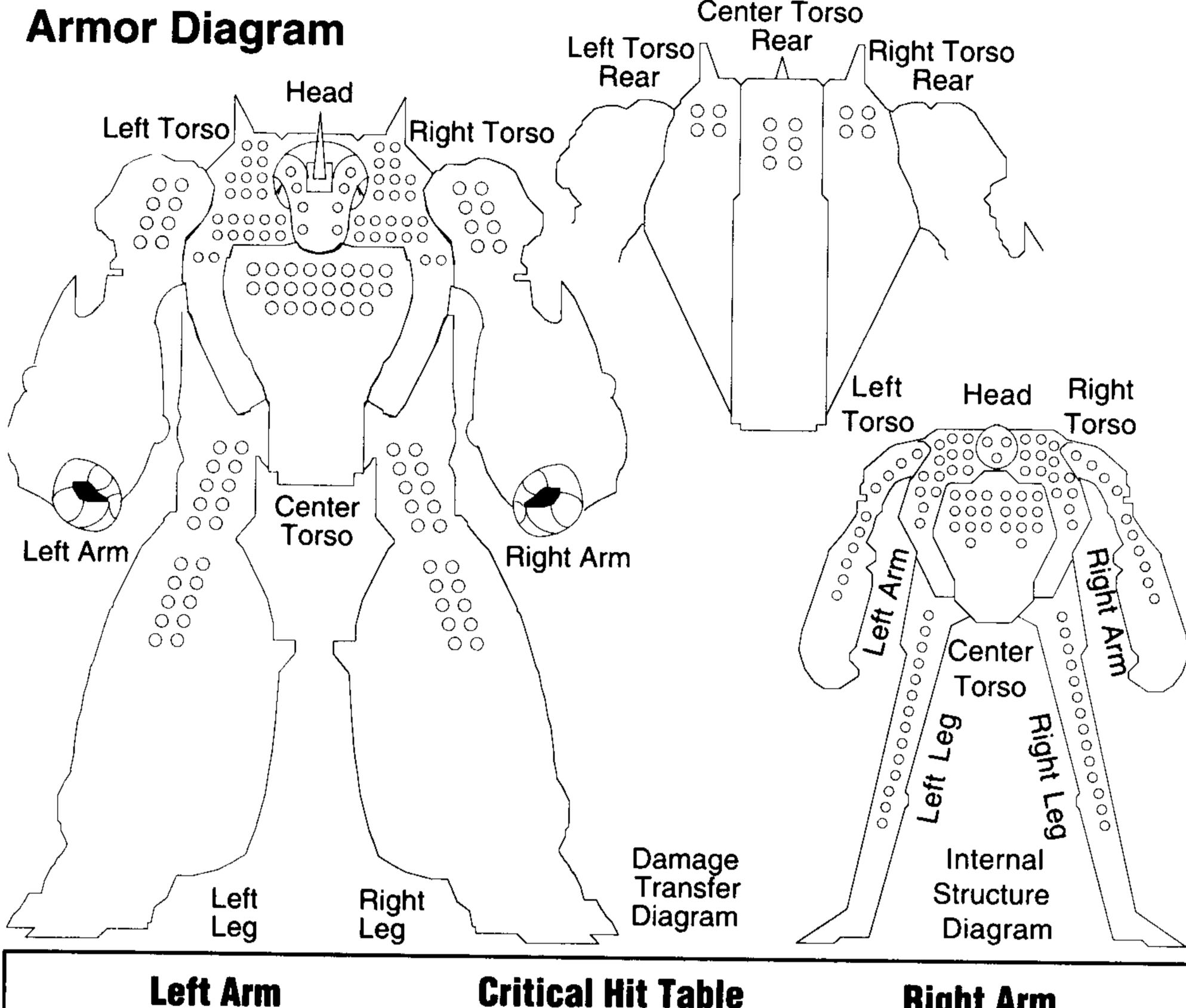
# **Heat Scale**

30 SHUTDOWN

Conscious #

- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+
- -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+ 17 +3 Modifier to Fire
- -3 Movement Points 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- -1 Movement Points





# **Right Arm**

- . Shoulder
- 2. Upper Arm Actuator

4. Hand Actuator

5 Roll Again

6. Roll Again

1. Roll Again

2 Roll Again

3. Roll Again

4. Roll Again

5 Roll Again

6. Roll Again

**Right Torso** 

Lower Arm Actuator

3. Lower Arm Actuator

Upper Arm Actuator

4. Hand Actuator

1. Shoulder

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

### **Left Torso**

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

  - 6. Rott Agam

### **Left Leg**

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

### **Critical Hit Table**

### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4 Roll Again
- 5. Sensors
- 6. Life Support

### **Center Torso**

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

**Engine Hits** 000 Gyro Hits  $\bigcirc$ Sensor Hits  $\circ$ Life Support

Cost

5,096,960

### 1-3 3. PPC 4 Roll Again 5. Roll Again

1. PPC

2. PPC

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

### Right Leg

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

### **Total Single Heat Sinks: 16**

000000000 00000

### **Auto Eject**

**Mech Data** 

**Weapons Inventory** 

Loc

Technology Base:

D Mn

10 10

Inner Sphere

2693

Type: OTL-4F Ostsol

Movement Points

Walking:

Running:

Jumping:

# Type

1 PPC

PPC

Tonnage: **60** 

Operational

☐ Disabled

### **Warrior Data**

Name:

Gunnery Skill: Piloting Skill:

Hits Taken Conscious #

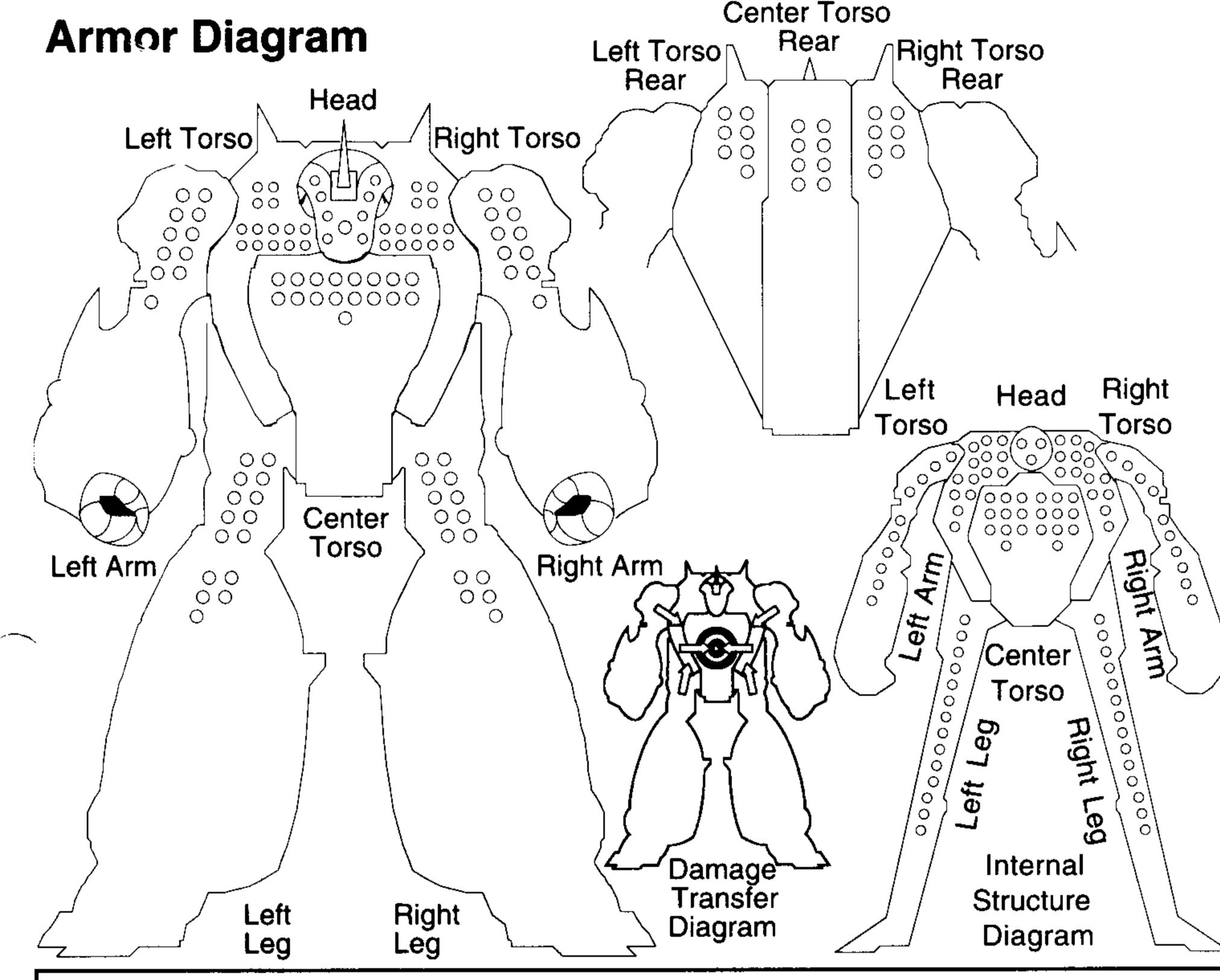
6 4 Dead 10

### **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+
- Shutdown, avoid on 8+
- -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
- 8 +1 Modifier to Fire
- Movement Points





# **Left Arm**

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

#### **Left Torso**

- 1. Jump Jet
- 2. Jump Jet
- 3. LRM 10
- 1-3 4. LRM 10

  - 5. Ammo (LRM 10) 12
  - 6. Roll Again
  - 1. Roll Again
  - 2. Roll Again
  - 3. Roll Again
    - 4. Roll Again
    - 5. Roll Again
    - 6. Roll Again
      - **Left Leg**
    - 1. Hip
    - 2. Upper Leg Actuator
    - 3. Lower Leg Actuator
    - 4. Foot Actuator
    - 5. Roll Again
    - 6. Roll Again

# **Critical Hit Table**

#### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Heat Sink
- 5. Sensors
- 6. Life Support

#### **Center Torso**

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

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

  - 4. Engine

  - 5. Jump Jet
  - 6. SRM 4

Engine Hits	000
Gyro Hits	$\circ \circ$
Sensor Hits	$\circ \circ$
Life Support	$\circ$
I .	

#### Cost 5,514,560

# **Right Arm**

- Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- Hand Actuator

  - Medium Laser
  - 6. Roll Again
  - 1. Roll Again

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

  - 5 Roll Again
  - 6. Roll Again

# **Right Torso**

- 1. Jump Jet
- 2. Jump Jet
- 3. Medium Laser (R)
  - 4. Medium Laser (R)
  - 5. Ammo (SRM 4) 25

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

## **Right Leg**

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

## **Mech Data**

Type: QKD-4G Quickdraw

Tonnage: **60** 

Movement Points Walking: 5

Inner Sphere 2779

Technology Base:

Running: 8 Jumping:

## **Weapons Inventory**

# Type	Foc	Ht	D	Mn	S	М	L
1 LRM 10	LT	4	1	6	7	14	21
1 SRM 4	CT	3	2	0	3	6	9
1 Medium Laser	LA	3	5	0	3	6	9
1 Medium Laser	RA	3	5	0	3	6	9
2 Medium Laser	RT (R)	3	5	0	3	6	9

Ammo Type	Round:
LRM 10	12
SRM 4	25

#### **Total Single Heat Sinks: 13** 00000000

Operational

00000

■ Disabled

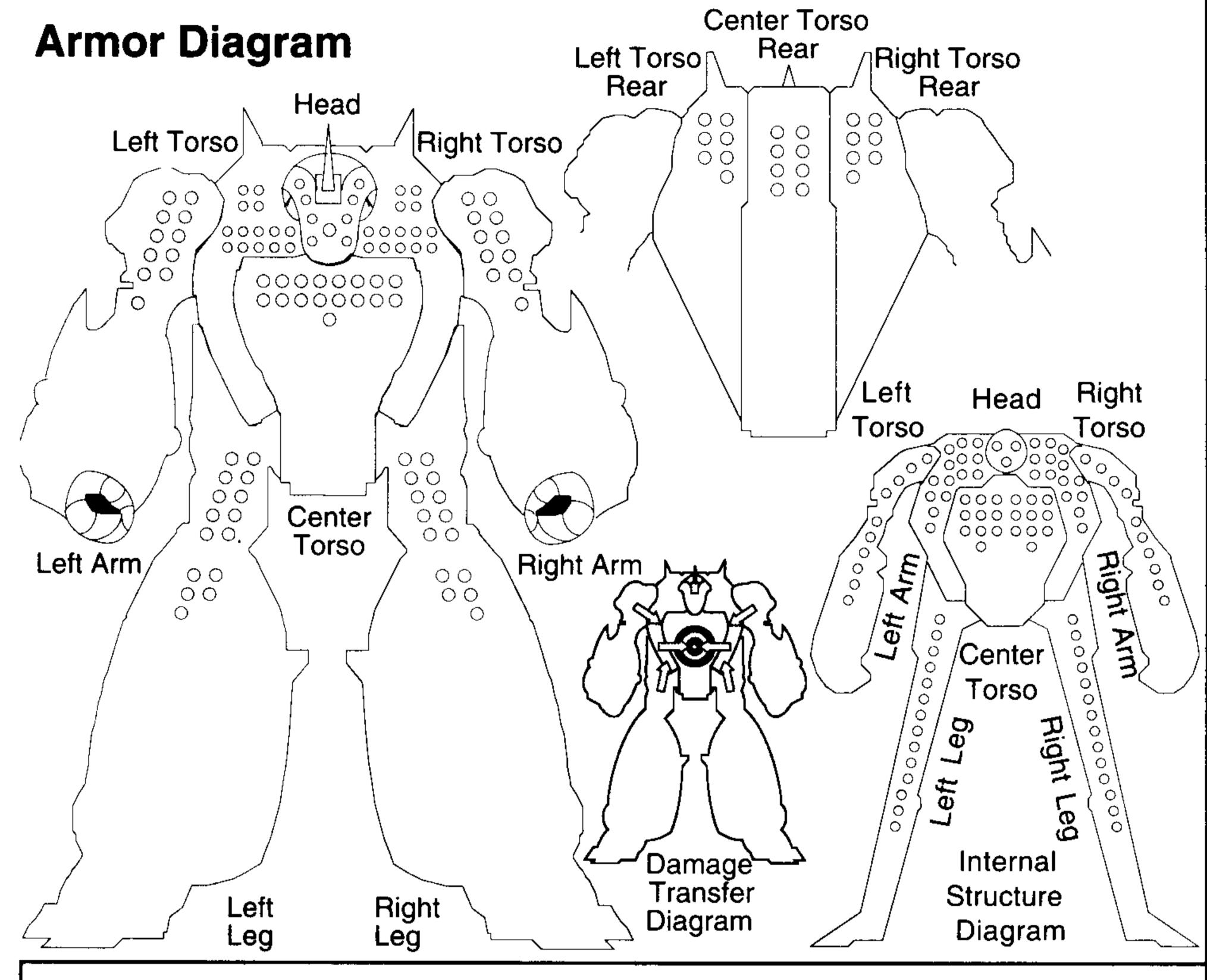
## **Warrior Data**

**Auto Eject** 

Name:						
Gunnery Skill:	_	·	Pilot	ing Skil	l:	<del>- '</del>
Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

- 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+
- -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
- Movement Points





# **Left Arm**

- 1. Shoulder
- 2. Upper Arm Actuator
- . Lower Arm Actuator
  - 4. Hand Actuator
  - Medium Laser

    - 6. Rell Again

    - 1. Roll Again
  - 2. Roll Again
- 3. Roll Again
- 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again.
  - **Left Torso**

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

  - 6. Roll Again

## **Left Leg**

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

# **Critical Hit Table**

## Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

- **Center Torso** . Engine
- 2. Engine
- 3. Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Engine
- 3. Engine
- 4. Engine
- 5. Jump Jet
- 6. SRM 4 (R)

Engine Hits	000
Gyro Hits	$\circ$
Sensor Hits	$\circ \circ$
Life Support	$\bigcirc$

5,509,760 Cost

# **Right Arm**

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

#### **Right Torso**

- 1. Jump Jet
- 2. Jump Jet
- 3. Medium Laser
- 4. Medium Laser
  - 5. Ammo (SRM 4) 25
  - 6. Roll Again
  - 1. Roll Again
  - 2. Roll Again
- 3. Roll Again.
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

# **Right Leg**

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

**Mech Data** 

Type: QKD-4H Quickdraw

Tonnage: **60** Movement Points

Technology Base: Inner Sphere

2779

Walking: Running: Jumping:

# Type

1 LRM 10

1 SRM 4

1 Medium Laser

**Weapons Inventory** D Mn S M Ht Loc

CT (R)

1 Medium Laser 2 Medium Laser

Ammo Type Rounds LRM 10 SRM 4 25

#### **Total Single Heat Sinks: 13** 00000000

Operational

00000

**Auto Eject** ☐ Disabled

**Warrior Data** 

Name: Gunnery Skill: Piloting Skill:

Hits Taken 6 Dead 10 Conscious #

- 30 SHUTDOWN
- 28 Ammo Explosion, avoid on 8+
- Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- Shutdown, avoid on 8+
- 4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- +3 Modifier to Fire
- 15 -3 Movement Points 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- 10 -2 Movement Points
- 8 +1 Modifier to Fire
- Movement Points



Center Torso **Armor Diagram** Rear Right Torso Left Torso∩ Rear Rear Head 000 000 000 Right Torso Left Torso 00 00 000 000  $\circ$ 00/ 00 00000000 0000000 Right Left Head Torso : Torso  $\circ \circ$  $\circ \circ$ 00 K 00 000  $\circ \circ$ Center  $\circ \circ$ Torso Right Arm Right Arm Left Arm, 00 000 00  $\circ \circ$ Left AT 0000 0000 Center Torso Right Internal

#### Ammo Type Rounds SRM 4 25 **Total Single Heat Sinks: 17** 000000000 **Auto Eject** Damage<sup>-</sup> Disabled Operational Transfer Structure Right Left Diagram Diagram **Warrior Data** Leg Leg Name: **Critical Hit Table Left Arm Right Arm** Piloting Skill: Gunnery Skill: 1. Shoulder 1. Shoulder 6 2. Upper Arm Actuator 2. Upper Arm Actuator Head Dead 3. Lower Arm Actuator 3. Lower Arm Actuator 1. Life Support 4. Hand Actuator 4. Hand Actuator 2. Sensors 5. Medium Laser Medium Laser 3. Cockpit 6. Roll Again 6. Bell Agam 4 Roll Again 1. Roll Again 1. Boll Again 5. Sensors

6. Heat Sink

#### 2 Roll Again 2 Roll Ayain 6. Life Support 3. Roll Again 3. Roll Again. **Center Torso** 4. Boll Again 4. Roll Again 1. Engine 5 Roll Again 5. Roll Ayain 2. Engine 6. Roll Again 6. Roll Again 3. Engine **Right Torso Left Torso** 4. Gyro 1. Jump Jet 1. Jump Jet 5. Gyro 2. Jump Jet 2. Jump Jet 6. Gyro 3. Medium Laser (R) 3. Heat Sink 1. Gyro 1-3 4. Medium Laser (R) 4. Medium Laser 2. Engine 5. Ammo (SRM 4) 25 5. Medium Laser 3. Engine 6. Rell Again 6. Boll Again 4. Engine 1. Roll Again T. Roll Again 5. Jump Jet 2. Roll Again 2. Roll Again 6. SRM 4 3. Roll Again 3. Ruli Again 4-6 Engine Hits $\bigcirc\bigcirc\bigcirc$ 4 Roll Again 4. Roll Again Gyro Hits $\bigcirc$ 5. Roll Again S. Roll Again. Sensor Hits $\bigcirc$ 6. Roll Again -6. Roll Again Life Support **Right Leg Left Leg** 1. Hip 1. Hip 2. Upper Leg Actuator 2. Upper Leg Actuator Cost 5,452,160 3. Lower Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 4. Foot Actuator 5. Heat Sink 5. Heat Sink

6. Heat Sink

Hits Taken 1 2 3 Conscious # 3 5 7  Heat Scale	4 10
	<u>10</u>
Haat Caala	
HEAL VINE	
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	
6 5 -1 Movement Points 4 3	
2	

**Mech Data** 

**Weapons Inventory** 

RT (R)

Technology Base:

D Mn

Inner Sphere

2779

6

6

Type: QKD-5A Quickdraw

**Movement Points** 

Walking: 5

Running:

Jumping:

# Type

SRM 4

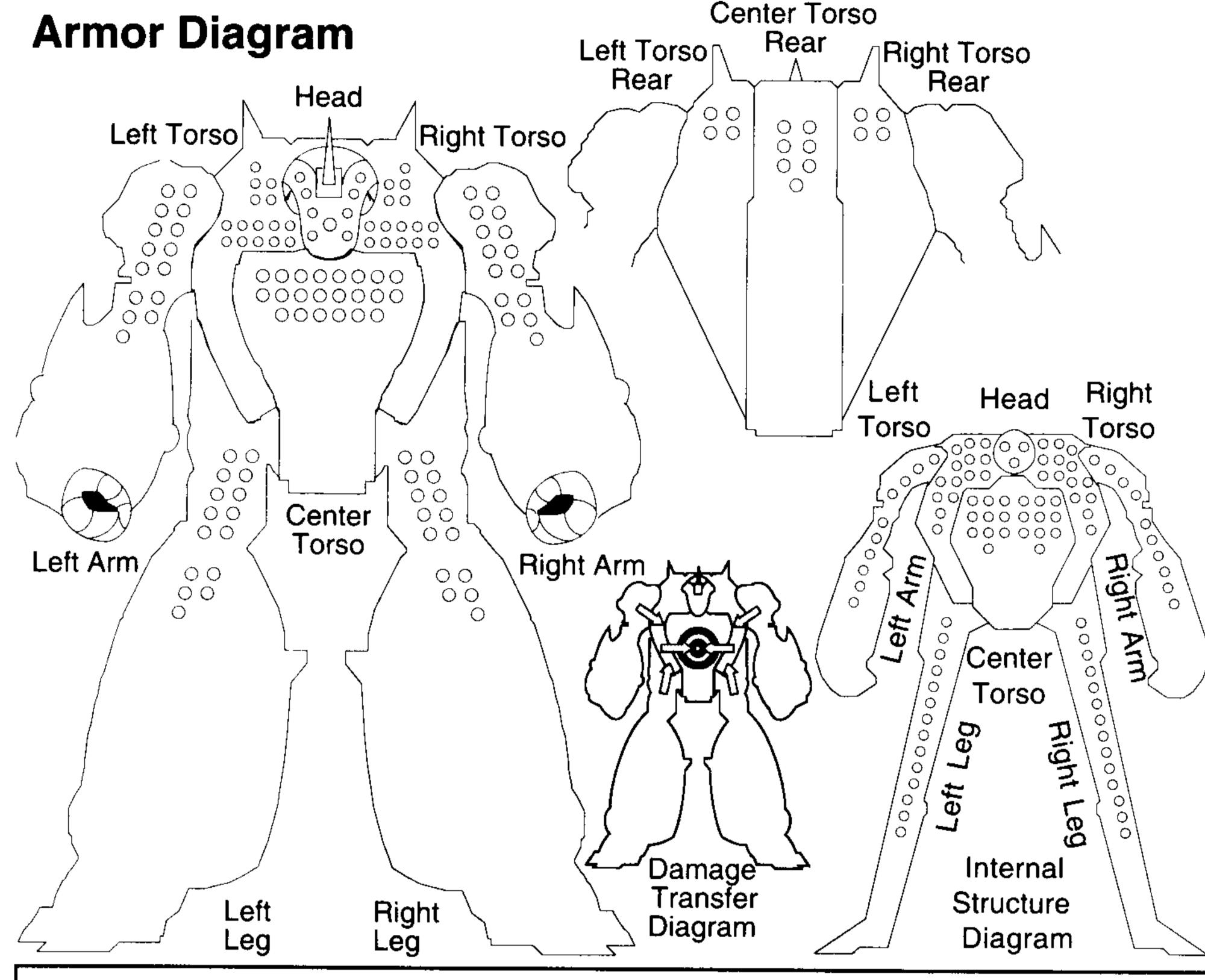
1 Medium Laser

Medium Laser

2 Medium Laser

2 Medium Laser

Tonnage: **60** 



- Life Support
- 2. Sensors
- 4 Roll Again
- 1. Autocannon 10
- 2. Autocannon 10
- 3. Autocannon 10

1. Shoulder

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

#### **Left Torso**

**Left Arm** 

2. Upper Arm Actuator

3. Autocannon 10

4. Autocannon 10

5. Autocannon 10

6. Autocannon 10

- Medium Laser
- 2. Heat Sink
- 3. Roll Again
- 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again
  - 1. Roll Again
  - 2. Roll Again
- 3. Roll Again 4-6
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again

## **Left Leg**

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

# **Critical Hit Table**

# Head

- 3. Cockpit
- 5. Sensors
- 6. Life Support

#### **Center Torso**

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

Engine Hits	000
Gyro Hits	$\circ \circ$
Sensor Hits	$\circ \circ$
Life Support	$\bigcirc$

Cost

4,808,000

- 2. Upper Leg Actuator
- 5. Roll Again
- 6. Roll Again

# **Right Arm**

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Autocannon 10
- - 4. Autocannon 10
  - 5. Autocannon 10
  - 6. Autocannon 10
  - . Autocannon 10
  - 2. Autocannon 10
- 3. Autocannon 10
- 4. Roll Again
- 5 Roll Again
- 6. Roll Again

# **Right Torso**

- Medium Laser
- 2. Ammo (AC 10) 10
- 1-3 3. Ammo (AC 10) 10
  - 4 Roll Again
  - 5. Roll Again
  - 6. Roll Again

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

  - 5. Roll Again

  - 6. Rell Agam

# **Right Leg**

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

# **Mech Data**

#### Type: **RFL-3C Rifleman**

Tonnage: **60** Technology Base: Movement Points Inner Sphere

Walking: Running: Jumping:

# Type

1 Autocannon 10

**Weapons Inventory** 

Ht D Mn S M Loc -

2505

Autocannon 10 Medium Laser Medium Laser

Ammo Type Rounds Autocannon 10 20

# **Total Single Heat Sinks: 10**

000000000

**Auto Eject** Operational

■ Disabled

**Warrior Data** 

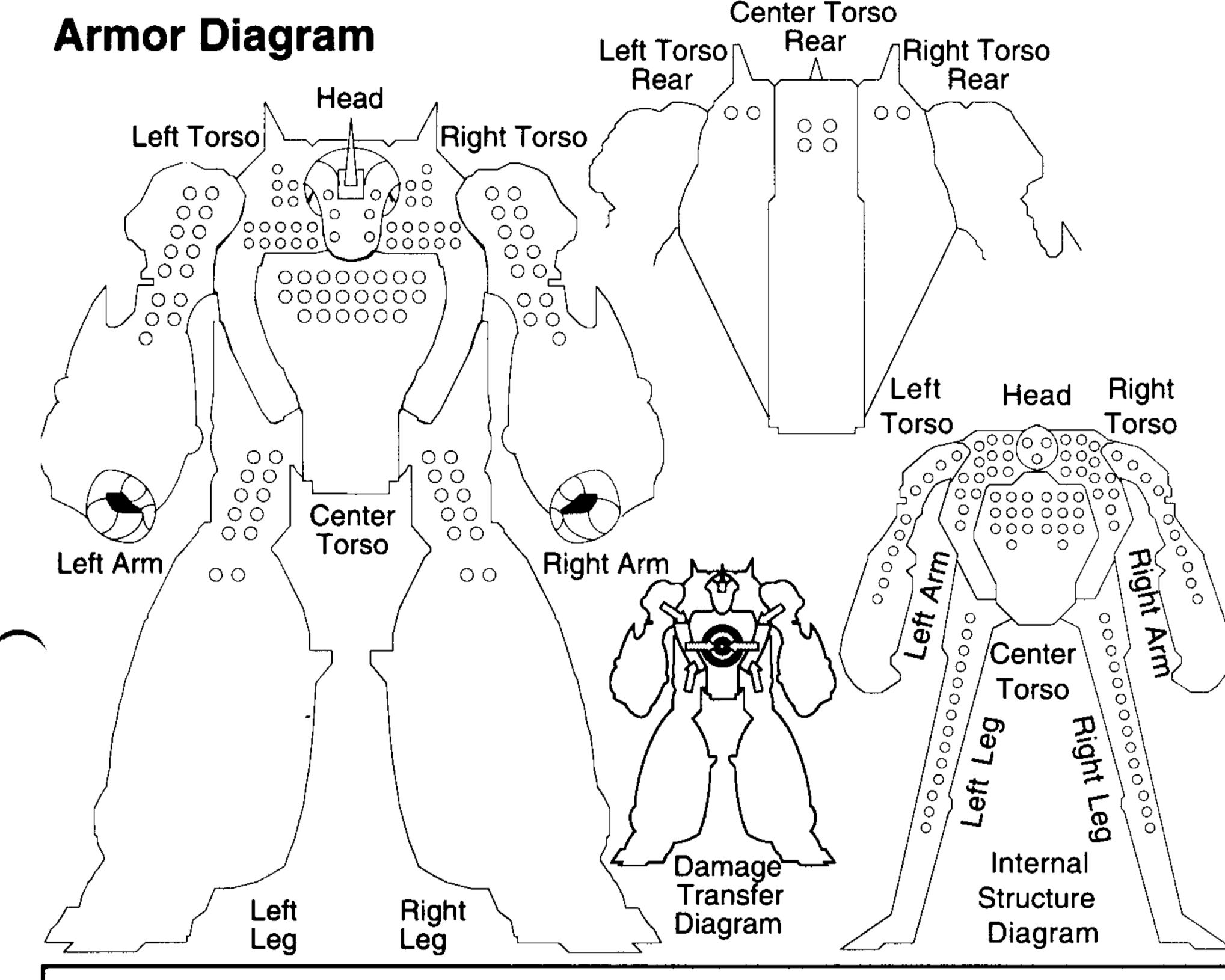
Name: Piloting Skill: Gunnery Skill:

Hits Taken Dead 10 Conscious #

- 30 SHUTDOWN
- Ammo Explosion, avoid on 8+
- 26 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+
- 18 Shutdown, avoid on 6+
- +3 Modifier to Fire
- 15 -3 Movement Points
- 14 Shutdown, avoid on 4+
- +2 Modifier to Fire
- -2 Movement Points
- +1 Modifier to Fire
- Movement Points







# **Left Arm**

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator 1-3
- 4. Large Laser
  - 5. Large Laser
  - 6. Autocannon 5

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

#### **Left Torso**

- Medium Laser
- 2. Roll Again
- 3. Roll Again 1-3
  - 4. Roll Again
    - 5. Roll Again

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

## **Left Leg**

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

# **Critical Hit Table**

#### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

#### **Center Torso**

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

  - 1. Gyro
  - 2. Engine
- 3. Engine
- 4. Engine
  - 5. Ammo (AC 5) 20
  - 6. Roll Again

Engine Hits Gyro Hits Sensor Hits Life Support	000
Gyro Hits	$\circ \circ$
Sensor Hits	$\circ \circ$
Life Support	$\circ$

#### 4,869,600 Cost

# **Right Arm**

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- - 4. Large Laser
  - 5. Large Laser
  - 6. Autocannon 5

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

  - 6. Roll Again

## **Right Torso** Medium Laser

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

## Right Leg

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

# **Mech Data**

Type: **RFL-3N Rifleman** 

Tonnage: **60** Movement Points

Walking: 4 Running: 6

Jumping: 0

Inner Sphere 2505

6

Dead

Technology Base:

**Weapons Inventory** 

# Type D Mn S M l Loc 1 Large Laser 1 Large Laser LAutocannon 5 1 Autocannon 5 Medium Laser 6

Ammo Type Rounds 20 Autocannon 5

l Medium Laser

#### **Total Single Heat Sinks: 10** 000000000

Operational

## **Auto Eject** ■ Disabled

10

**Warrior Data** 

Name: Piloting Skill: Gunnery Skill: 6 Hits Taken

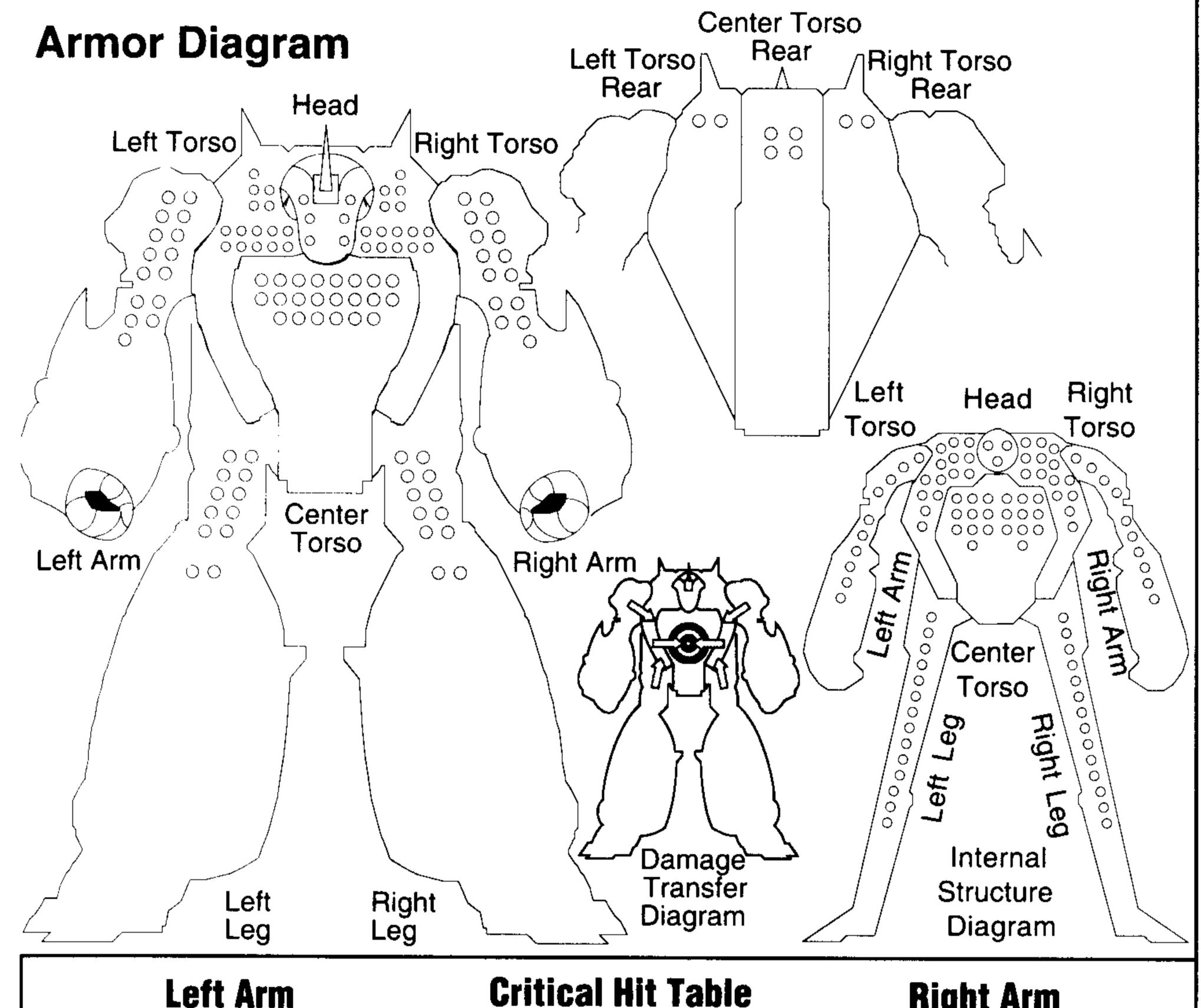
# **Heat Scale**

30 SHUTDOWN

Conscious #

- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 5 Movement Points
- 24 +4 Modifier to Fire
- Ammo Explosion, avoid on 6+ Shutdown, avoid on 8+
- -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- +3 Modifier to Fire
- 15 -3 Movement Points 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points
- +1 Modifier to Fire
- 1 Movement Points





# **Total Single Heat Sinks: 15** 000000000 **Auto Eject** Operational Disabled **Warrior Data** Name: Piloting Skill: Gunnery Skill:

**Mech Data** 

**Weapons Inventory** 

Loc -

Technology Base:

10 10

Inner Sphere

2505

DMn S M l

6 12 18

6

Type: **RFL-4D Rifleman** 

Movement Points

Walking:

Running:

Jumping:

# Type

1 PPC

1 PPC

1 Large Laser

1 Large Laser

Hits Taken

Tonnage: **60** 

#### 2. Upper Arm Actuator Head 3. Large Laser Life Support 4. Large Laser 2. Sensors 5. PPC 3. Cockpit 6. PPC 4 Roll Again 1. PPC 5. Sensors 2. Roll Ayain 6. Life Support 3 Roll Again **Center Torso** 4. Roll Again 1. Engine 5. Roll Ayain 2. Engine 6. Roll Again 3. Engine **Left Torso** 4. Gyro 1 Roll Again 5. Gyro 2. Roll Again 6. Gyro 3. Roll Again 1. Gyro 1-3 4. Roll Again 2. Engine 5. Roll Again 3. Engine 6. Roll Again 4. Engine 1. Roll Again 5. Heat Sink

6. Heat Sink

**Engine Hits** 

Sensor Hits

Life Support

Cost

4,980,800

Gyro Hits

**Left Arm** 

. Shoulder

2 Roll Again

3. Roll Again

4 Roll Again

5 Roll Again

6. Roll Again

1. Hip

**Left Leg** 

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Heat Sink

6. Heat Sink

	1-3 3. Large Laser 4. Large Laser
	5. PPC 6. PPC
Torso	1. PPC 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again
	6. Roll Again Right Torso 1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again
	6. Rell Again 1. Rell Again 2. Rell Again 3. Rell Again 4. Rell Again 5. Rell Again 6. Rell Again
	Right Leg  1. Hip  2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Heat Sink

6. Heat Sink

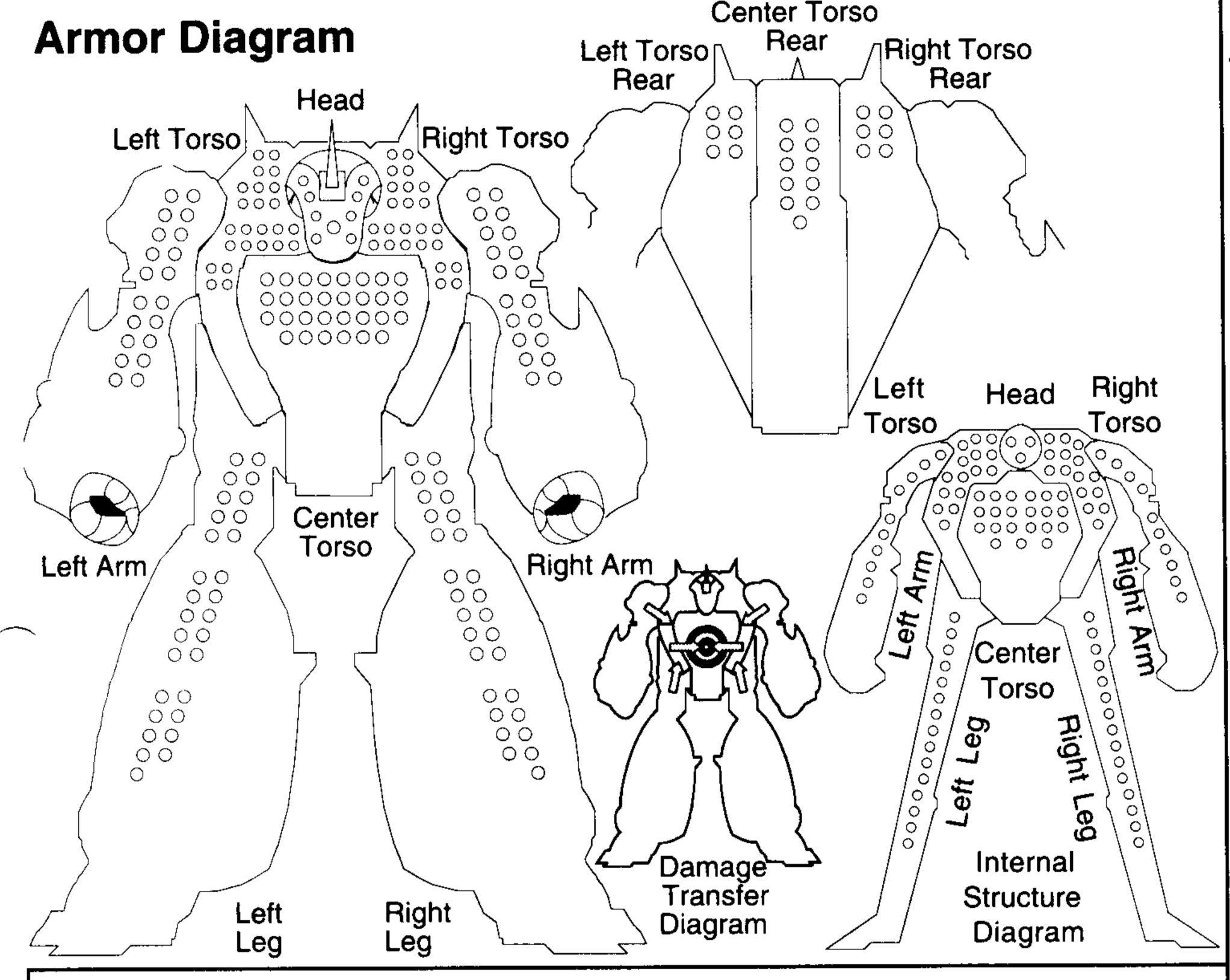
**Right Arm** 

2. Upper Arm Actuator

1. Shoulder

Conscious #	3	5	7	10	11	Dead	
Heat Scale							
30 SHUTD	OWN						
29							
28 Ammo	Explosion	on, avoi	d on 8+				
27							
	wn, avo		)+				
25 -5 Mov							
	difier to						
	Explosion						
22 Shutdo	wn, avo	ia on 84	+				
l	rement F	Pointe					
19 Ammo			d ∩n 4⊥				
18 Shutdo	,	•					
<u> </u>	difier to						
16		. ,, <b>.</b>					
15 -3 Mov	ement F	Points					
14 Shutdo	wn, avo	id on 4+	-				
13 +2 Mod	difier to	Fire					
12							
11							
10 -2 Mov	ement P	oints					
9	J!C: 1 - 1	<b>-</b>					
8 +1 Mod	difier to I	Fire					
- / G							
5 -1 Mov	ement P	Points					
4	OTTIOTIC I	i					
3				76		•	
1	- <b>-</b>						
0			, writ	TRA		•	





#### **Left Arm** 1. Shoulder 2. Upper Arm Actuator Head 3. Lower Arm Actuator 1. Life Support 4. Hand Actuator

- 3. Cockpit
- 4. Heat Sink

## **Center Torso**

- 3. Medium Laser 4 Roll Again

I. Medium Laser

2. Medium Laser

5. Machine Gun

6. Machine Gun

2 Roll Ayain

3. Roll Again

4 Roll Again

5 Roll Again

6. Rell Again

**Left Torso** 

1. Ammo (MG) 200

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

#### **Left Leg**

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink

6. Heat Sink

# **Critical Hit Table**

- 2. Sensors

- 5. Sensors
- 6. Life Support

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

  - 6. Gyro
  - 1. Gyro
  - 2. Engine
- 3. Engine
- 4. Engine
  - 5. Ammo (LRM 15) 8
  - 6. Ammo (LRM 15) 8

Engine Hits	000
Gyro Hits	$\bigcirc$
Sensor Hits	$\circ \circ$
Life Support	$\bigcirc$

#### 5,446,761 Cost

# **Right Arm**

- . Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- Hand Actuator

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

  - 5 Roll Again
- 6. Roll Again

# Right Torso

- 1. LRM 15
- 2. LRM 15
- 3. LRM 15
- 4. SRM 2
- - 5. Ammo (SRM 2) 50
  - 6. Roll Again
  - 1. Roll Again
  - 2. Roll Again
  - 3. Roll Again
- 4 Roll Again
  - 5. Roll Again
  - 6. Roll Again

## Right Leg

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

## **Mech Data**

Type: **TDR-5S Thunderbolt** 

Tonnage: **65** Movement Points

Jumping:

2 Machine Gun

Technology Base: Inner Sphere

Walking: 2491 Running:

**Weapons Inventory** 

Ht D Mn S # Type Loc 1 Large Laser 1 LRM 15 3 Medium Laser RT 1 SRM 2

LA

Ammo Type Rounds LRM 15 16 50 SRM<sub>2</sub> 200 Machine Gun

#### **Total Single Heat Sinks: 15** 000000000

Operational

00000

■ Disabled

10

Dead

11

**Warrior Data** 

**Auto Eject** 

Name: Piloting Skill: Gunnery Skill: 6 3 Hits Taken

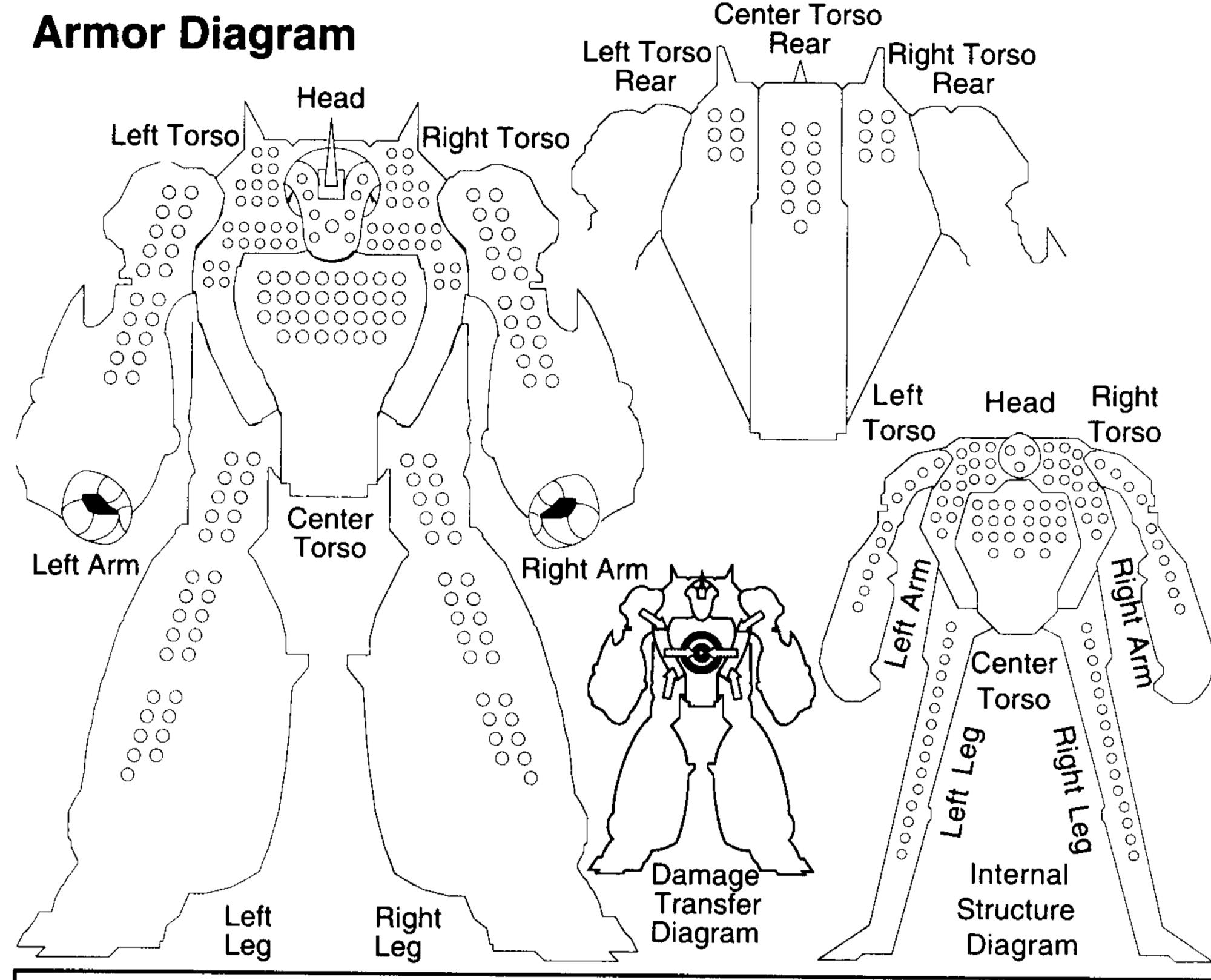
# **Heat Scale**

30 SHUTDOWN

Conscious #

- 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+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- +3 Modifier to Fire
- -3 Movement Points
- 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points
- 9 8 +1 Modifier to Fire
- **Movement Points**





#### **Critical Hit Table Left Arm Right Arm** . Shoulder Shoulder 2. Upper Arm Actuator Upper Arm Actuator Head 3. Lower Arm Actuator 3. Lower Arm Actuator . Life Support 4. Hand Actuator 4. Hand Actuator 2. Sensors 5. Roll Again 5. Large Laser 3. Cockpit 6. Roll Again 6. Large Laser 4. Roll Again 1. Boll Again 5. Sensors 1. Roll Again 2. Roll Ayain 2 Roll Again 6. Life Support 3. Roll Again 3. Roll Again **Center Torso** 4. Roll Again 4. Roll Again 1. Engine 5. Roll Again 5 Roll Again 2. Engine 6. Roll Again 6. Roll Again 3. Engine **Left Torso Right Torso** 4. Gyro . Jump Jet 5. Gyro 1. Heat Sink 2. Jump Jet 6. Gyro 2. Heat Sink 3. LRM 10 3. Heat Sink 1. Gyro 4. LRM 10 4. Jump Jet 2. Engine 5. Medium Laser 5. Jump Jet 3. Engine 6. Medium Laser 6. Roll Again 4. Engine 1. Medium Laser 1. Roll Again 5. Ammo (LRM 10) 12

6. Ammo (LRM 10) 12

000

5,560,611

 $\bigcirc$ 

 $\bigcirc$ 

Engine Hits

Sensor Hits

Life Support

Cost

Gyro Hits

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

1. Hip

Right Leg

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

Heat Sink

6. Heat Sink

2. Roll Again.

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

1. Hip

**Left Leg** 

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Heat Sink

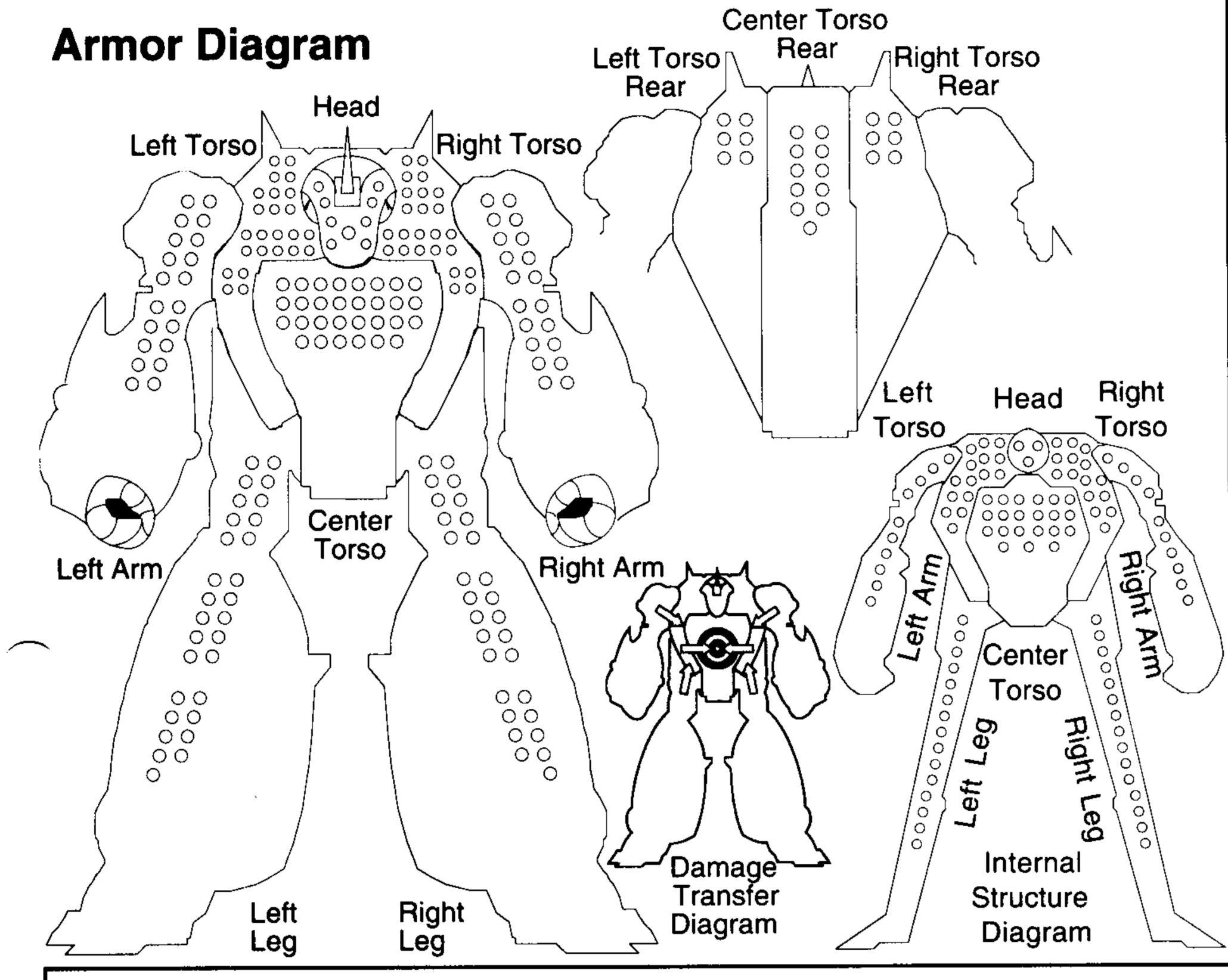
6. Heat Sink

# Tonnage: **65** Technology Base: Movement Points Inner Sphere Walking: 4 2491 Running: 6 Jumping: **Weapons Inventory** # Type Ht D Mn Loc 1 Large Laser 1 LRM 10 3 Medium Laser Ammo Type Rounds LRM 10 24 **Total Single Heat Sinks: 17** 000000000 00000 **Auto Eject** Operational Disabled **Warrior Data** Name: Gunnery Skill: Piloting Skill: Hits Taken Conscious # Dead 10 **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+ 20 -4 Movement Points 19 Ammo Explosion, avoid on 4+ 18 Shutdown, avoid on 6+ 17 +3 Modifier to Fire -3 Movement Points 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire -2 Movement Points 8 +1 Modifier to Fire 1 Movement Points

CORPORATION

**Mech Data** 

Type: TDR-5SE Thunderbolt



## **Left Arm**

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

# 1. Heat Sink

- 2. SRM 6
- 1-3 3. SRM 6
  - 4. Medium Laser
    - 5. Medium Laser
    - 6. Medium Laser
    - 1. Roll Again
  - 2. Roll Again
  - 3. Roll Again
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again

## **Left Leg**

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

# **Critical Hit Table**

#### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

## **Center Torso**

- 1. Engine
- 2. Engine
- 3. Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Engine
- 3. Engine
- 4. Engine
  - 5. Heat Sink
  - 6. Ammo (SRM 6) 15

Engine Hits	000
Gyro Hits	$\circ \circ$
Sensor Hits	00
Life Support	$\circ$

#### 5,320,536 Cost

# **Right Arm**

- . Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
  - 4. Hand Actuator
  - 5. PPC
  - 6. PPC
  - 1. PPC

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

# **Right Torso**

- 1. Heat Sink
- 2. Heat Sink
- 3. Heat Sink
  - 4. Heat Sink
  - 5. Heat Sink
  - 6. Flamer
- 1. Roll Again
  - 2. Roll Again
- 3. Roll Again
- - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again

# **Right Leg**

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

## **Mech Data**

Type: TDR-5SS Thunderbolt

Tonnage: **65** 

Technology Base: Inner Sphere 2491

Walking: Running: Jumping:

1 Flamer

Movement Points

**Weapons Inventory** 

Ht D Mn # Type LOC PPC

1 SRM 6 3 Medium Laser

Ammo Type Rounds 15 SRM 6

**Total Single Heat Sinks: 21** 0000000000

**Auto Eject** Disabled Operational

**Warrior Data** 

Name: Piloting Skill: **Gunnery Skill:** 6 Hits Taken

10

Dead

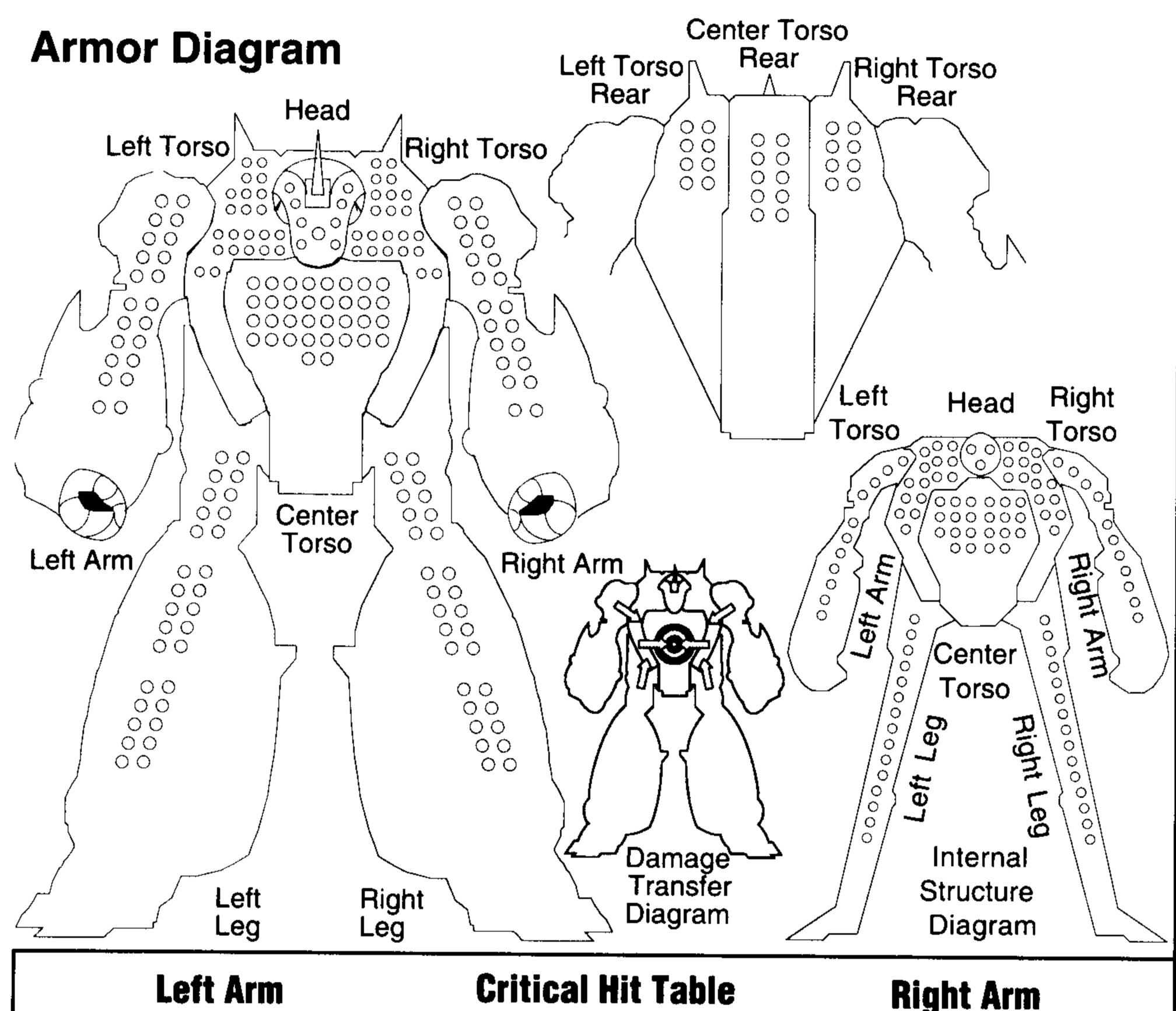
# **Heat Scale**

30 SHUTDOWN

Conscious #

- 28 Ammo Explosion, avoid on 8+
- - 26 Shutdown, avoid on 10+
  - 25 5 Movement Points
  - +4 Modifier to Fire
  - 23 Ammo Explosion, avoid on 6+
  - 22 Shutdown, avoid on 8+
  - -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- -3 Movement Points
- 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- Movement Points

CORPORATION



#### **Critical Hit Table Left Arm** 1. Shoulder . Shoulder 2. Upper Arm Actuator 2. Upper Arm Actuator Head 3. Lower Arm Actuator 3. Lower Arm Actuator 1. Life Support 4. PPC 4. PPC 2. Sensors 5. PPC 5. PPC 3. Cockpit 6. PPC 6. PPC 4. Roll Again 1. Roll Again 1. Rell Again 5. Sensors 2. Roll Again 2. Roll Again 6. Life Support 3. Bell Again 3. Roll Again **Center Torso** 4. Roll Again 4. Rell Again 1. Engine 5. Roll Again 5 Roll Again 2. Engine 6. Roll Again 6. Roll Again 3. Engine **Left Torso Right Torso** 4. Gyro 1. Heat Sink 5. Gyro 1. Heat Sink 2. Heat Sink 6. Gyro 2. Medium Laser 3. Medium Laser Small Laser 1-3 1. Gyro 4. Small Laser 4 Roll Again 2. Engine 5. Rell Again 5. Roll Again 3. Engine 6. Roll Again 6. Roll Again 4. Engine 1. Roll Again 5. Heat Sink 1. Roll Again 2. Roll Again 2. Roll Again 6. Heat Sink 3. Roll Again 3. Roll Again 4-6 **Engine Hits** 000 4. Roll Again 4. Roll Again Gyro Hits $\circ$ 5. Roll Again 5. Roll Again Sensor Hits $\circ$ 6. Roll Again 6. Roll Again Life Support

**Left Leg** 

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Heat Sink

6. Heat Sink

1. Hip

# Tonnage: **70** Technology Base: Movement Points Inner Sphere Walking: 4 2515 Running: Jumping: **Weapons Inventory** # Type Ht D Mn S Loc -1 PPC 10 10 1 PPC I Medium Laser Medium Laser Small Laser 1 Small Laser **Total Single Heat Sinks: 20** 000000000 000000000 **Auto Eject** Operational Disabled **Warrior Data** Name: Gunnery Skill: Piloting Skill: Hits Taken 6 Dead Conscious # 10 **Heat Scale** 30 SHUTDOWN 28 Ammo Explosion, avoid on 8+ 26 Shutdown, avoid on 10+ 25 -5 Movement Points +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ -4 Movement Points 19 Ammo Explosion, avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifier to Fire 15 -3 Movement Points 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire 10 -2 Movement Points 8 +1 Modifier to Fire -1 Movement Points

**Mech Data** 

Type: WHM-6D Warhammer



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Right Leg

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

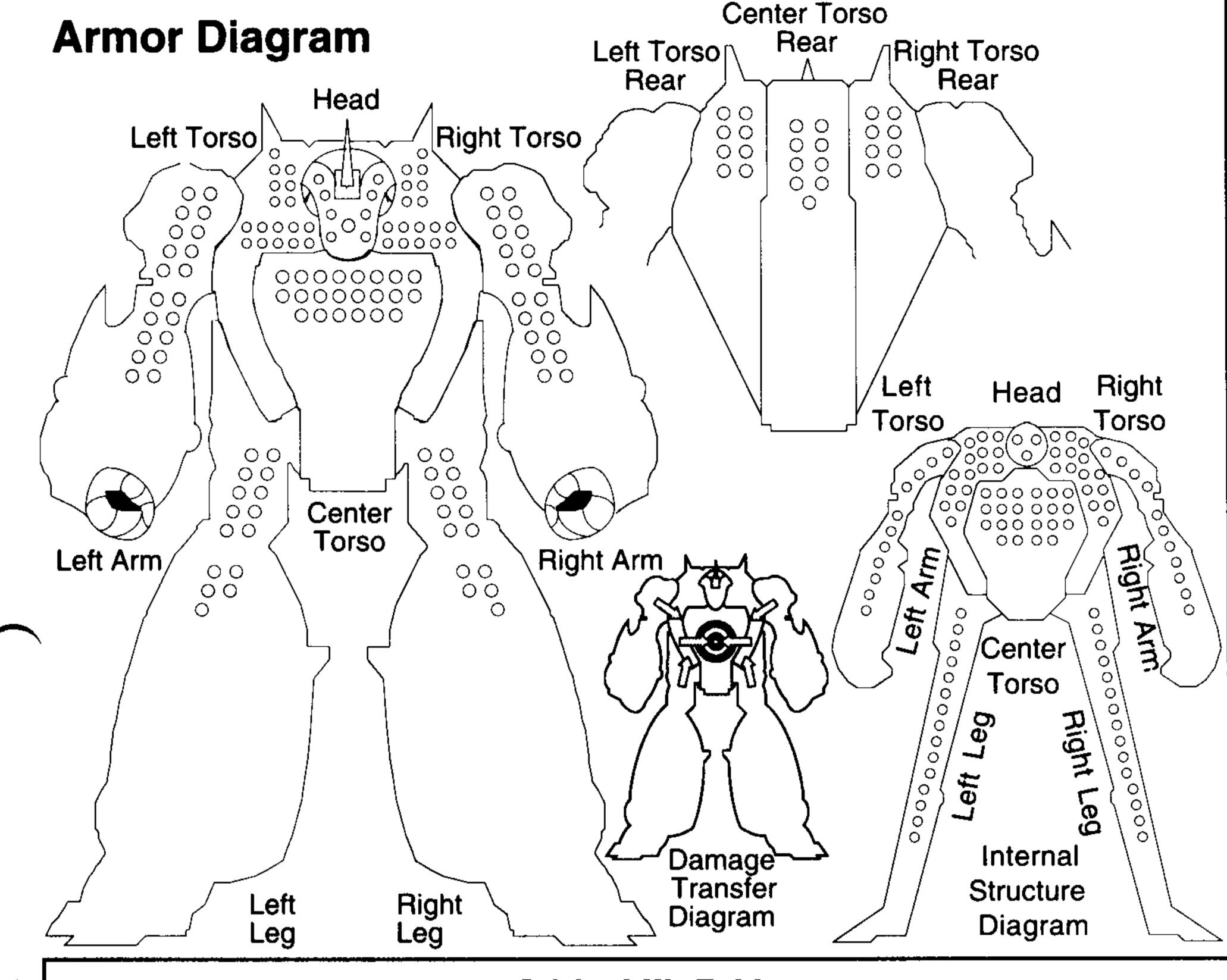
5. Heat Sink

6. Heat Sink

1. Hip

5,945,184

Cost



#### **Critical Hit Table Right Arm**

- 4. Roll Again
- 5. Sensors

- I. Engine
- 2. Engine
- **Left Torso**
- 1. Heat Sink

**Left Arm** 

2. Upper Arm Actuator

3. Lower Arm Actuator

. Shoulder

4. PPC

5. PPC

<u>6.</u> PPC

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

1-3

- 2. Heat Sink
- 3. Heat Sink
- 1-3 4. Medium Laser
  - 5. Small Laser
  - 6. Roll Again
  - 1. Roll Again
  - 2. Roll Again
- 3. Roll Again 4-6
  - 4. Roll Again
    - 5. Roll Again
    - 6. Roll Again

## **Left Leg**

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink

6. Heat Sink

## Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit

- 6. Life Support

## **Center Torso**

- 3. Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Engine
- 3. Engine
- - 4. Engine
  - 5. Heat Sink

  - 6. Heat Sink
  - **Engine Hits** 000 Gyro Hits  $\circ$ Sensor Hits  $\circ$ Life Support

Cost

6,059,084

- 3. Lower Leg Actuator
- 5. Heat Sink
- 6. Heat Sink

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

  - 5 Roll Again
  - 6. Roll Again

# **Right Torso**

- 1. Medium Laser
- 2. Small Laser
- 3. SRM 6
- 1-3
- 4. SRM 6
  - 5. Ammo (SRM 6) 15
  - 6. Roll Again
  - 1. Roll Again
  - 2. Roll Again
- 3. Roll Again
- - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again

# **Right Leg**

- 1. Hip
- 2. Upper Leg Actuator
- 4. Foot Actuator

## **Mech Data**

# Type: WHM-6K Warhammer

Tonnage: **70** Technology Base:

Movement Points Inner Sphere

Walking: 2515 Running: Jumping:

# **Weapons Inventory**

# Type \*Loc Ht D Mn 1 PPC 1 PPC Medium Laser 1 Medium Laser 1 Small Laser I Small Laser 1 SRM 6

Ammo Type Rounds SRM 6 15

# **Total Single Heat Sinks: 20**

000000000

Operational

**Auto Eject** ■ Disabled

10

Dead

# **Warrior Data**

Name: Piloting Skill: **Gunnery Skill:** Hits Taken

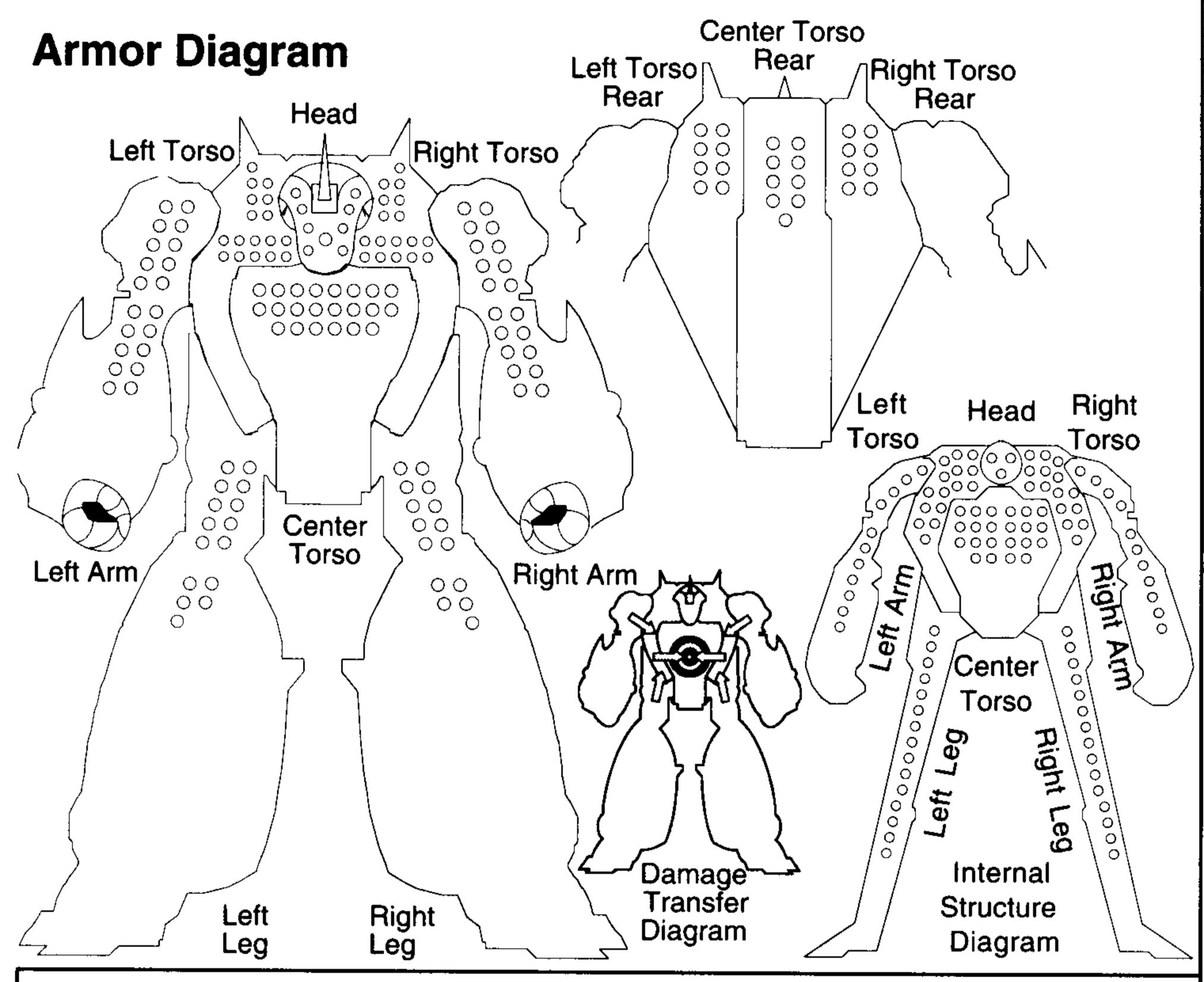
# **Heat Scale**

- 30 SHUTDOWN

Conscious #

- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- -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
- -2 Movement Points
- 8 +1 Modifier to Fire
- Movement Points

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#### **Right Arm** 1. Shoulder 2. Upper Arm Actuator Head 3. Lower Arm Actuator 1-3

4. PPC

5. PPC

<u>6.</u> PPC

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5 Roll Again

6. Roll Again

1. Medium Laser

6. Ammo (SRM 6) 15

2. Small Laser

3. SRM 6

4. SRM 6

5. Flamer

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

**Right Torso** 

- 1. Life Support
- 2. Sensors
- 3. Cockpit

- 6. Life Support

## **Center Torso**

- 1. Engine

- - 1. Gyro

- 6. Roll Again
- 1. Roll Again 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again
  - **Left Leg**

**Left Arm** 

2. Upper Arm Actuator

3. Lower Arm Actuator

1. Shoulder

4. PPC

5. PPC

6. PPC

1. Roll Again

2. Roll Again

3. Rell Again

4. Boll Again

5. Roll Again

6. Roll Again

I. Medium Laser

2. Small Laser

4. Roll Again

5. Roll Again

3. Flamer

1-3

**Left Torso** 

1-3

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

# **Critical Hit Table**

- 4. Heat Sink
- 5. Sensors

- 2. Engine
- 3. Engine
- 4. Gyro

  - 5. Gyro
  - 6. Gyro
- 2. Engine
- 3. Engine
- 4. Engine
- 5. Heat Sink
- 6. Heat Sink
- **Engine Hits** 000 Gyro Hits  $\bigcirc$ Sensor Hits  $\bigcirc$ Life Support

Cost

6,077,784

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator

Right Leg

- 4. Foot Actuator
- 5. Heat Sink
- 6. Heat Sink

## **Mech Data**

## Type: WHM-6L Warhammer

Tonnage: **70** 

Movement Points Walking: 4

Technology Base: Inner Sphere 2515

Running: Jumping:

# **Weapons Inventory**

# Type	Loc	Ht	D	Mn	S	М	L
1 PPC	RA	10	10	3	6	12	18
1 PPC	LA	10	10	3	6	12	18
1 Medium Laser	RT	3	5	0	3	6	9
1 Medium Laser	LT	3	5	0	3	6	9
1 Small Laser	LT	1	3	0	1	2	3
1 Small Laser	RT	1	3	0	1	2	3
1 SRM 6	RT	4	2	0	3	6	9
1 Flamer	LT	3	2	0	1	2	3
1 Flamer	RT	3	2	0	1	2	3

Ammo Type	Round
SRM 6	1

# **Total Single Heat Sinks: 18**

000000000 0000 000

#### **Auto Eject**

Operational

Disabled

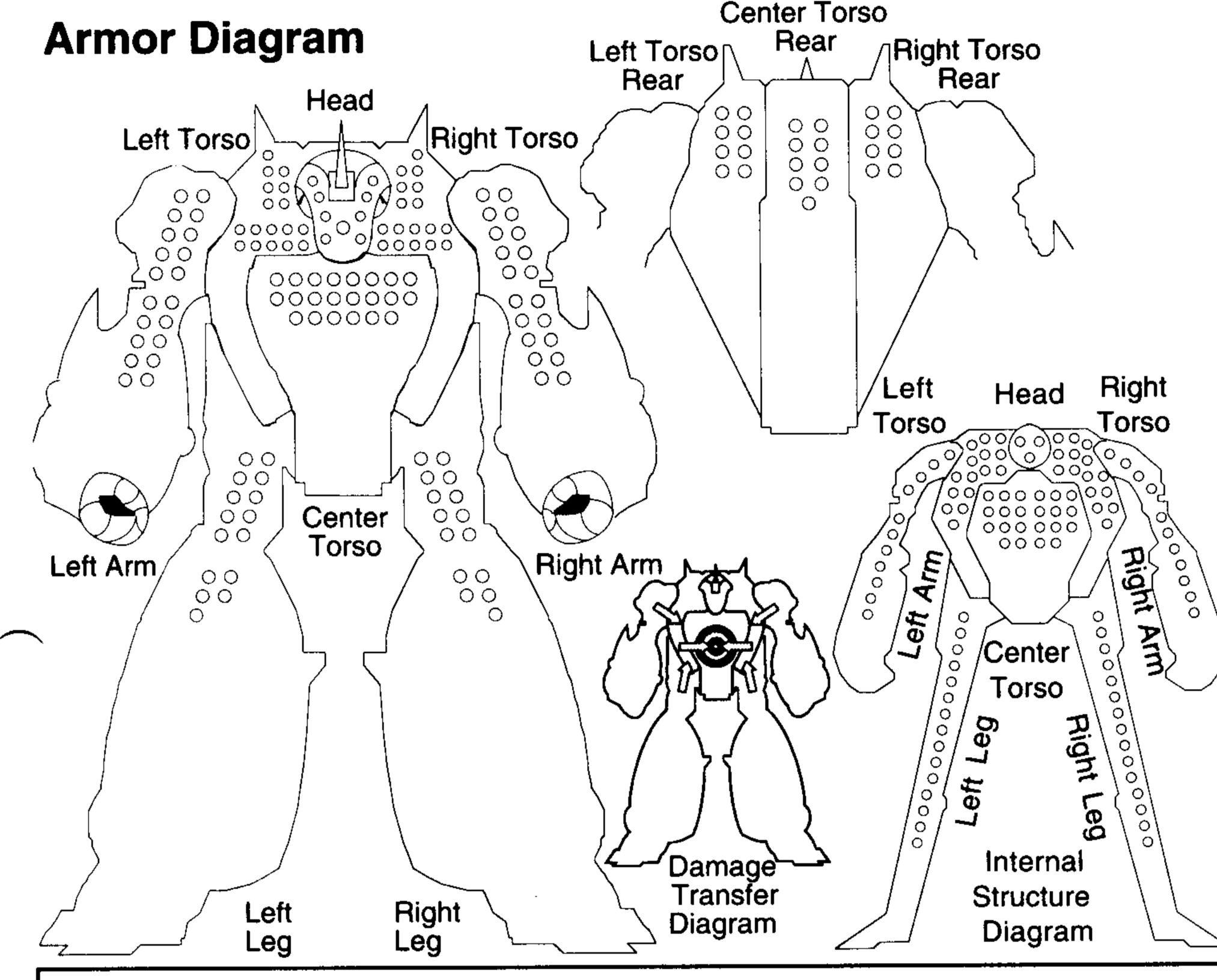
#### **Warrior Data**

Name:			). Jul	•		
Gunnery Skill	y Skill: Piloting Skill:				<del> +</del>	
Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

- 30 SHUTDOWN
- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- -5 Movement Points
- +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
- -3 Movement Points 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points
- +1 Modifier to Fire
- Movement Points







# **Left Arm**

- Shoulder
- 2. Upper Arm Actuator
- Lower Arm Actuator 1-3
- 4. Heat Sink
  - 5. PPC
  - 6. PPC
  - 1. PPC
- 2. Roll Again
- 3. Roll Again.
- 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again

## **Left Torso**

- 1. Medium Laser
- 2. Small Laser
- 3. Machine Gun 1-3
- 4. Roli Again

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

  - 5. Rell Again.
  - 6. Roll Again

## **Left Leg**

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

# **Critical Hit Table**

#### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Heat Sink
- 5. Sensors
- 6. Life Support

#### **Center Torso**

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

  - 6. Gyro

  - 1. Gyro
- 2. Engine
- 3. Engine

  - 4. Engine

  - 5. Ammo (MG) 200
  - 6 Roll Again

Engine Hits	000
Gyro Hits	$\circ \circ$
Sensor Hits	$\circ \circ$
Life Support	$\bigcirc$

#### 6,026,784 Cost

# **Right Arm**

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
  - 4. Heat Sink
    - 5. PPC
  - 6. PPC

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

# **Right Torso**

- 1. SRM 6
- 2. SRM 6
- 3. Medium Laser
  - 4. Small Laser
  - Machine Gun

  - 6. Ammo (SRM 6) 15
  - 1. Roll Again
  - 2. Roll Again
- 3. Roll Again 4-6
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again

## **Right Leg**

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

5. Heat Sink

6. Heat Sink

## **Mech Data**

Type: WHM-6R Warhammer

Tonnage: **70 Movement Points** 

Jumping:

Small Laser

Machine Gun

1 Machine Gun

Machine Gun

Technology Base: Inner Sphere 2515

Walking: Running:

**Weapons Inventory** 

Ht D Mn S M L # Type 1.00 PPC PPC I SRM 6 Medium Laser Medium Laser Small Laser

Rounds Ammo Type SRM 6

## **Total Single Heat Sinks: 18** 000000000

Operational

00000 000

■ Disabled

Dead

**Warrior Data** 

**Auto Eject** 

200

Name: Piloting Skill: Gunnery Skill: 6 Hits Taken

10

# **Heat Scale**

- 30 SHUTDOWN

Conscious #

- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- -5 Movement Points
- +4 Modifier to Fire
- Ammo Explosion, avoid on 6+
- Shutdown, avoid on 8+
- -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- +3 Modifier to Fire
- 15 -3 Movement Points
- 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire

10 -2 Movement Points

- 8 +1 Modifier to Fire
- -1 Movement Points

