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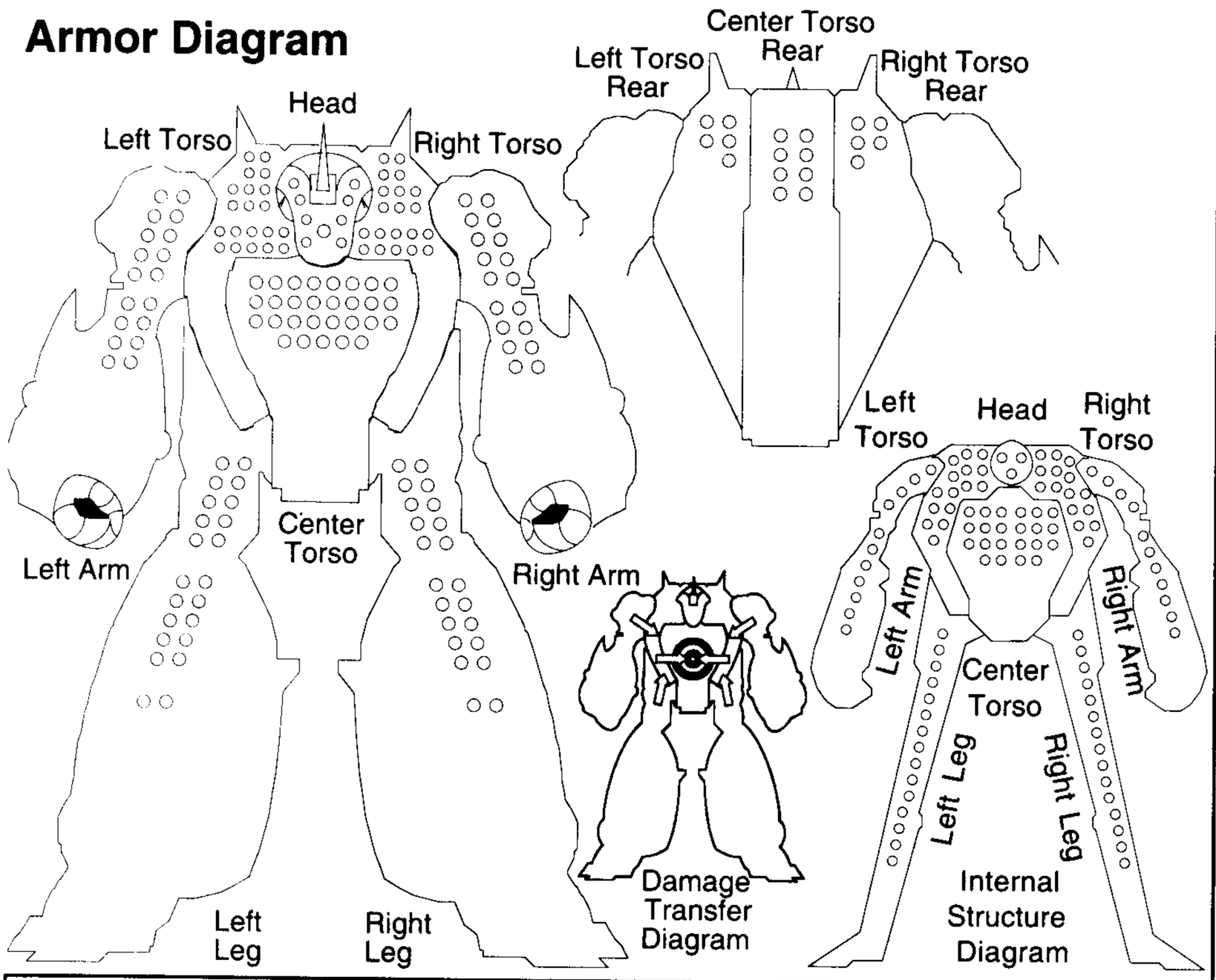
Armor Diagram



Mech Data

Type: **ARC-2K Archer**
Tonnage: **70**
Movement Points
Walking: **4**
Running: **6**
Jumping: **0**

Technology Base:
Inner Sphere
2474

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	Large Laser	LA	8	8	0	5	10	15
1	Large Laser	RA	8	8	0	5	10	15

Ammo Type	Rounds
LRM 15	32

Total Single Heat Sinks: 12
○○○○○○
○○○○○

Auto Eject
☐ Operational ☐ Disabled

Warrior Data

Name: _____
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

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

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

Left Torso
1-3
1. LRM 15
2. LRM 15
3. LRM 15
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. *Roll Again*

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

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

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 6,170,774

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

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

Right Torso
1-3
1. LRM 15
2. LRM 15
3. LRM 15
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. *Roll Again*

4-6
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*

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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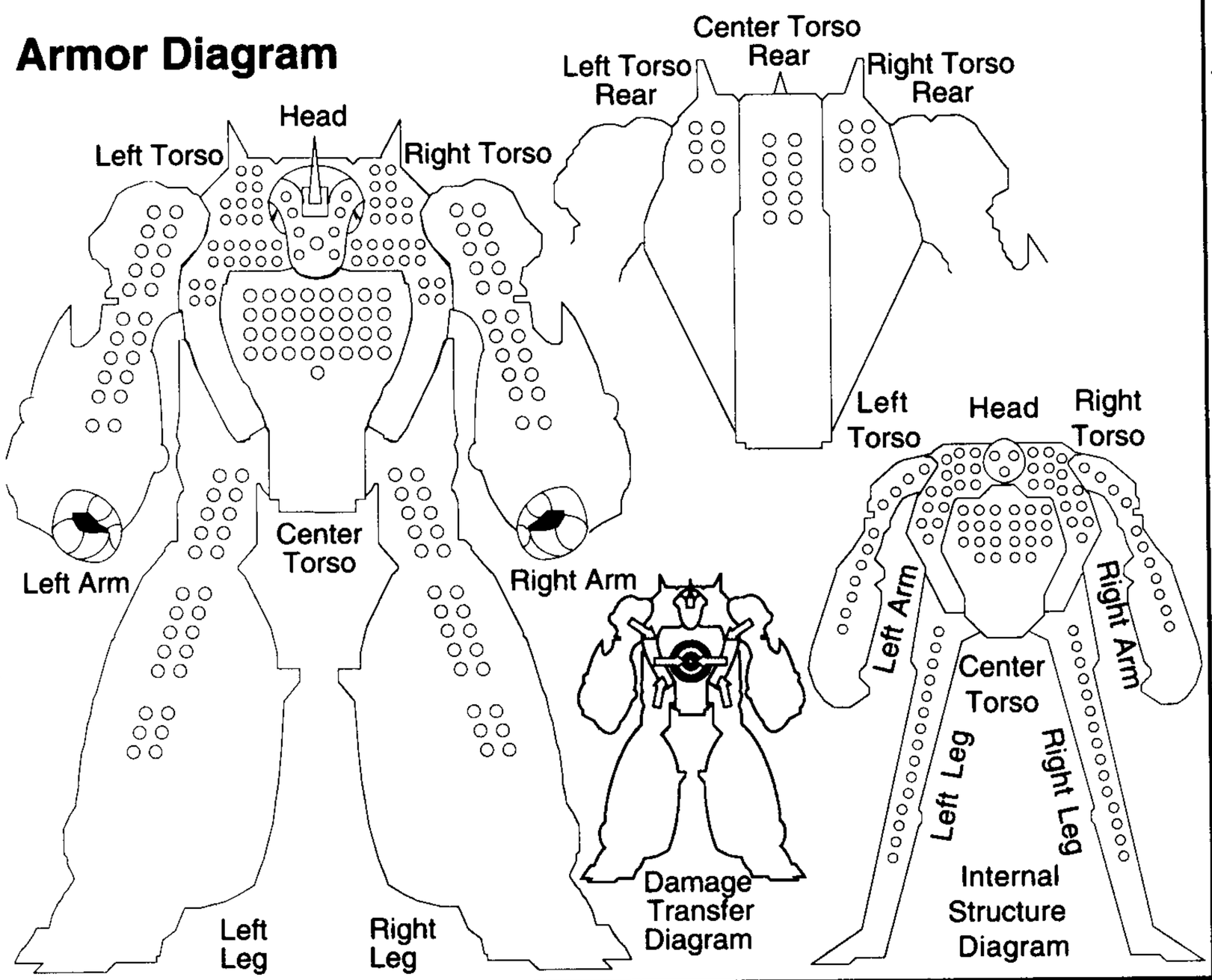
Armor Diagram



Mech Data

Type: **ARC-2R Archer**
Tonnage: **70**
Movement Points
Walking: **4**
Running: **6**
Jumping: **0**

Technology Base:
Inner Sphere
2474

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 20	RT	6	1	6	7	14	21
1	LRM 20	LT	6	1	6	7	14	21
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
2	Medium Laser	CT (R)	3	5	0	3	6	9

Ammo Type	Rounds
LRM 20	24

Total Single Heat Sinks: 10
○○○○○○○○○○

Auto Eject
☐ Operational ☐ Disabled

Warrior Data
Name: _____
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

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

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

Left Torso
1-3:
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Ammo (LRM 20) 6

4-6:
1. Ammo (LRM 20) 6
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
1-3:
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 6,384,974

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

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

Right Torso
1-3:
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Ammo (LRM 20) 6

4-6:
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*

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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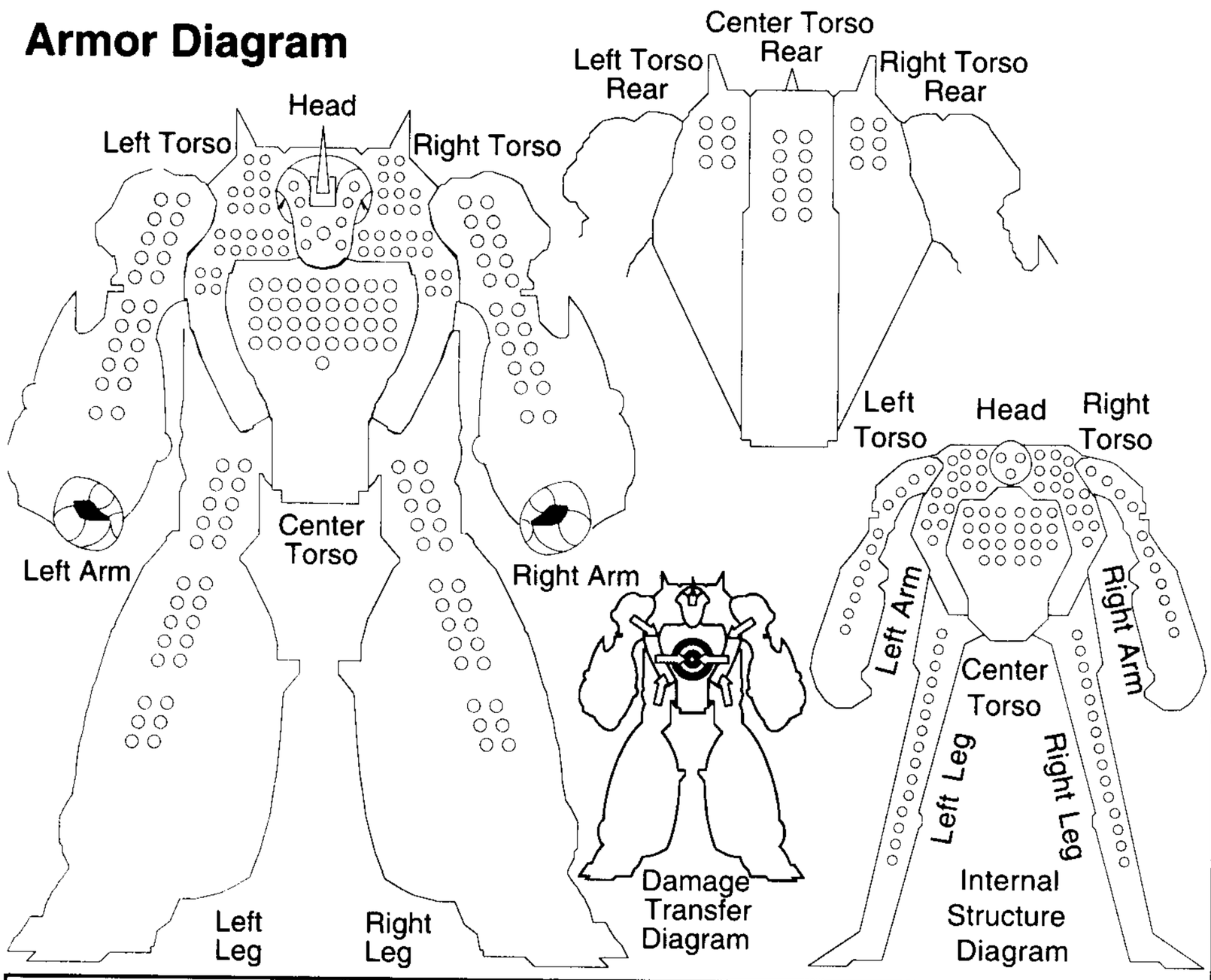
Armor Diagram



Mech Data

Type: **ARC-2S Archer**
Tonnage: **70**
Movement Points
Walking: **4**
Running: **6**
Jumping: **0**

Technology Base: Inner Sphere
2474

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
○○○○○○○○○○

Auto Eject
☐ Operational ☐ Disabled

Warrior Data
Name: _____
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

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

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

Left Torso
1-3:
1. LRM 15
2. LRM 15
3. LRM 15
4. SRM 4
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

4-6:
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*

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

Center Torso
1-3:
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 6,405,374

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

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

Right Torso
1-3:
1. LRM 15
2. LRM 15
3. LRM 15
4. SRM 4
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

4-6:
1. Ammo (SRM 4) 25
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*

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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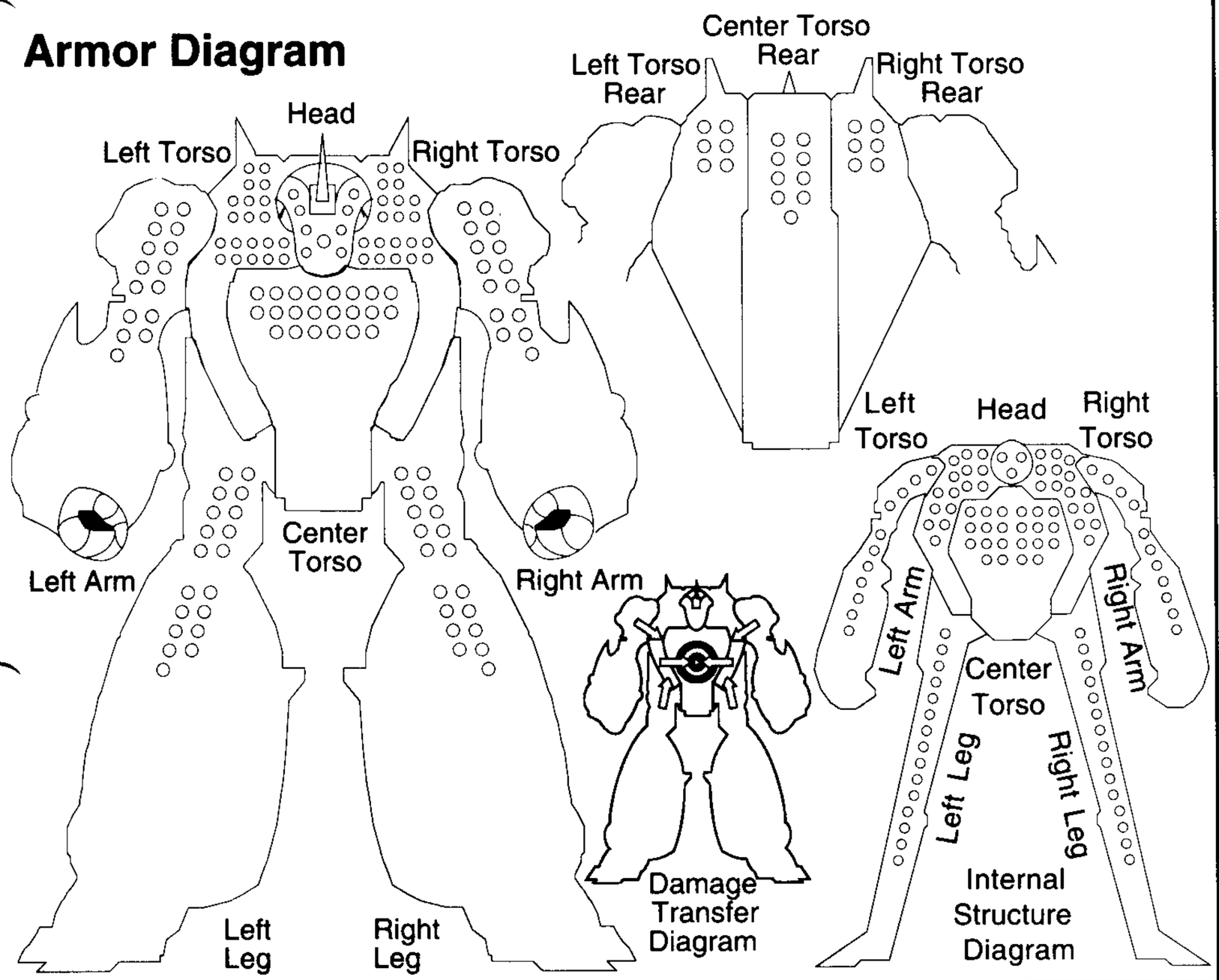
Armor Diagram



Mech Data

Type: **ARC-2W Archer**

Tonnage: **70**

Movement Points
Walking: **4**
Running: **6**
Jumping: **0**

Technology Base:
Inner Sphere
2474

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 20	RT	6	1	6	7	14	21
1	LRM 20	LT	6	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
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9

Ammo Type	Rounds
LRM 20	24
SRM 4	25

Total Single Heat Sinks: 10
○○○○○○○○○○

Auto Eject
☐ Operational ☐ Disabled

Warrior Data
Name: _____
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

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

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

Left Torso
1-3:
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. SRM 4

4-6:
1. Ammo (LRM 20) 6
2. Ammo (LRM 20) 6
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
1-3:
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 6,452,974

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

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

Right Torso
1-3:
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. SRM 4

4-6:
1. Ammo (LRM 20) 6
2. Ammo (LRM 20) 6
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*

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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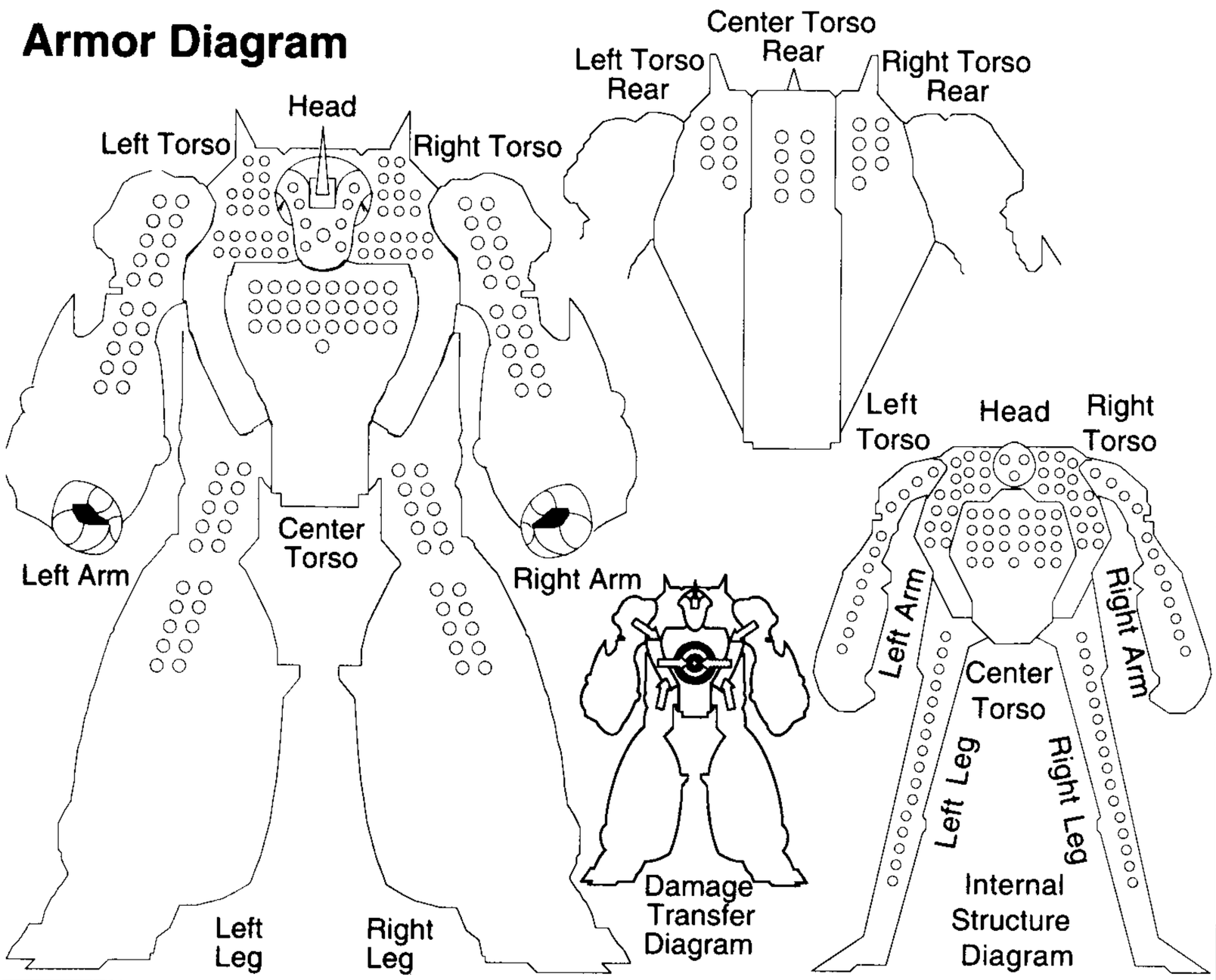
Armor Diagram



Mech Data

Type: **BL-7-KNT Black Knight**

Tonnage: **75**

Movement Points
Walking: **4**
Running: **6**
Jumping: **0**

Technology Base:
Inner Sphere
3025

Weapons Inventory

#	Type	Loc*	Ht	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
1	Large Laser	LT	8	8	0	5	10	15
1	Large Laser	RT	8	8	0	5	10	15
1	Medium Laser	LT	3	5	0	3	6	9
1	Medium Laser	RT	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
1	Small Laser	H	1	3	0	1	2	3

Total Single Heat Sinks: 20
○○○○○○○○○○
○○○○○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

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

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

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

4-6
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. Small Laser
5. Sensors
6. Life Support

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

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

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 6,594,438

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

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

Right Torso
1-3
1. Heat Sink
2. Heat Sink
3. Large Laser
4. Large Laser
5. Medium Laser
6. *Roll Again*

4-6
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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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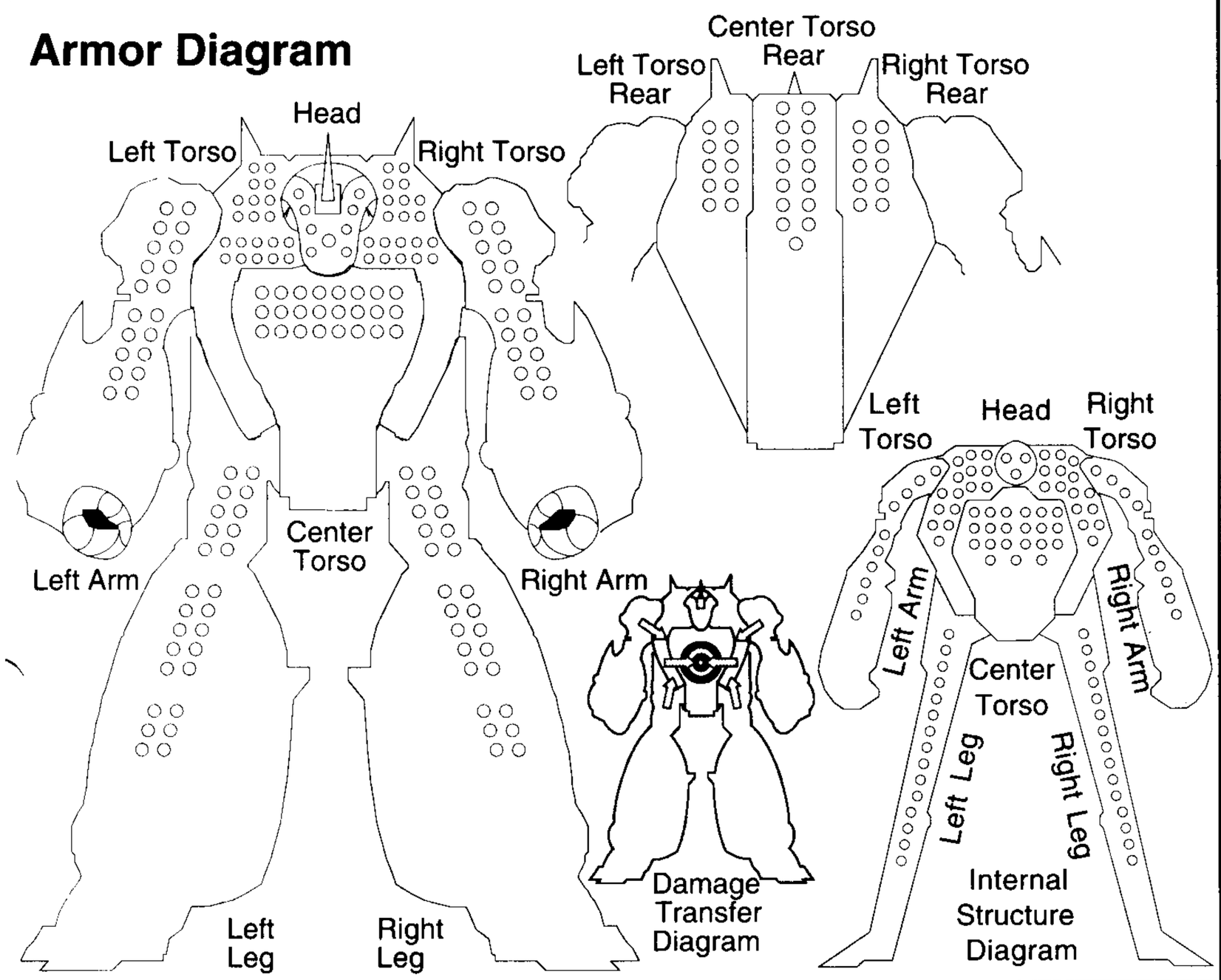
Armor Diagram



Mech Data

Type: **BMB-10D Bombardier**

Tonnage: **65**

Movement Points
- Walking: **4**
- Running: **6**
- Jumping: **0**

Technology Base: Inner Sphere 3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 20	LT	6	1	6	7	14	21
1	LRM 20	RT	6	1	6	7	14	21
1	SRM 4	RA	3	2	0	3	6	9
1	Machine Gun	CT	0	2	0	1	2	3

Ammo Type	Rounds
LRM 20	12
SRM 4	25
Machine Gun	200

Total Single Heat Sinks: 10
○○○○○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

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

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

Left Torso
1-3:
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. *Roll Again*

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

Center Torso
1-3:
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 5,497,911

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

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

Right Torso
1-3:
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Ammo (LRM 20) 6

4-6:
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*

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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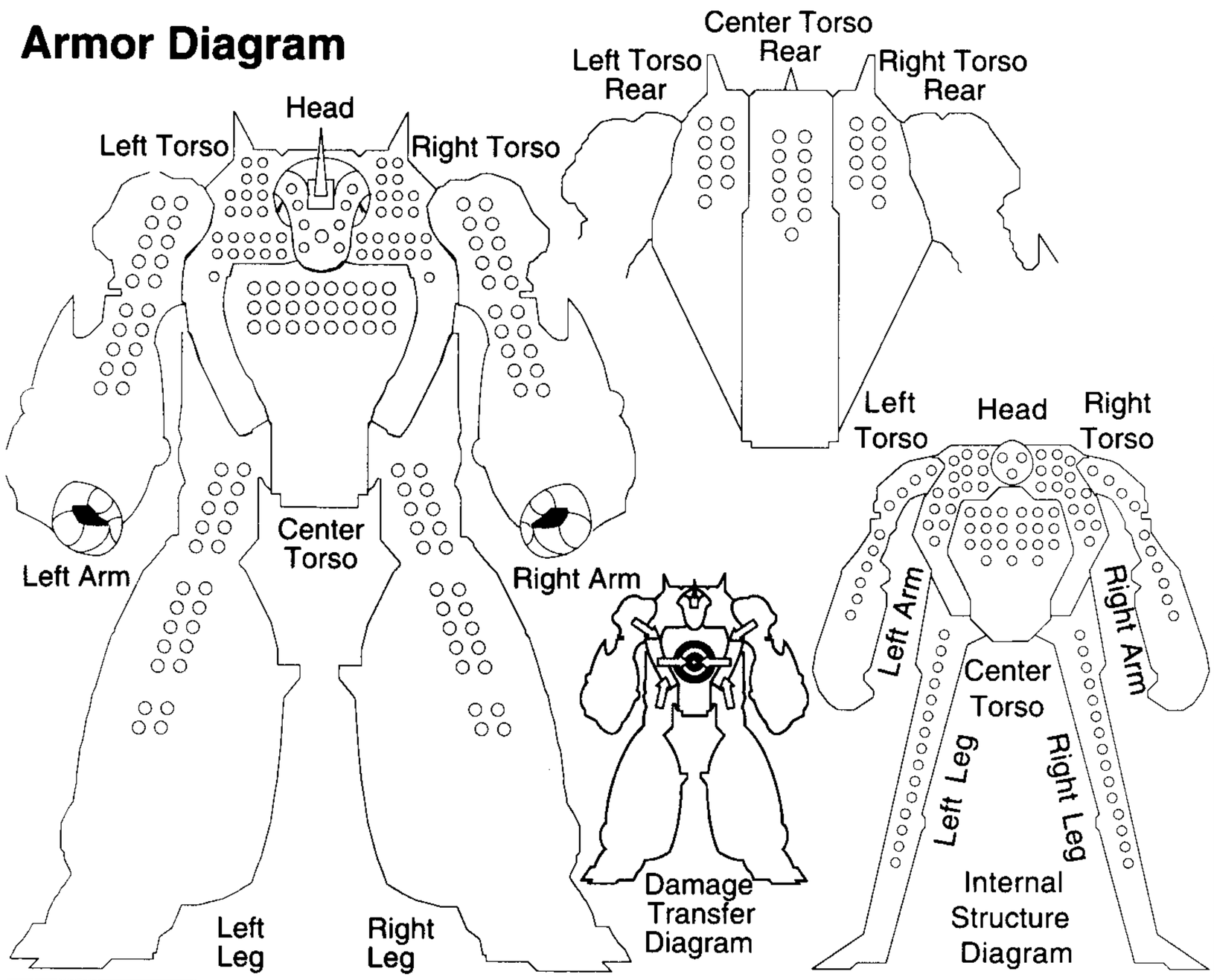
Armor Diagram



Mech Data

Type: **CPLT-A1 Catapult**

Tonnage: **65**

Movement Points
Walking: **4**
Running: **6**
Jumping: **4**

Technology Base: Inner Sphere
2561

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 15	RA	5	1	6	7	14	21
1	LRM 15	LA	5	1	6	7	14	21

Ammo Type	Rounds
LRM 15	32

Total Single Heat Sinks: 15
○○○○○○○○○○
○○○○○

Auto Eject
☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. LRM 15 (1-3)
4. LRM 15
5. LRM 15
6. *Roll Again*
1. *Roll Again*
2. *Roll Again*
3. *Roll Again* (4-6)
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. Jump Jet
2. Jump Jet
3. Ammo (LRM 15) 8 (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
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 (4-6)
4. Engine
5. Heat Sink
6. *Roll Again*

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 5,658,126

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. LRM 15 (1-3)
4. LRM 15
5. LRM 15
6. *Roll Again*
1. *Roll Again*
2. *Roll Again*
3. *Roll Again* (4-6)
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. Jump Jet
2. Jump Jet
3. Ammo (LRM 15) 8 (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*

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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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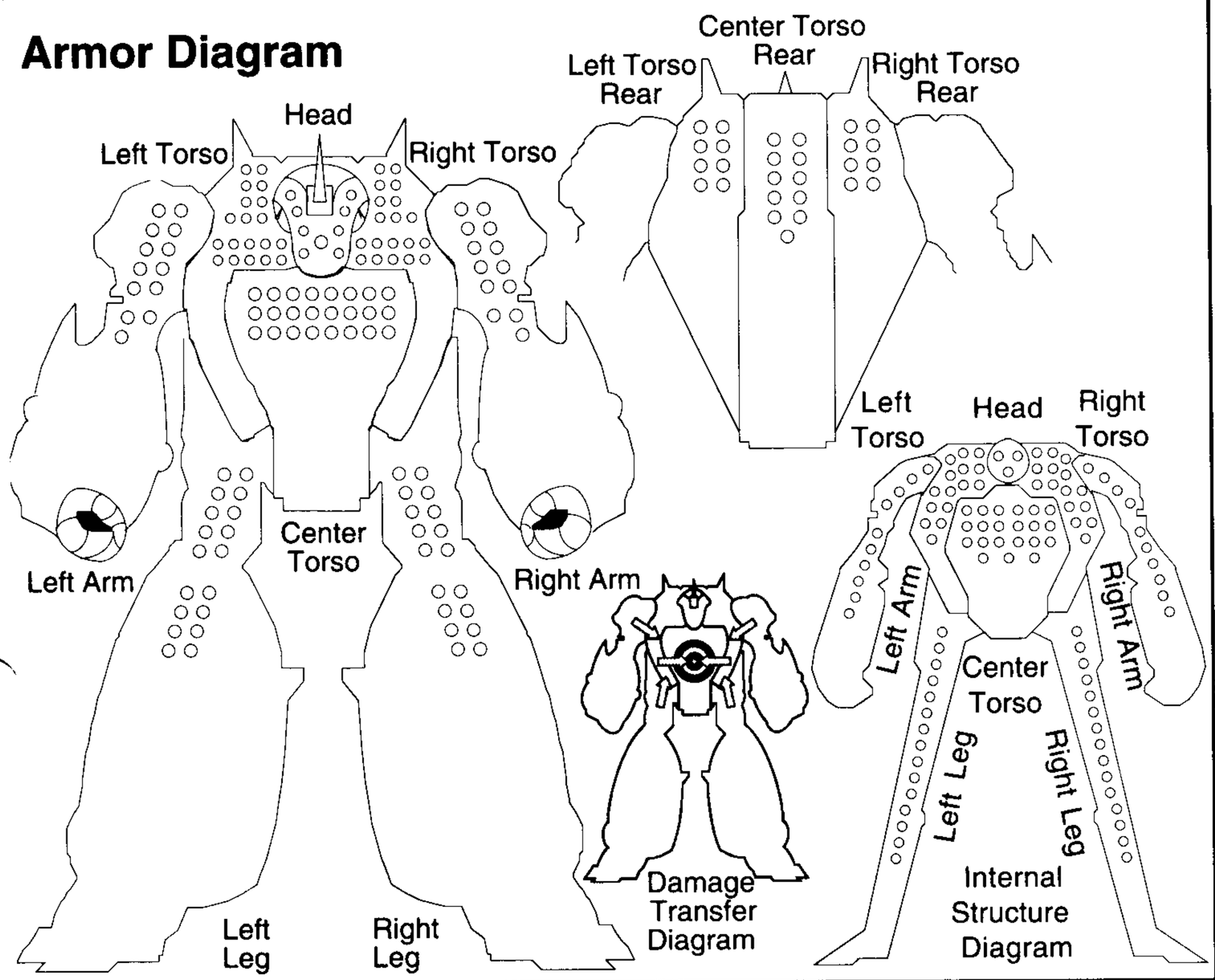
Armor Diagram



Mech Data

Type: **CPLT-C1 Catapult**

Tonnage: **65**

Movement Points
Walking: **4**
Running: **6**
Jumping: **4**

Technology Base: Inner Sphere
2561

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
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
LRM 15	16

Total Single Heat Sinks: 15
○○○○○○○○○○
○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm

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

1. *Roll Again*
2. *Roll Again*
3. *Roll Again* (4-6)
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso

1. Jump Jet
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
2. Sensors
3. Cockpit
4. Heat Sink
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 (4-6)
4. Engine
5. Medium Laser
6. Medium Laser

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 5,790,126

Right Arm

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

1. *Roll Again*
2. *Roll Again*
3. *Roll Again* (4-6)
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso

1. Jump Jet
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*

Right Leg

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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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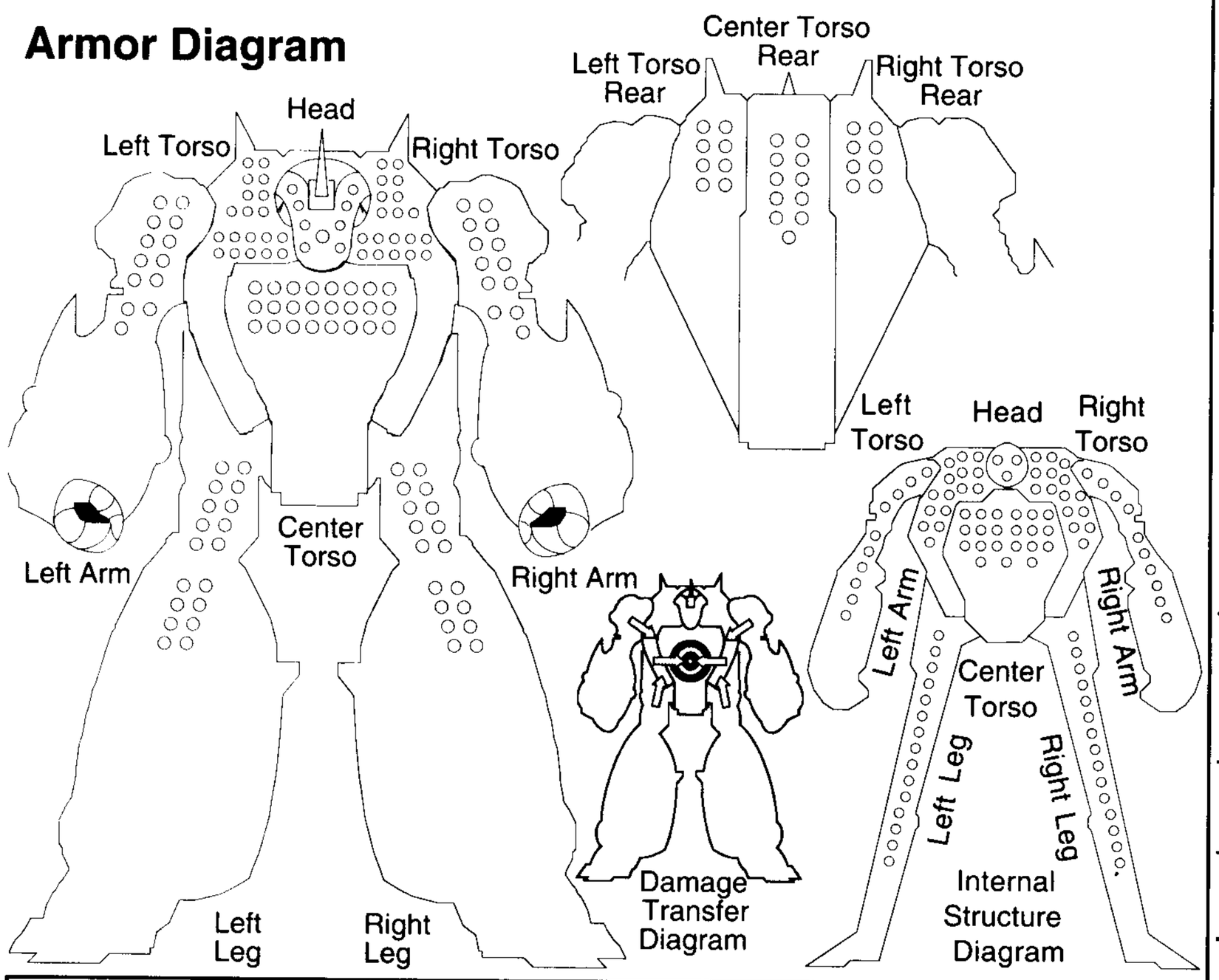
Armor Diagram



Mech Data

Type: **CPLT-C4 Catapult**

Tonnage: **65**

Movement Points
Walking: **4**
Running: **6**
Jumping: **4**

Technology Base: Inner Sphere 2561

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 20	LA	6	1	6	7	14	21
1	LRM 20	RA	6	1	6	7	14	21
2	Small Laser	CT	1	3	0	1	2	3

Ammo Type	Rounds
LRM 20	24

Total Single Heat Sinks: 10
○○○○○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

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 (4-6)
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

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

1. *Roll Again* (4-6)
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 (1-3)
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 5,893,251

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. LRM 20 (1-3)
4. LRM 20
5. LRM 20
6. LRM 20

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

1. *Roll Again* (4-6)
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*

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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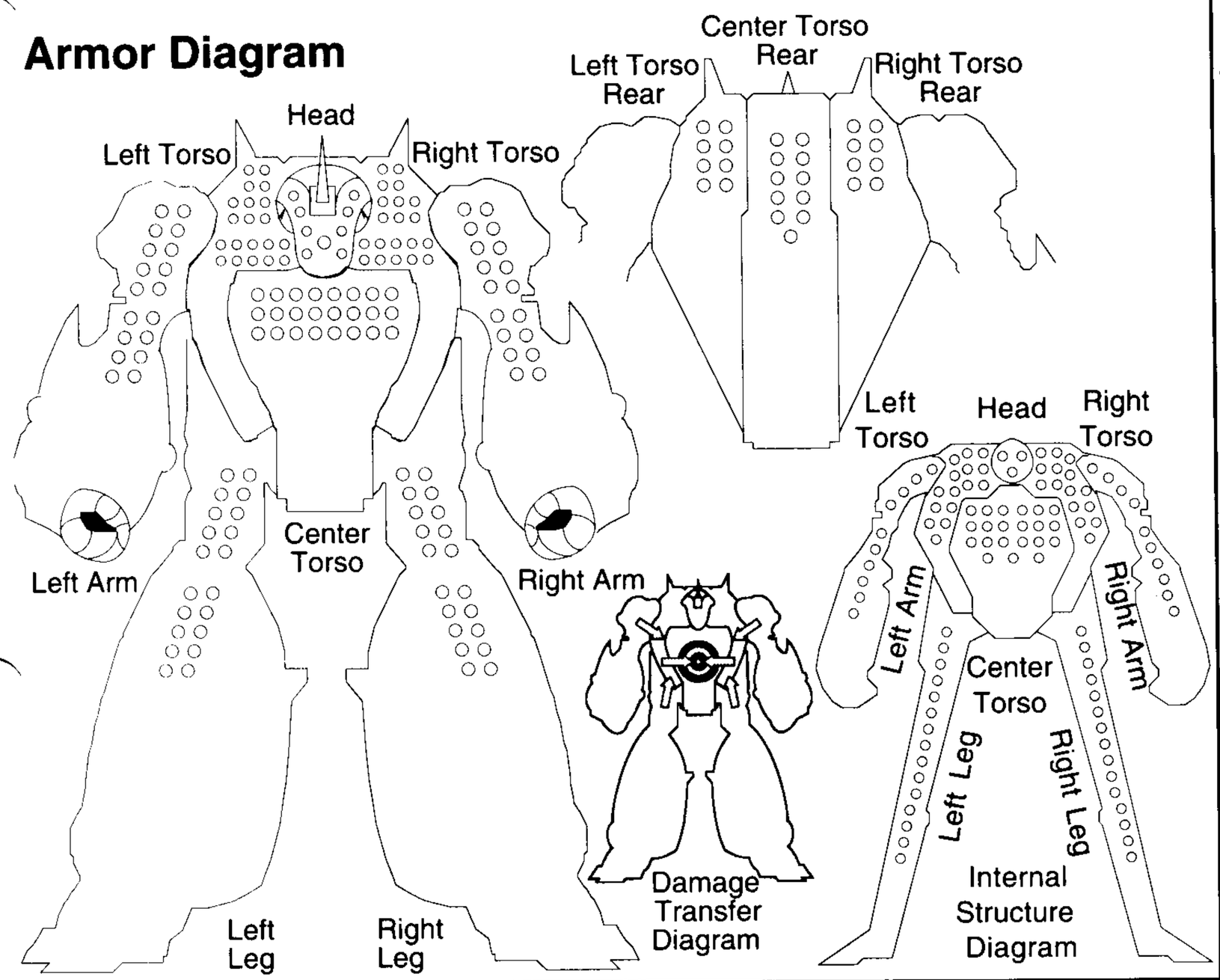
Armor Diagram



Mech Data

Type: **CPLT-K2 Catapult**

Tonnage: **65**

Movement Points
- Walking: **4**
- Running: **6**
- Jumping: **0**

Technology Base: Inner Sphere 2561

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	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	Machine Gun	LT	0	2	0	1	2	3
1	Machine Gun	RT	0	2	0	1	2	3

Ammo Type	Rounds
Machine Gun	200

Total Single Heat Sinks: 20

○○○○○○○○○○
○○○○○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. PPC
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*

Left Torso
1. Heat Sink
2. Heat Sink
3. Medium Laser
4. Machine Gun
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

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 (MG) 200

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 5,349,576

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. PPC
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. *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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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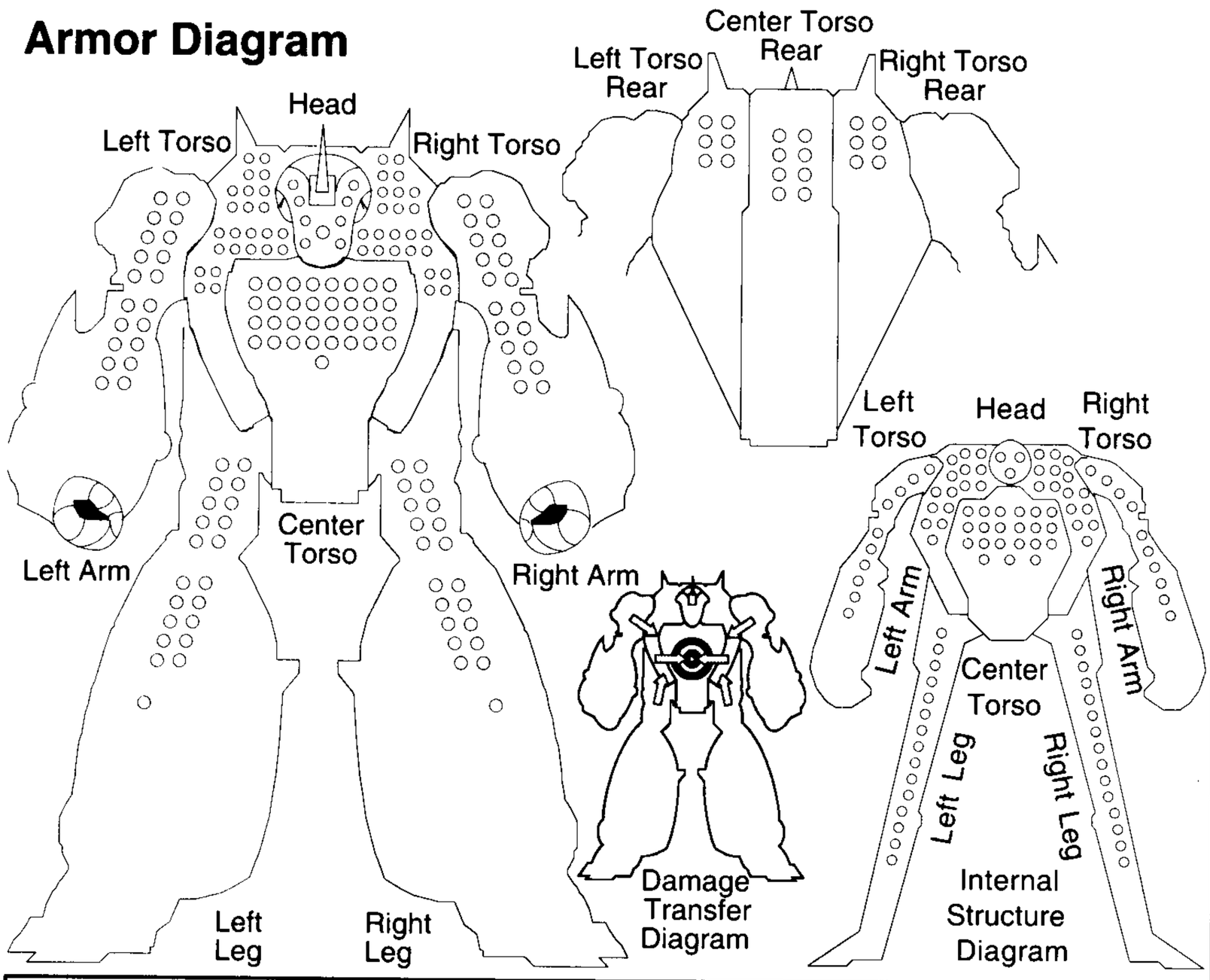

Mech Data

Type: **CRD-3D Crusader**

Tonnage: **65**

Movement Points
Walking: **4**
Running: **6**
Jumping: **0**

Technology Base:
Inner Sphere
3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 15	RA	5	1	6	7	14	21
1	LRM 15	LA	5	1	6	7	14	21
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	SRM 4	LL	3	2	0	3	6	9
1	SRM 4	RL	3	2	0	3	6	9

Ammo Type	Rounds
LRM 15	16
SRM 4	25

Total Single Heat Sinks: 14
○○○○○○○○○○
○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. 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*

Left 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 Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. SRM 4
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. Ammo (SRM 4) 25
6. *Roll Again*

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 5,620,011

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. 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 Again*

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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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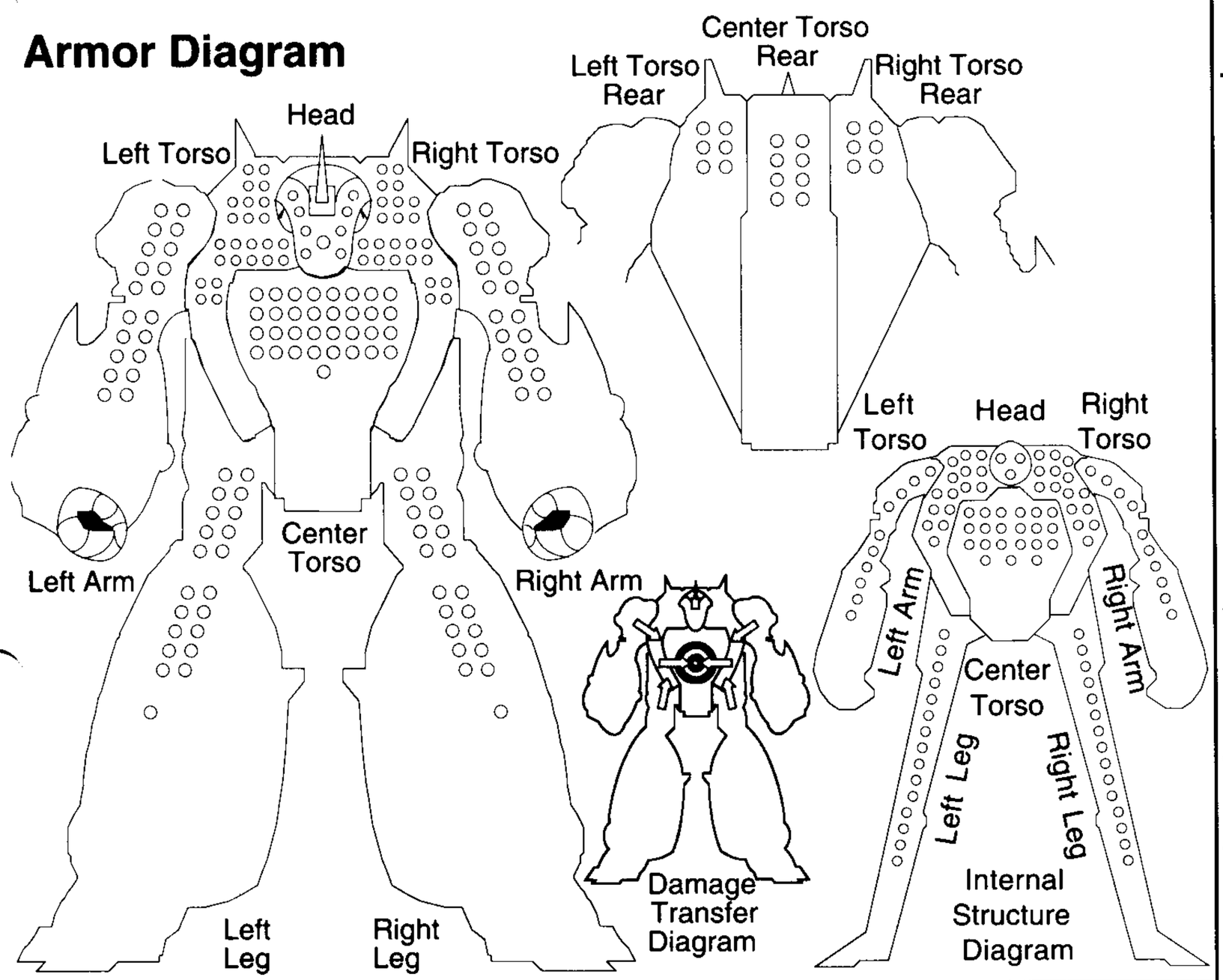
Armor Diagram



Mech Data

Type: **CRD-3K Crusader**

Tonnage: **65**

Movement Points
Walking: **4**
Running: **6**
Jumping: **0**

Technology Base:
Inner Sphere
3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	SRM 6	LL	4	2	0	3	6	9
1	SRM 6	RL	4	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
1	LRM 10	LA	4	1	6	7	14	21
1	LRM 10	RA	4	1	6	7	14	21

Ammo Type	Rounds
SRM 6	15
LRM 10	24

Total Single Heat Sinks: 16

○○○○○○○○○○
○○○○○ ○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm

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

4-6
1. LRM 10
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso

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

4-6
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

Head

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

Center Torso

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

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

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 5,445,111

Right Arm

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

4-6
1. LRM 10
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso

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

4-6
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. SRM 6
6. SRM 6

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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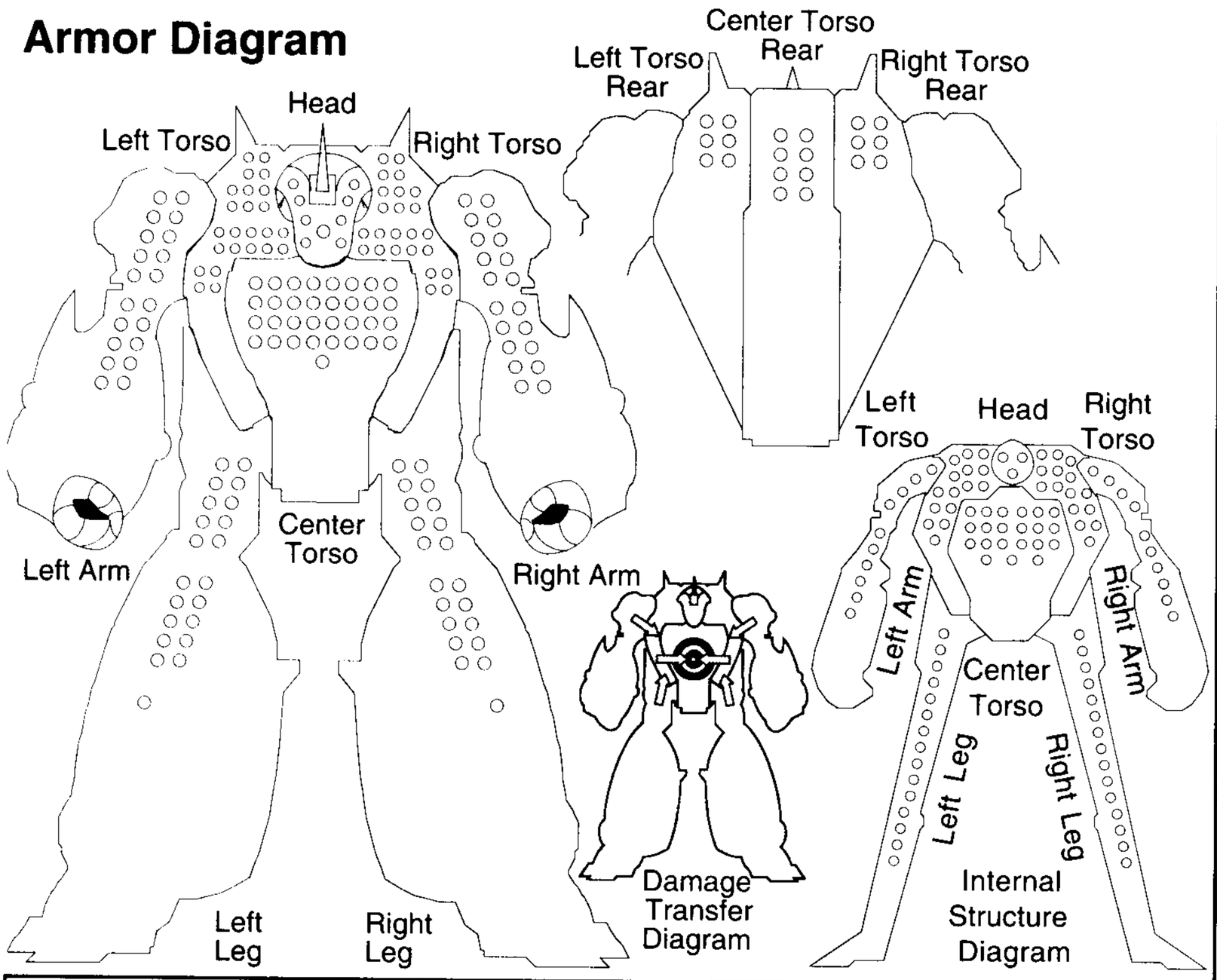
Armor Diagram



Mech Data

Type: **CRD-3L Crusader**
Tonnage: **65**
Movement Points
Walking: **4**
Running: **6**
Jumping: **4**

Technology Base: Inner Sphere
3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	LRM 10	LA	4	1	6	7	14	21
1	LRM 10	RA	4	1	6	7	14	21
1	SRM 4	LL	3	2	0	3	6	9
1	SRM 4	RL	3	2	0	3	6	9
1	Machine Gun	RA	0	2	0	1	2	3
1	Machine Gun	LA	0	2	0	1	2	3

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

Total Single Heat Sinks: 12
○○○○○○○
○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm

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

4-6:
1. LRM 10
2. Machine Gun
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

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

4-6:
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. SRM 4

Head

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

Center Torso

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

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

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 5,583,711

Right Arm

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

4-6:
1. LRM 10
2. Machine Gun
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

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

4-6:
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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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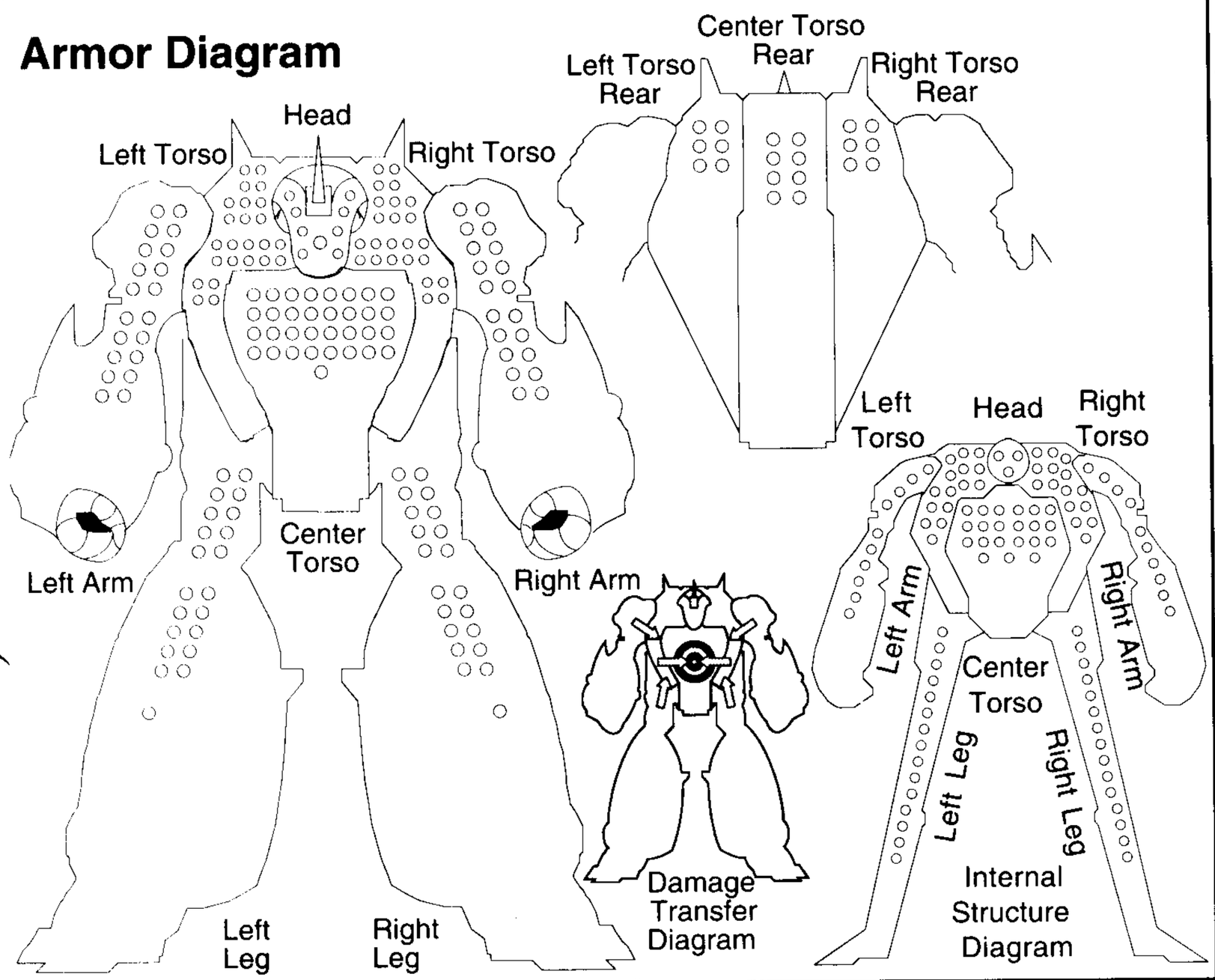
Armor Diagram



Mech Data

Type: **CRD-3R Crusader**

Tonnage: **65**

Movement Points
Walking: **4**
Running: **6**
Jumping: **0**

Technology Base:
Inner Sphere
3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 15	RA	5	1	6	7	14	21
1	LRM 15	LA	5	1	6	7	14	21
1	SRM 6	LL	4	2	0	3	6	9
1	SRM 6	RL	4	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
1	Machine Gun	LA	0	2	0	1	2	3
1	Machine Gun	RA	0	2	0	1	2	3

Ammo Type	Rounds
LRM 15	16
SRM 6	15
Machine Gun	200

Total Single Heat Sinks: 10
○○○○○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

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

1. LRM 15
2. Medium Laser
3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. Ammo (LRM 15) 8
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. SRM 6
6. SRM 6

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 6) 15
6. Ammo (MG) 200

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 5,547,411

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

1. LRM 15
2. Medium Laser
3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. Ammo (LRM 15) 8
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

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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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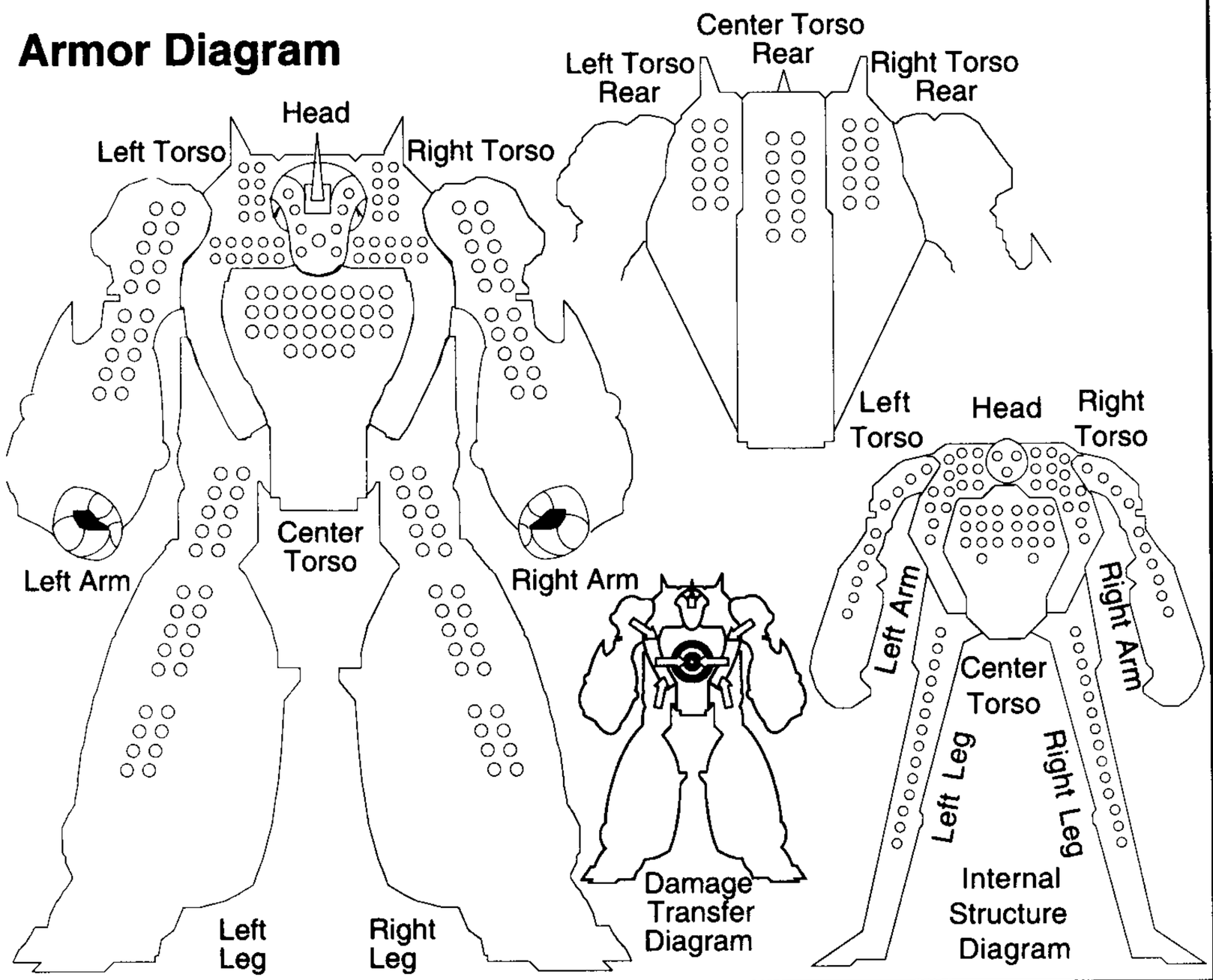
Armor Diagram



Mech Data

Type: **DRG-1C Dragon**

Tonnage: **60**

Movement Points
Walking: **5**
Running: **8**
Jumping: **0**

Technology Base:
Inner Sphere
2754

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 10	CT	4	1	6	7	14	21
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	LT (R)	3	5	0	3	6	9
1	Autocannon 2	RA	1	2	4	8	16	24

Ammo Type	Rounds
LRM 10	24
Autocannon 2	45

Total Single Heat Sinks: 10
○○○○○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm

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

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

Left Torso

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

4-6
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

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

4-6
1. Gyro
2. Engine
3. Engine
4. Engine
5. LRM 10
6. LRM 10

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 4,899,200

Right Arm

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

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

Right Torso

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

4-6
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*

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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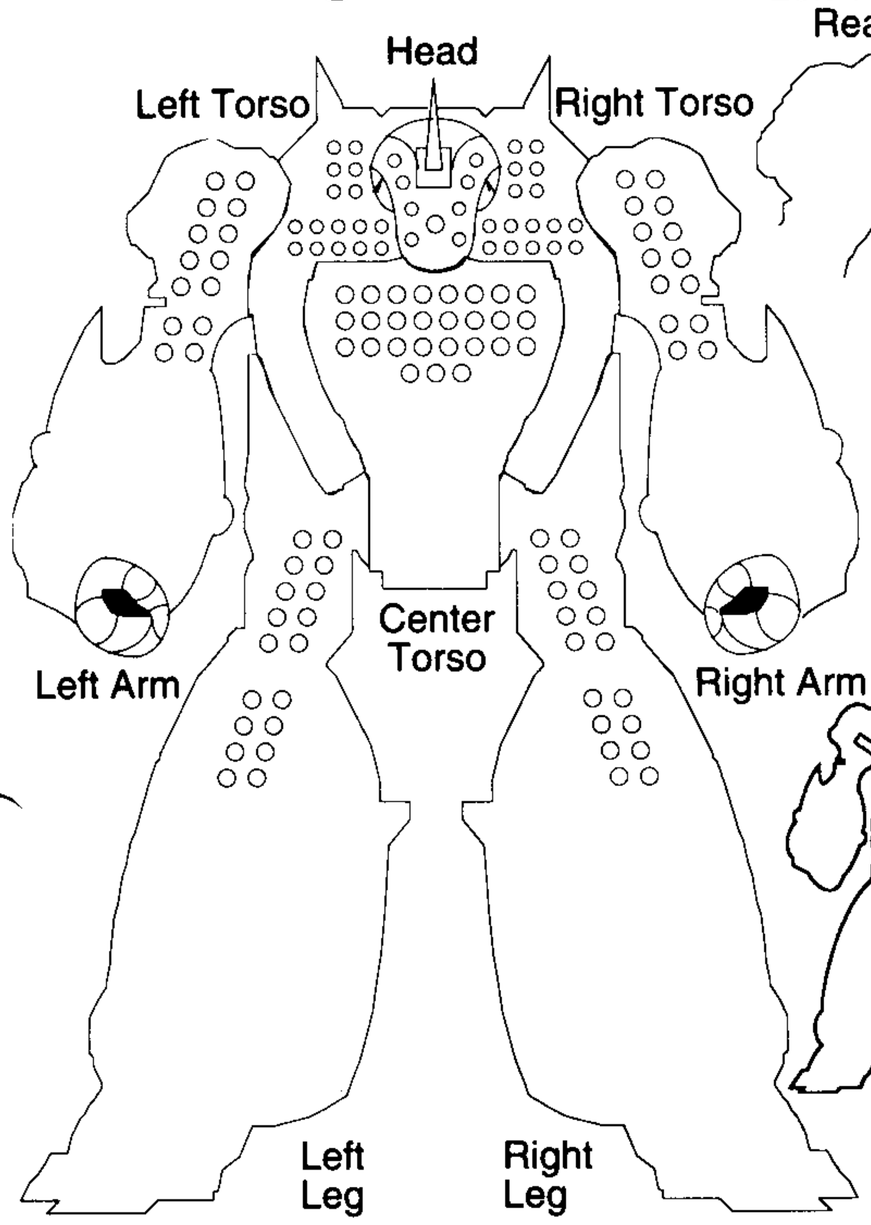
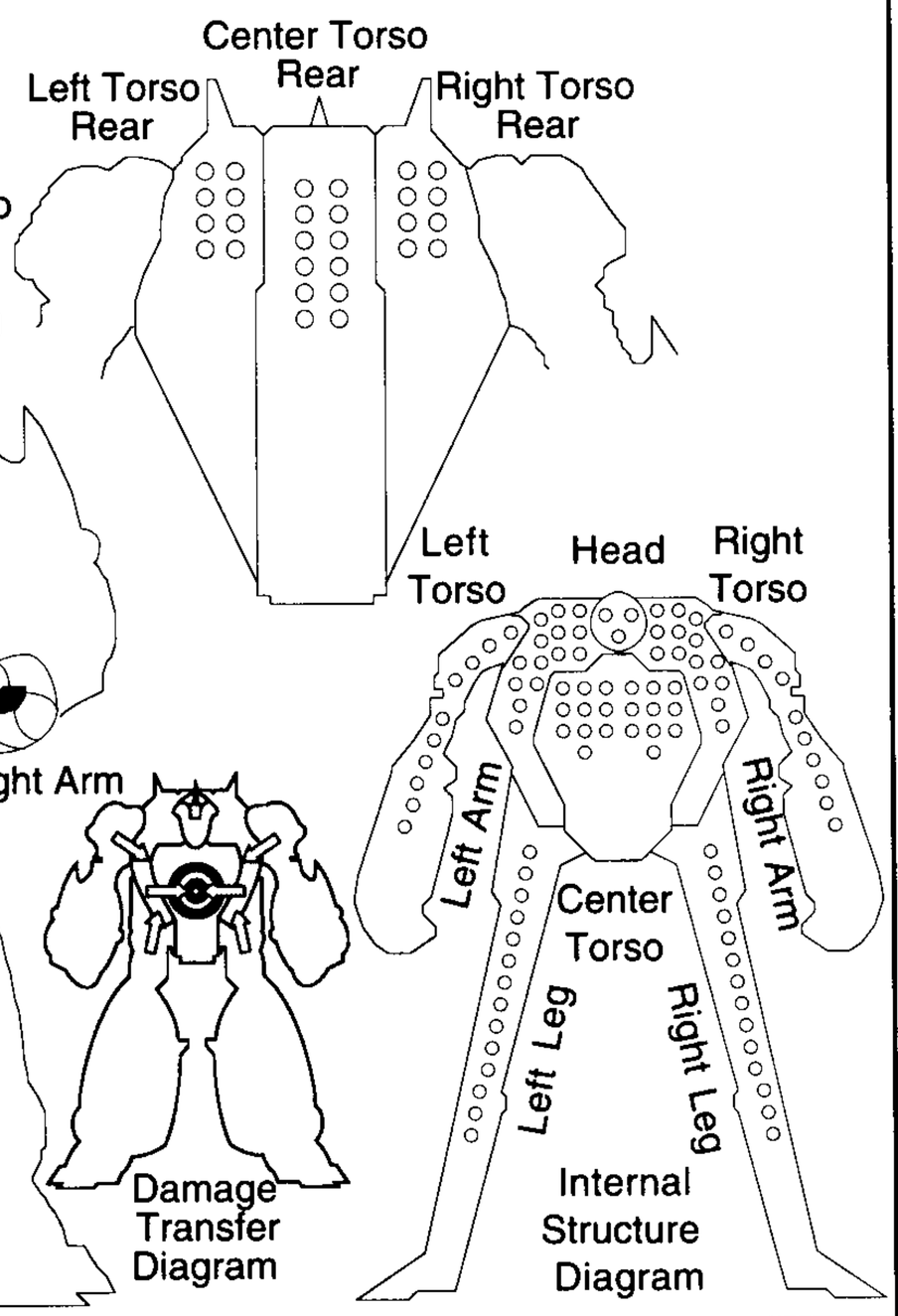
Armor Diagram





Critical Hit Table

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
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

1. Medium Laser (R)
2. Ammo (LRM 10) 12
3. Ammo (LRM 10) 12
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	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Cost 5,118,400

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
Walking: **5**
Running: **8**
Jumping: **0**

Technology Base:
Inner Sphere
2754

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 10	CT	4	1	6	7	14	21
1	Autocannon 5	RA	1	5	3	6	12	18
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	LT (R)	3	5	0	3	6	9

Ammo Type	Rounds
LRM 10	24
Autocannon 5	40

Total Single Heat Sinks: 10
○○○○○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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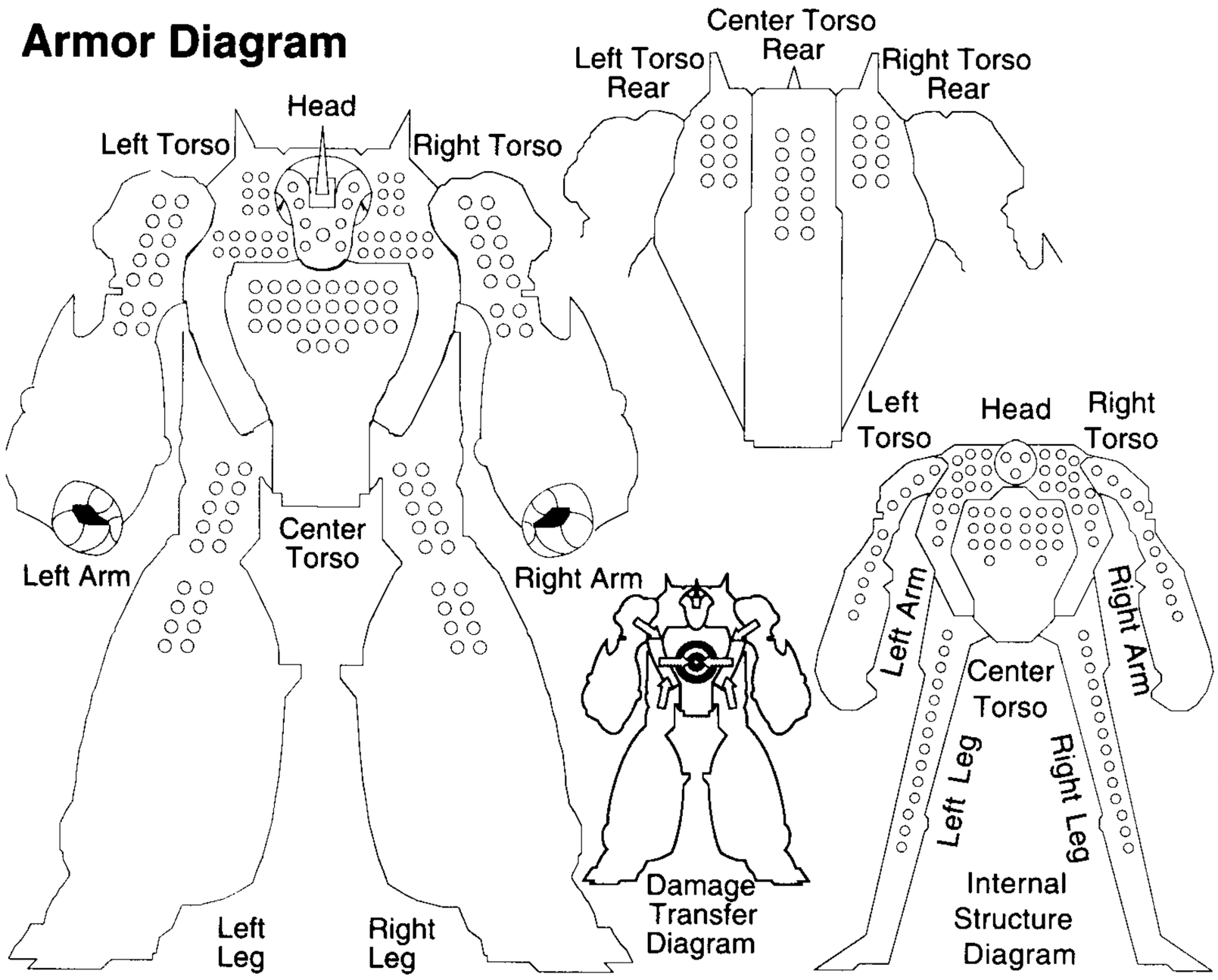
Armor Diagram



Mech Data

Type: **DRG-1G Grand Dragon**

Tonnage: **60**

Movement Points
Walking: **5**
Running: **8**
Jumping: **0**

Technology Base:
Inner Sphere
3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 10	CT	4	1	6	7	14	21
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT (R)	3	5	0	3	6	9
1	PPC	RA	10	10	3	6	12	18

Ammo Type	Rounds
LRM 10	24

Total Single Heat Sinks: 12
○○○○○○
○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm

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

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

Left Torso

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

4-6
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

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

4-6
1. Gyro
2. Engine
3. Engine
4. Engine
5. LRM 10
6. LRM 10

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 5,212,800

Right Arm

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

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

Right Torso

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

4-6
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*

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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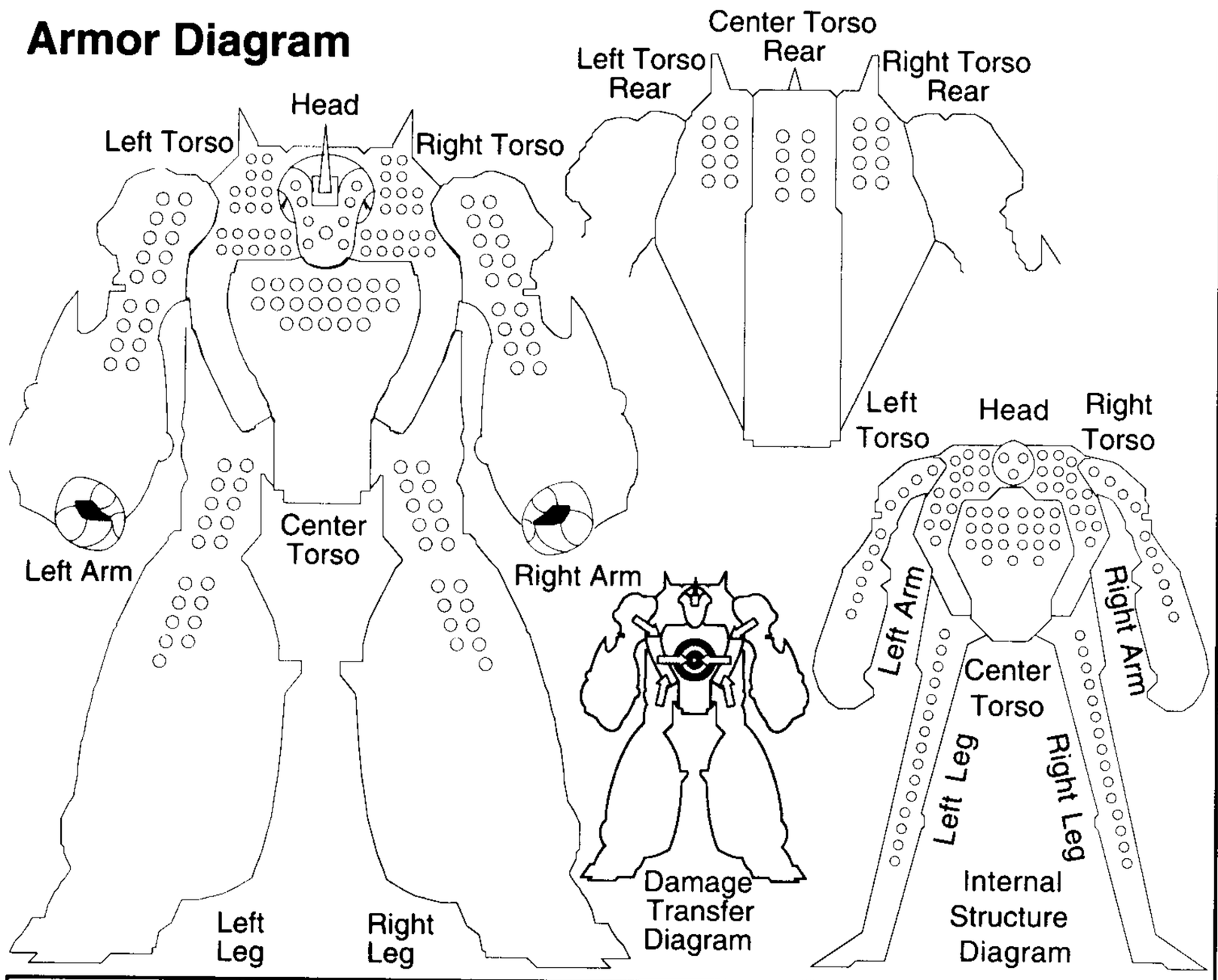
Armor Diagram



Mech Data

Type: **EXT-4A Exterminator**

Tonnage: **65**

Movement Points
Walking: **5**
Running: **8**
Jumping: **5**

Technology Base: Inner Sphere 3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	LRM 10	LT	4	1	6	7	14	21
2	Medium Laser	RA	3	5	0	3	6	9
2	Medium Laser	LA	3	5	0	3	6	9
1	Small Laser	H	1	3	0	1	2	3
1	Machine Gun	RT	0	2	0	1	2	3

Ammo Type	Rounds
LRM 10	12
Machine Gun	100

Total Single Heat Sinks: 11
○○○○○
○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Medium Laser

1-3
4-6
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*

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

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

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

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 6,485,299

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Medium Laser

1-3
4-6
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. Machine Gun
4. Ammo (MG) 100
5. *Roll Again*
6. *Roll Again*

1-3
4-6
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*

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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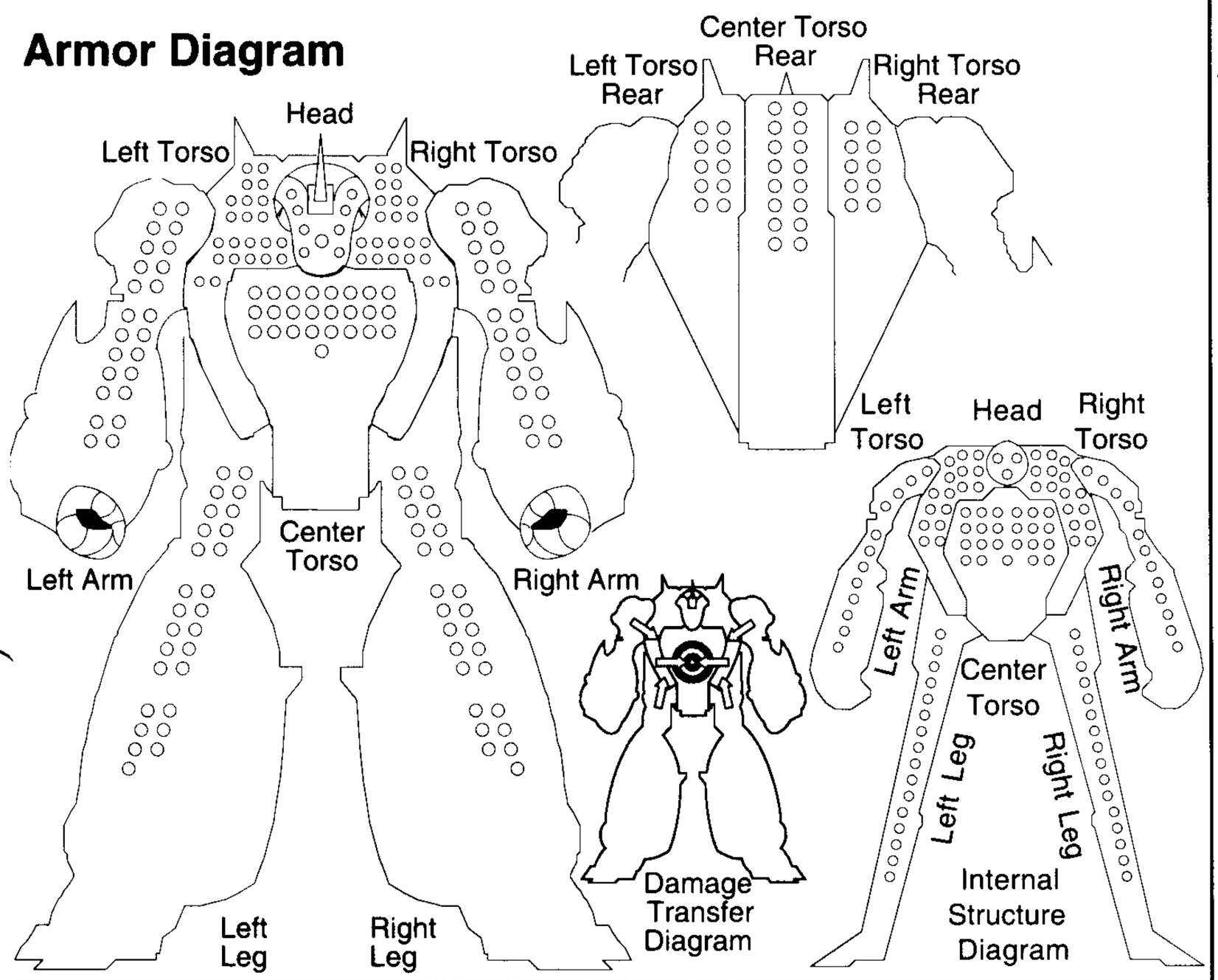
Armor Diagram



Mech Data

Type: **FLS-7K Flashman**

Tonnage: **75**

Movement Points
Walking: **4**
Running: **6**
Jumping: **0**

Technology Base: Inner Sphere 3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	LA	8	8	0	5	10	15
1	Large Laser	RA	8	8	0	5	10	15
1	Medium Laser	LT	3	5	0	3	6	9
1	Medium Laser	LT (R)	3	5	0	3	6	9
1	Medium Laser	RT	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
1	Flamer	H	3	2	0	1	2	3

Total Single Heat Sinks: 23
○○○○○○○○○○○○○○○○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm

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

1-3

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

4-6

Left Torso

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

1-3

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

4-6

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

1-3

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

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 6,341,125

Right Arm

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

1-3

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

4-6

Right Torso

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

1-3

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

4-6

Right Leg

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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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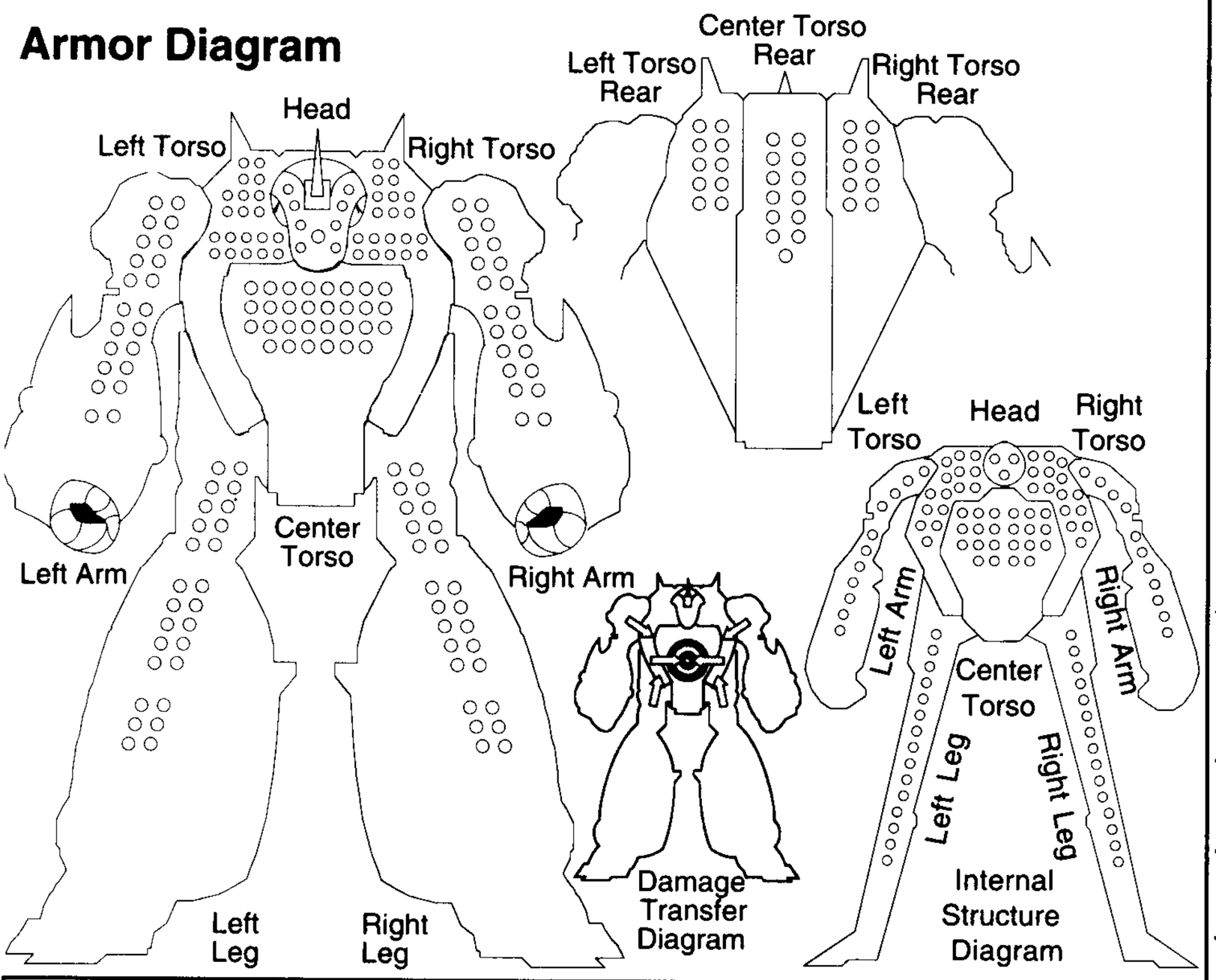
Armor Diagram



Mech Data

Type: **GHR-5H Grasshopper**

Tonnage: **70**

Movement Points
- Walking: **4**
- Running: **6**
- Jumping: **4**

Technology Base: Inner Sphere 2786

Weapons Inventory

#	Type	Loc.	Ht	D	Mn	S	M	L
1	Large Laser	CT	8	8	0	5	10	15
1	Medium Laser	LT	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RT	3	5	0	3	6	9
1	LRM 5	H	2	1	6	7	14	21

Ammo Type	Rounds
LRM 5	24

Total Single Heat Sinks: 22

○○○○○○○○○○○○○○○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm

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

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

Left Torso

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

4-6
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

Head

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

Center Torso

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

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

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 6,024,574

Right Arm

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

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

Right Torso

1-3
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Medium Laser
6. Ammo (LRM 5) 24

4-6
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. Jump Jet
6. Jump Jet

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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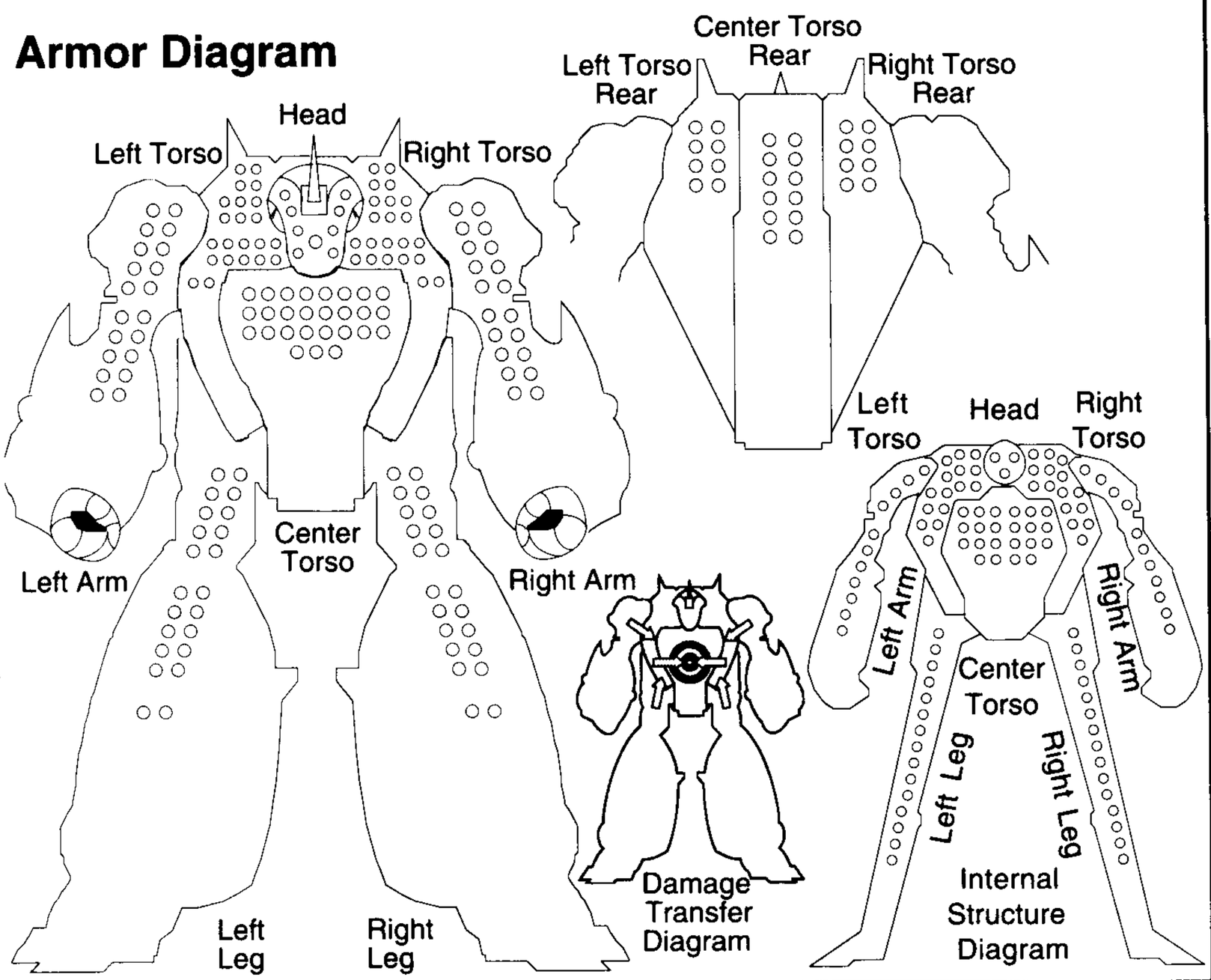
Armor Diagram



Mech Data

Type: **GLT-4L Guillotine**

Tonnage: **70**

Movement Points
Walking: **4**
Running: **6**
Jumping: **4**

Technology Base:
Inner Sphere
3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	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

Ammo Type	Rounds
SRM 6	15

Total Single Heat Sinks: 22
○○○○○○○○○○○○○○○○○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm

1. 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*
4-6: 3. *Roll Again*, 4. *Roll Again*, 5. *Roll Again*, 6. *Roll Again*

Left Torso

1. Heat Sink
2. Heat Sink
1-3: 3. Heat Sink, 4. Heat Sink, 5. Heat Sink
6. Jump Jet

1. Medium Laser
2. *Roll Again*
4-6: 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. Jump Jet

Head

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

Center Torso

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

1. Gyro
2. Engine
4-6: 3. Engine, 4. Engine, 5. SRM 6, 6. SRM 6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 6,062,484

Right Arm

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

1. *Roll Again*
2. *Roll Again*
4-6: 3. *Roll Again*, 4. *Roll Again*, 5. *Roll Again*, 6. *Roll Again*

Right Torso

1. Heat Sink
2. Heat Sink
1-3: 3. Heat Sink, 4. Heat Sink, 5. Jump Jet
6. Medium Laser

1. Ammo (SRM 6) 15
2. *Roll Again*
4-6: 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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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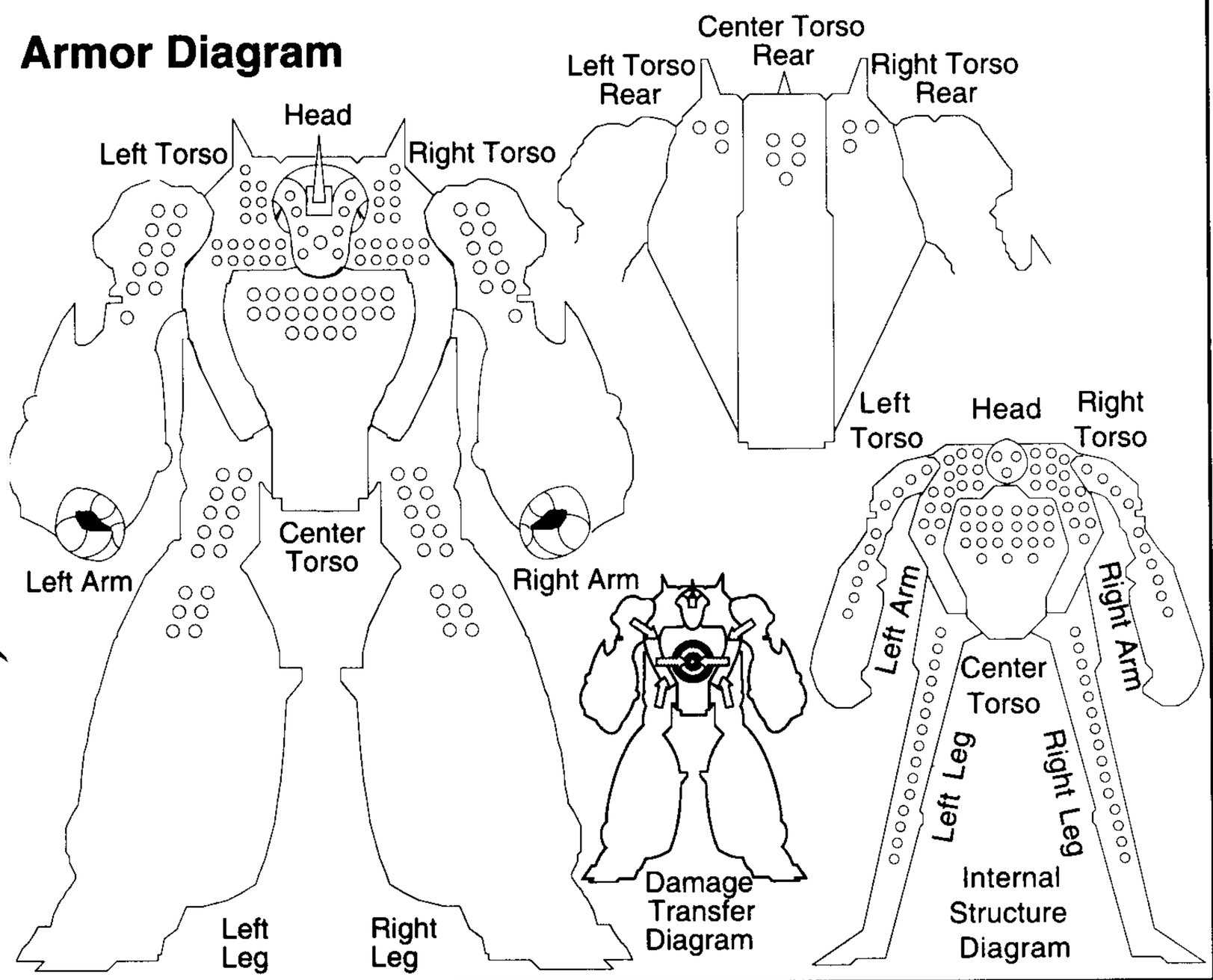

Mech Data

Type: **JM6-A Jagermech**

Tonnage: **65**

Movement Points
Walking: **4**
Running: **6**
Jumping: **0**

Technology Base:
Inner Sphere
2890

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 2	RA	1	2	4	8	16	24
1	Autocannon 2	LA	1	2	4	8	16	24
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9
1	LRM 15	RA	5	1	6	7	14	21
1	LRM 15	LA	5	1	6	7	14	21

Ammo Type	Rounds
Autocannon 2	45
LRM 15	16

Total Single Heat Sinks: 10
○○○○○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

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

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

1-3
4-6
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

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

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 5,562,426

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

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

Right Torso
1. Medium Laser
2. Ammo (LRM 15) 8
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1-3
4-6
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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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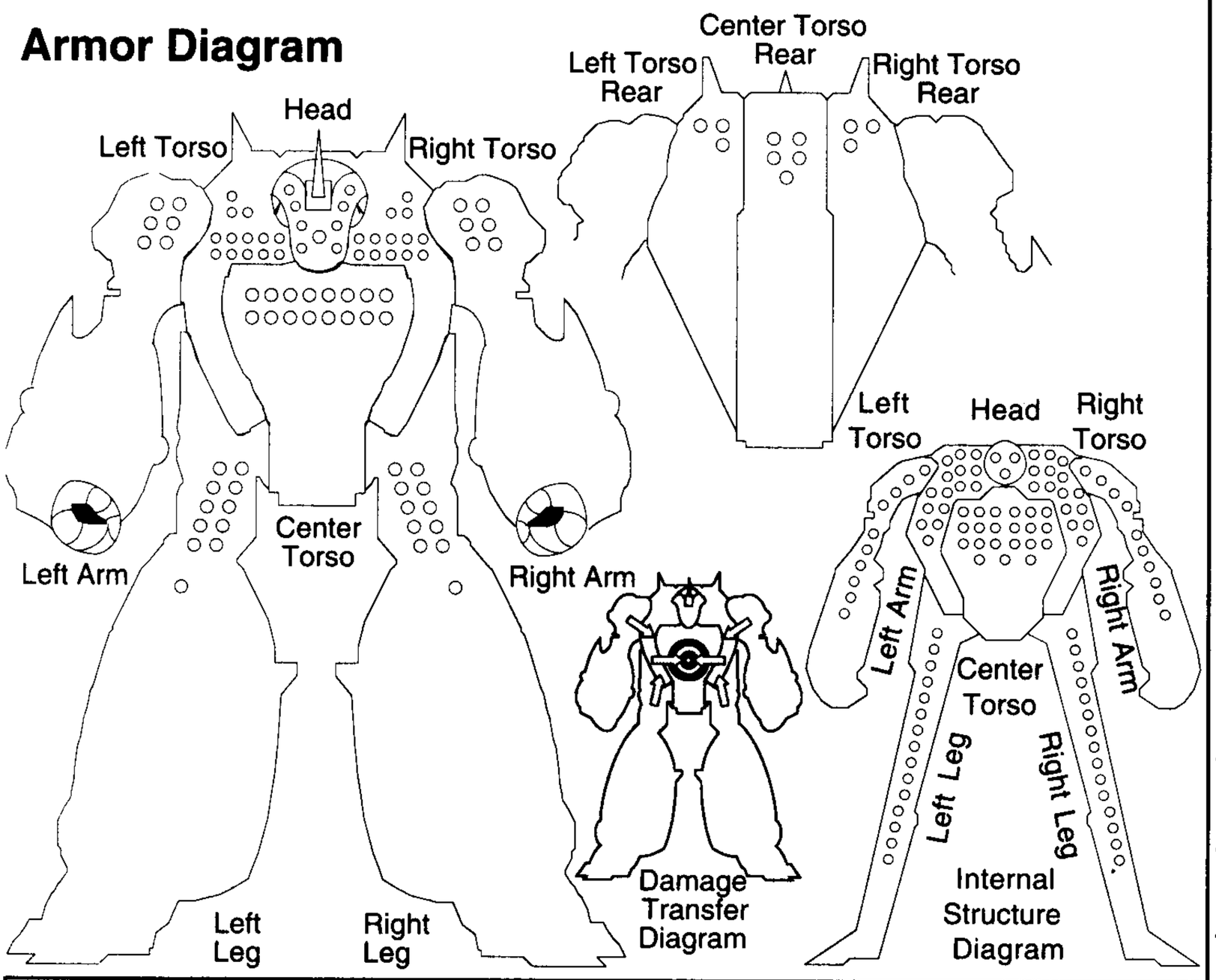
Armor Diagram



Left Arm

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

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

Left Torso

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

4-6
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

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

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

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Cost 5,248,926

Right Arm

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

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

Right Torso

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

4-6
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-S Jagermech**

Tonnage: **65**

Movement Points
Walking: **4**
Running: **6**
Jumping: **0**

Technology Base:
Inner Sphere
2890

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 5	RA	1	5	3	6	12	18
1	Autocannon 5	LA	1	5	3	6	12	18
1	Autocannon 2	RA	1	2	4	8	16	24
1	Autocannon 2	LA	1	2	4	8	16	24
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9

Ammo Type	Rounds
Autocannon 5	40
Autocannon 2	45

Total Single Heat Sinks: 10
○○○○○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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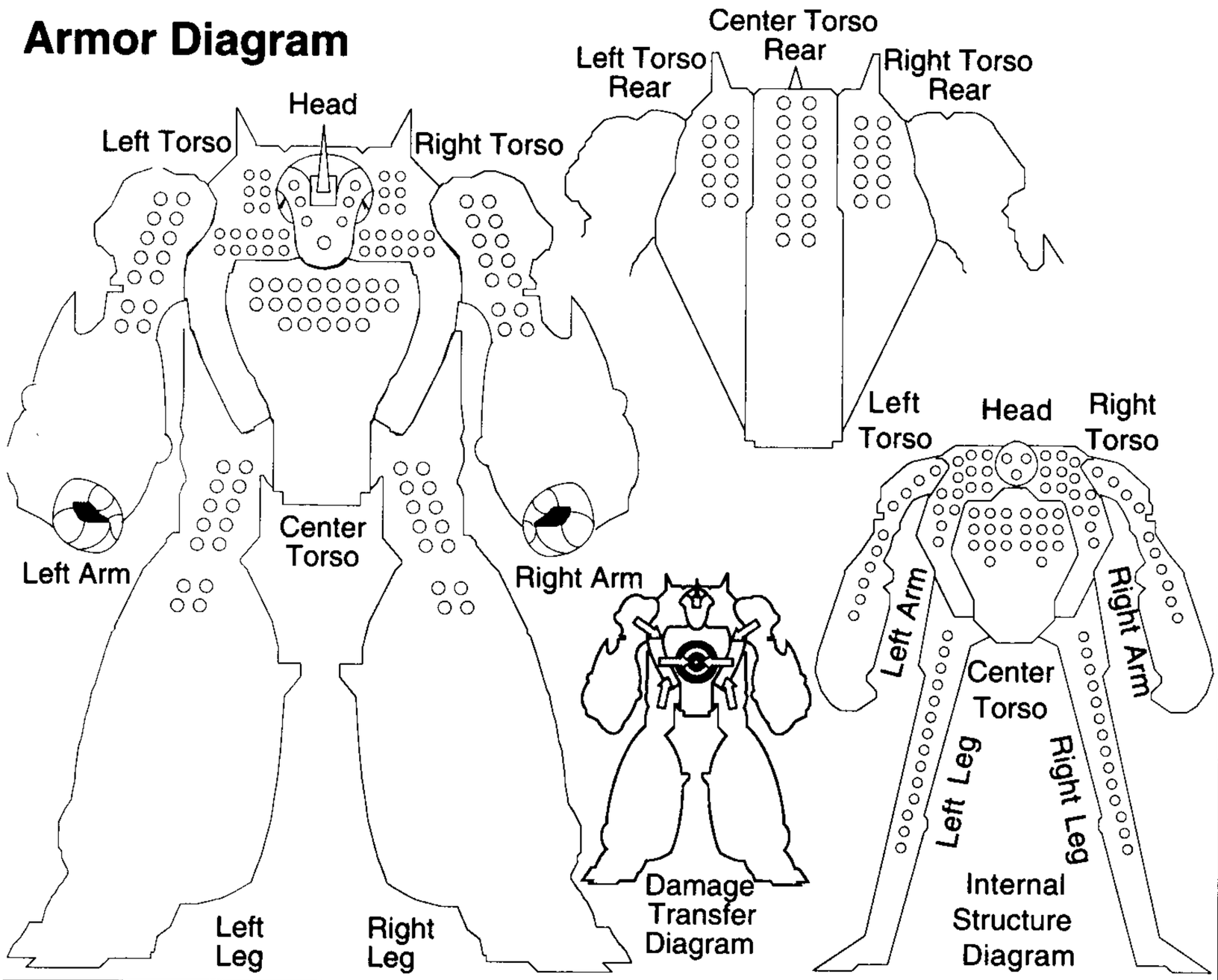
Armor Diagram



Mech Data

Type: **LNC25-02 Lancelot**

Tonnage: **60**

Movement Points
- Walking: **4**
- Running: **6**
- Jumping: **0**

Technology Base: Inner Sphere 3025

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RT	10	10	3	6	12	18
1	Large Laser	LA	8	8	0	5	10	15
1	Large Laser	RA	8	8	0	5	10	15
1	Medium Laser	CT	3	5	0	3	6	9

Total Single Heat Sinks: 19

○○○○○ ○○○○○
○○○○○ ○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Large Laser (1-3)
4. Large Laser
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 Torso
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
5. Heat Sink
6. Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
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 (4-6)
4. Engine
5. Heat Sink
6. Medium Laser

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 4,769,600

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Large Laser (1-3)
4. Large Laser
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 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* (4-6)
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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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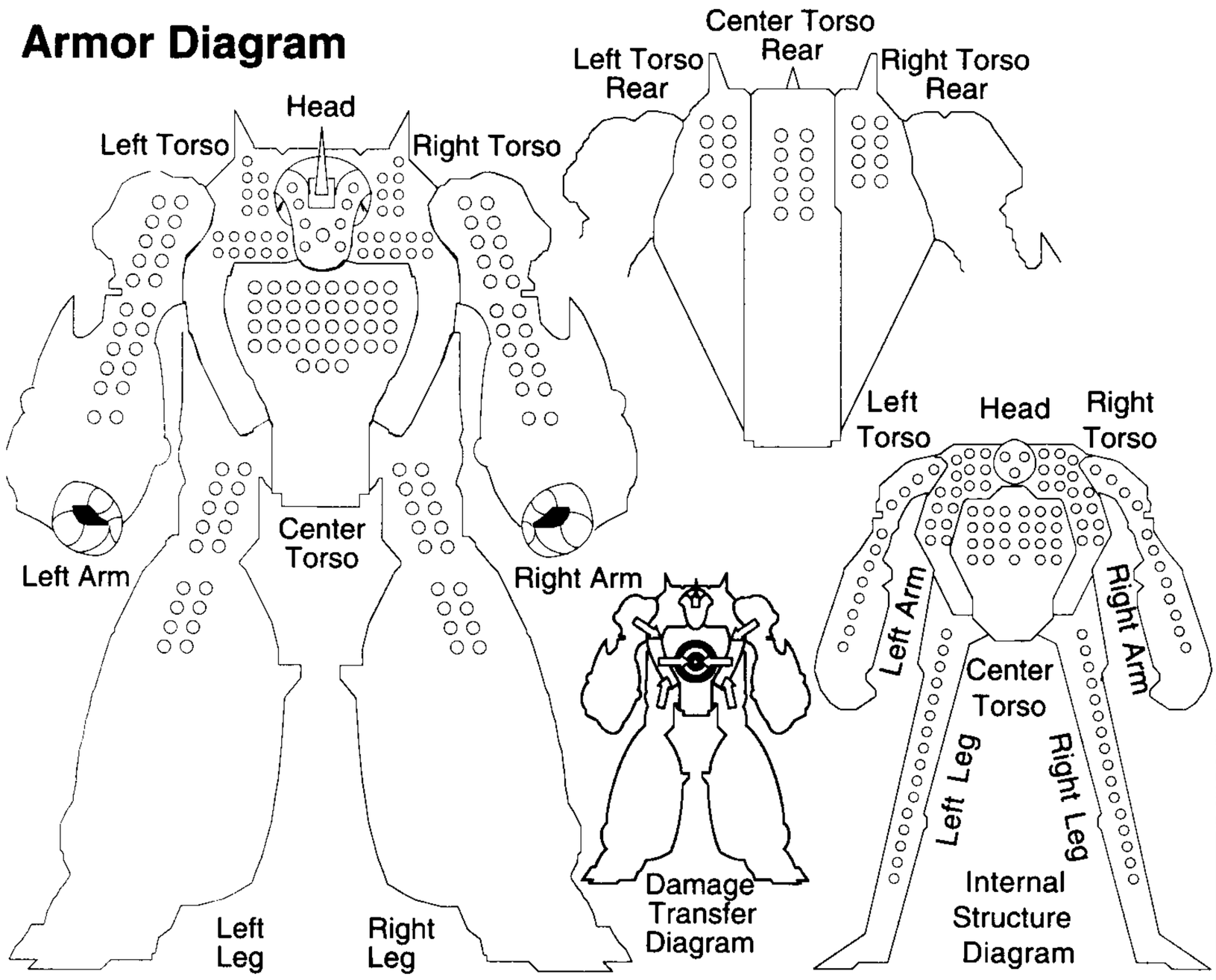
Armor Diagram



Mech Data

Type: **MAD-3D Marauder**

Tonnage: **75**

Movement Points
- Walking: **4**
- Running: **6**
- Jumping: **0**

Technology Base: Inner Sphere

2600

Weapons Inventory

#	Type	Loc.	Ht	D	Mn	S	M	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	RT	8	8	0	5	10	15

Total Single Heat Sinks: 20

○○○○○○○○○○
○○○○○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm

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

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

Left Torso

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

4-6
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. *Roll Again*
5. Sensors
6. Life Support

Center Torso

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

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

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 6,597,500

Right Arm

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

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

Right Torso

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

4-6
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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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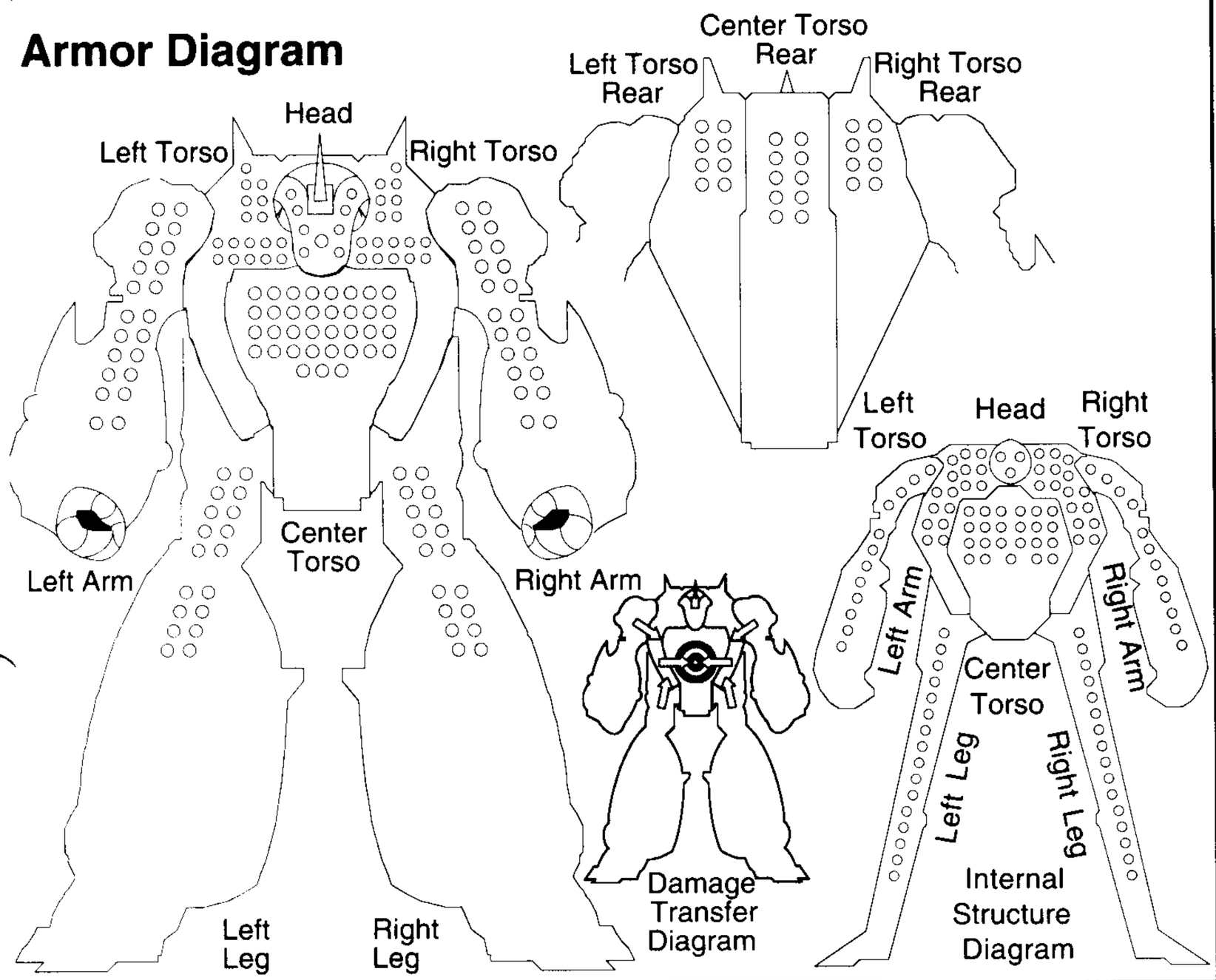
Armor Diagram



Mech Data

Type: **MAD-3L Marauder**

Tonnage: **75**

Movement Points
- Walking: **4**
- Running: **6**
- Jumping: **0**

Technology Base: Inner Sphere 2600

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
1	Large Laser	LA	8	8	0	5	10	15
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Autocannon 5	RT	1	5	3	6	12	18

Ammo Type	Rounds
Autocannon 5	20

Total Single Heat Sinks: 18

○○○○○○○○○○
○○○○○ ○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Medium Laser

(1-3)

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

(4-6)

Left Torso
1. Heat Sink
2. Heat Sink
3. Ammo (AC 5) 20
4. Roll Again
5. Roll Again
6. Roll Again

(1-3)

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

(4-6)

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. Roll Again
5. Sensors
6. Life Support

Center Torso
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

(1-3)

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

(4-6)

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 6,467,125

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

(1-3)

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

(4-6)

Right Torso
1. Autocannon 5
2. Autocannon 5
3. Autocannon 5
4. Autocannon 5
5. Roll Again
6. Roll Again

(1-3)

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

(4-6)

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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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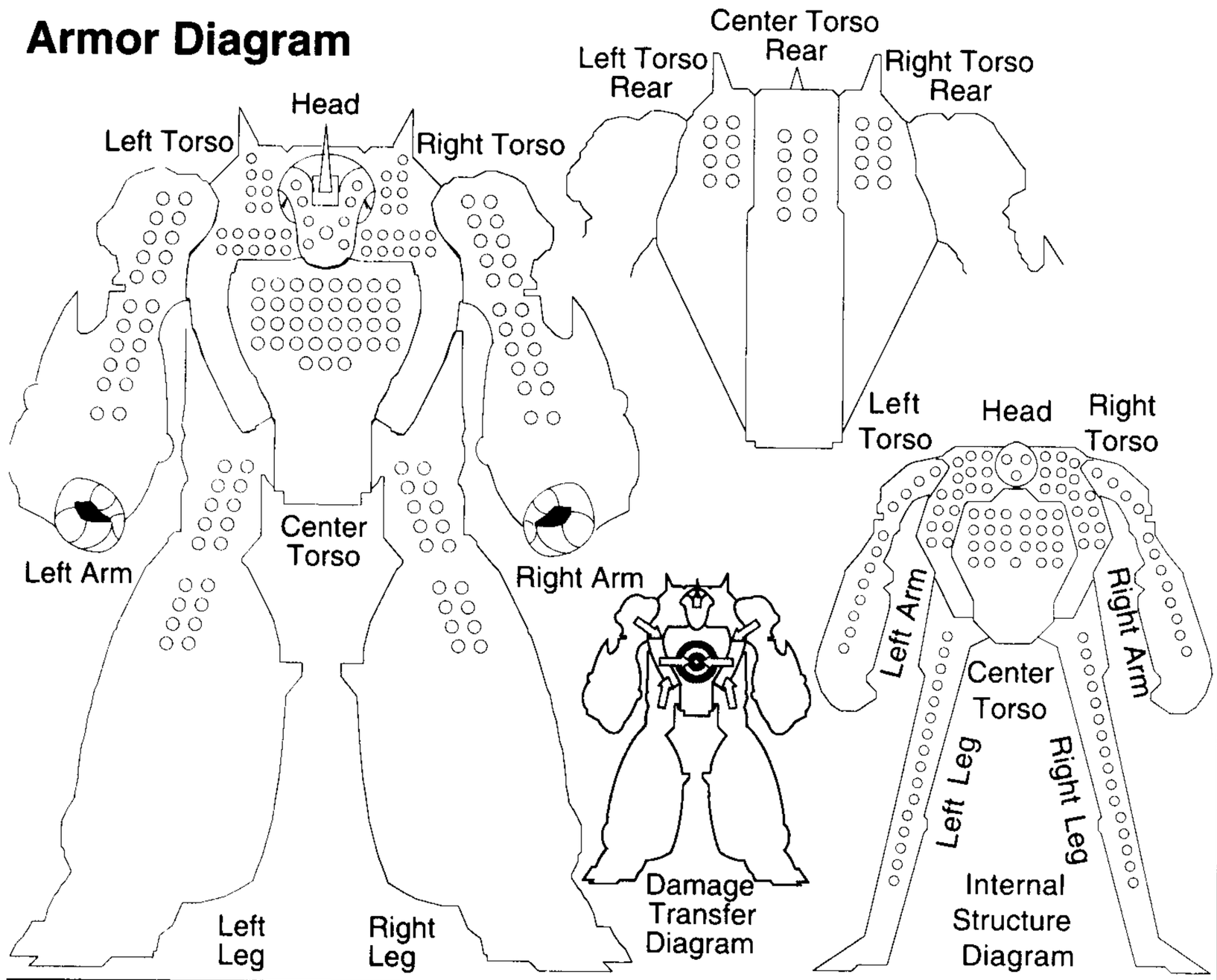
Armor Diagram



Mech Data

Type: **MAD-3M Marauder**

Tonnage: **75**

Movement Points
- Walking: **4**
- Running: **6**
- Jumping: **0**

Technology Base: Inner Sphere 2600

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	Large Laser	LA	8	8	0	5	10	15
1	Medium Laser	LA	3	5	0	3	6	9
1	Medium Laser	RA	3	5	0	3	6	9
1	Autocannon 5	RT	1	5	3	6	12	18

Ammo Type	Rounds
Autocannon 5	20

Total Single Heat Sinks: 20

○○○○○○○○○○
○○○○○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Medium Laser

1-3

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

4-6

Left Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Ammo (AC 5) 20
5. Roll Again
6. Roll Again

1-3

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

4-6

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. Roll Again
5. Sensors
6. Life Support

Center Torso
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 6,299,125

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Medium Laser

1-3

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

4-6

Right Torso
1. Autocannon 5
2. Autocannon 5
3. Autocannon 5
4. Autocannon 5
5. Roll Again
6. Roll Again

1-3

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

4-6

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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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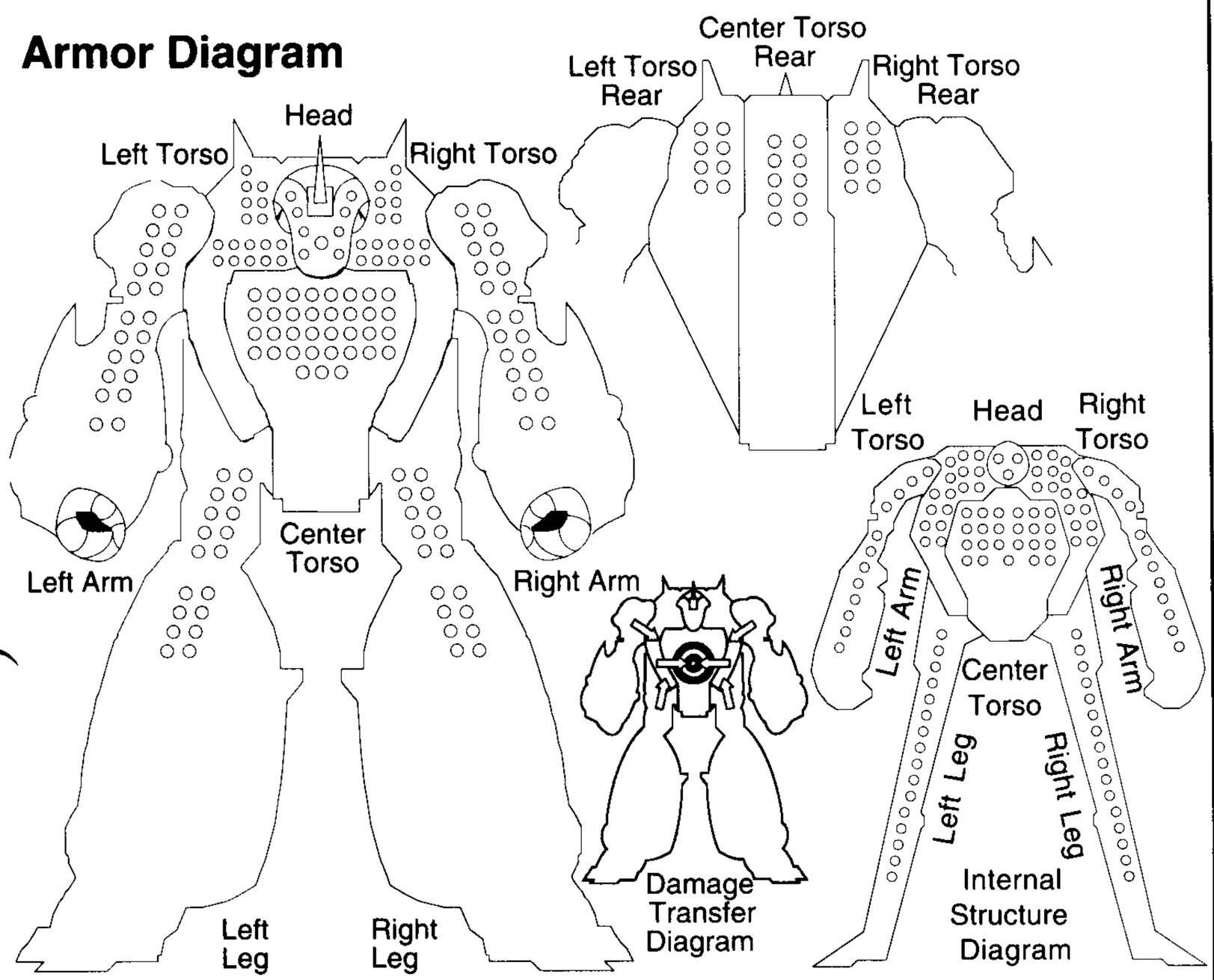
Armor Diagram



Mech Data

Type: **MAD-3R Marauder**

Tonnage: **75**

Technology Base: Inner Sphere

Movement Points
- Walking: **4**
- Running: **6**
- Jumping: **0**

2600

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	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	Autocannon 5	RT	1	5	3	6	12	18

Ammo Type	Rounds
Autocannon 5	20

Total Single Heat Sinks: 16

○○○○○○○○○○
○○○○○ ○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. PPC
5. PPC
6. PPC

1. Medium Laser
2. *Roll Again*
3. *Roll Again*

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

Left Torso

1. Ammo (AC 5) 20
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. Heat Sink

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

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

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 6,635,125

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. PPC
5. PPC
6. PPC

1. Medium Laser
2. *Roll Again*
3. *Roll Again*

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

Right Torso

1. Autocannon 5
2. Autocannon 5
3. Autocannon 5

1-3
4. Autocannon 5
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. Heat Sink
6. Heat Sink

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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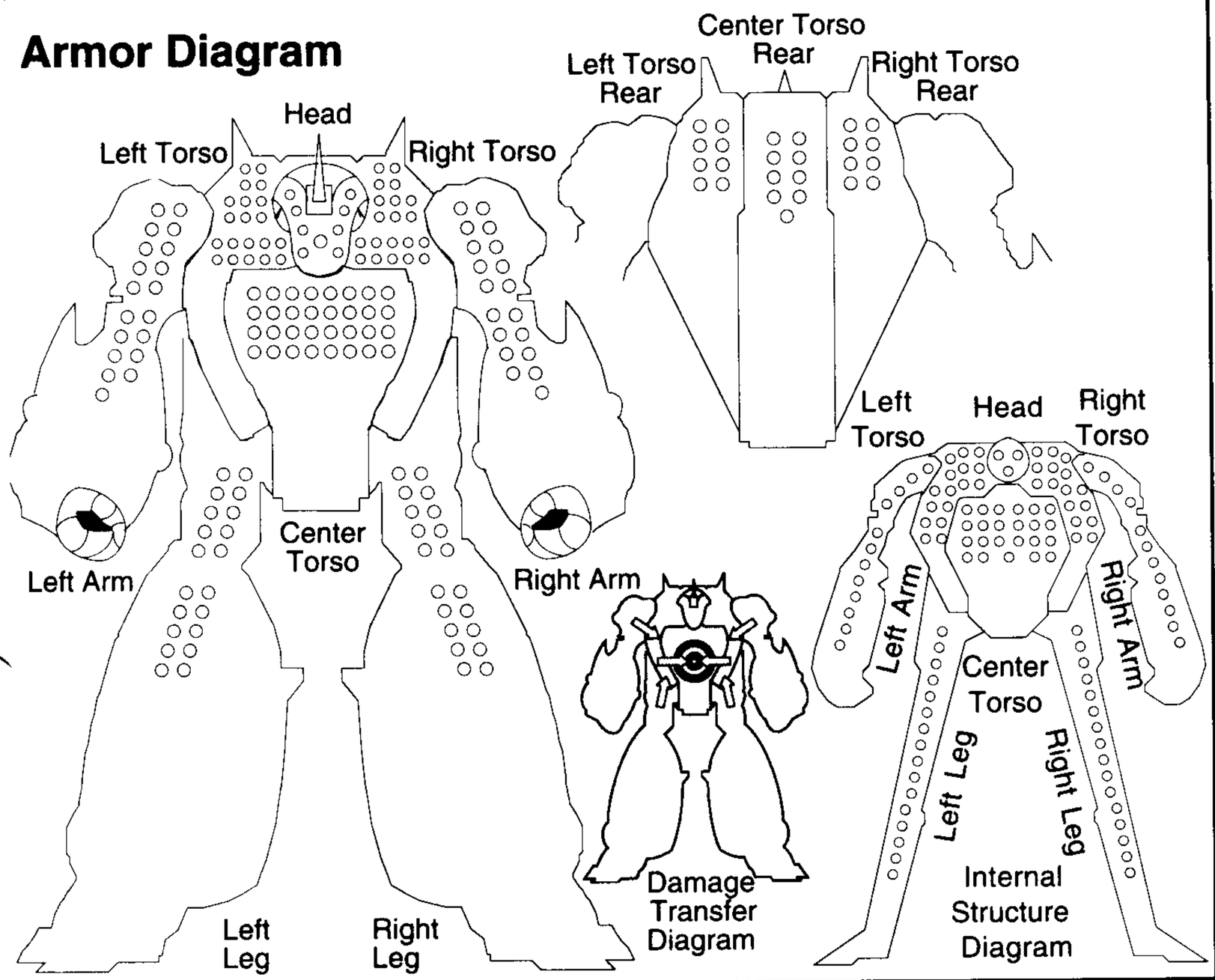
Armor Diagram



Mech Data

Type: **ON1-V Orion**
Tonnage: **75**
Movement Points
Walking: **4**
Running: **6**
Jumping: **0**

Technology Base:
Inner Sphere
2570

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 10	RT	3	10	0	5	10	15
1	LRM 15	LT	5	1	6	7	14	21
1	Medium Laser	RA	3	5	0	3	6	9
1	Medium Laser	LA	3	5	0	3	6	9
1	SRM 4	RA	3	2	0	3	6	9
1	SRM 4	LA	3	2	0	3	6	9

Ammo Type	Rounds
Autocannon 10	20
LRM 15	16
SRM 4	50

Total Single Heat Sinks: 10
○○○○○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm

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

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

Left Torso

1-3
1. LRM 15
2. LRM 15
3. LRM 15
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Ammo (SRM 4) 25

4-6
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*

Head

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

Center Torso

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

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

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 6,837,250

Right Arm

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

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

Right Torso

1-3
1. Autocannon 10
2. Autocannon 10
3. Autocannon 10
4. Autocannon 10
5. Autocannon 10
6. Autocannon 10

4-6
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*

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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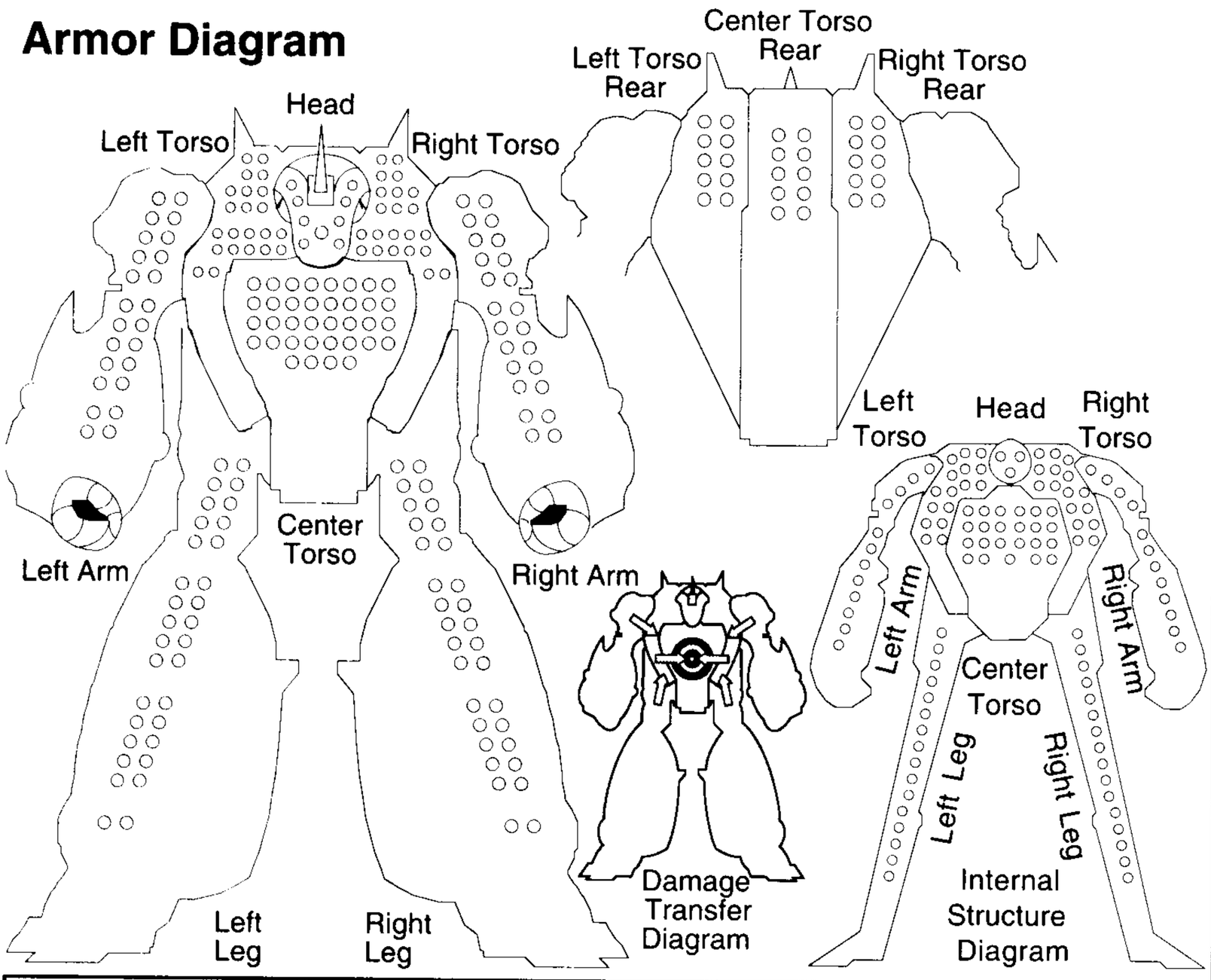
Armor Diagram



Mech Data

Type: **ON1-VA Orion**
Tonnage: **75**
Movement Points
Walking: **4**
Running: **6**
Jumping: **0**

Technology Base:
Inner Sphere
2570

Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 Autocannon 10	RT	3	10	0	5	10	15
1 Medium Laser	RA	3	5	0	3	6	9
1 Medium Laser	LA	3	5	0	3	6	9
1 SRM 4	RA	3	2	0	3	6	9
1 SRM 4	LA	3	2	0	3	6	9

Ammo Type	Rounds
Autocannon 10	20
SRM 4	50

Total Single Heat Sinks: 16
○○○○○○○○○○
○○○○○ ○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

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

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

Left Torso
1-3:
1. Ammo (SRM 4) 25
2. Ammo (SRM 4) 25
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

Center Torso
1-3:
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 6,510,000

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

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

Right Torso
1-3:
1. Autocannon 10
2. Autocannon 10
3. Autocannon 10
4. Autocannon 10
5. Autocannon 10
6. Autocannon 10

4-6:
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. Heat Sink
6. Heat Sink

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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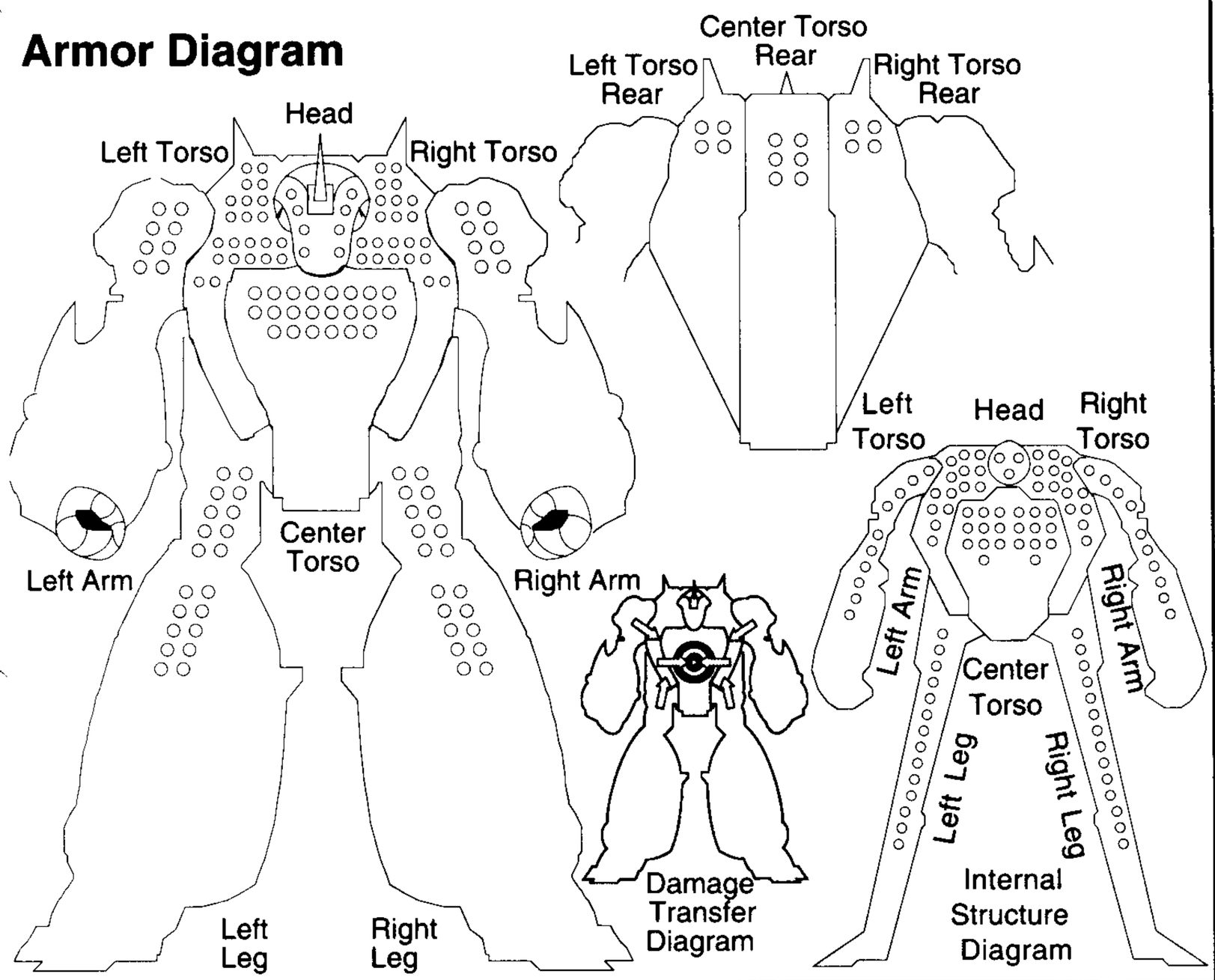
Armor Diagram



Mech Data

Type: **OSR-2C Ostroc**
Tonnage: **60**
Movement Points
Walking: **5**
Running: **8**
Jumping: **0**

Technology Base:
Inner Sphere
2500

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	SRM 4	RT	3	2	0	3	6	9
1	Large Laser	RT	8	8	0	5	10	15
1	Large Laser	LT	8	8	0	5	10	15
1	Medium Laser	LT	3	5	0	3	6	9
1	Medium Laser	RT	3	5	0	3	6	9

Ammo Type	Rounds
SRM 4	25

Total Single Heat Sinks: 15
○○○○○○○○○○
○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. *Roll Again*
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*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. 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	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 5,025,600

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

Right Torso
1. SRM 4
2. Large Laser
3. Large Laser
4. Medium Laser
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*

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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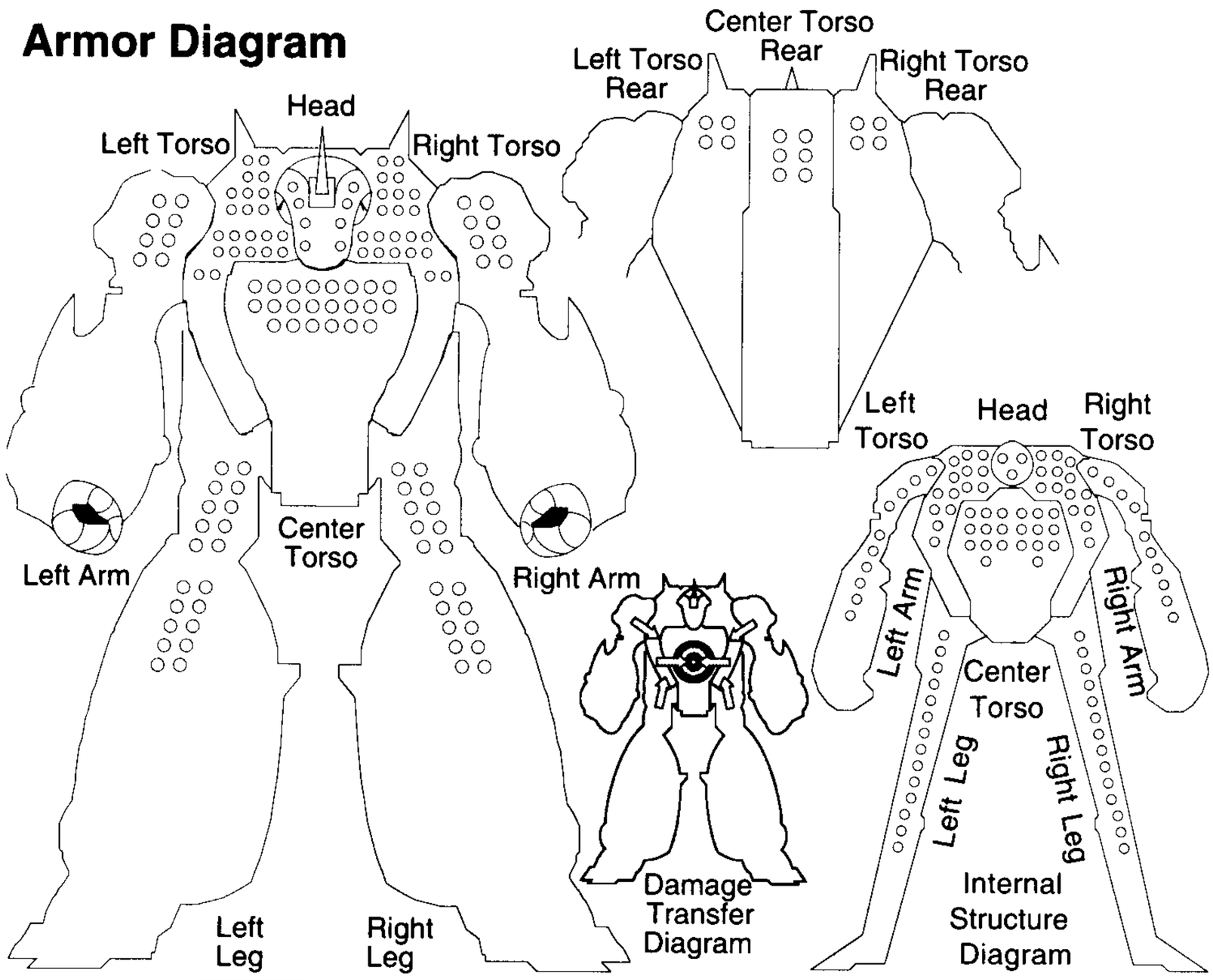
Armor Diagram



Mech Data

Type: **OSR-2L Ostroc**

Tonnage: **60**

Movement Points
Walking: **5**
Running: **8**
Jumping: **0**

Technology Base:
Inner Sphere
2500

Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 Large Laser	RT	8	8	0	5	10	15
1 Large Laser	LT	8	8	0	5	10	15
1 Medium Laser	LT	3	5	0	3	6	9
1 Medium Laser	RT	3	5	0	3	6	9
1 LRM 5	RT	2	1	6	7	14	21

Ammo Type	Rounds
LRM 5	24

Total Single Heat Sinks: 15
○○○○○○○○○○
○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. *Roll Again*
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*

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

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 4,982,400

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
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*

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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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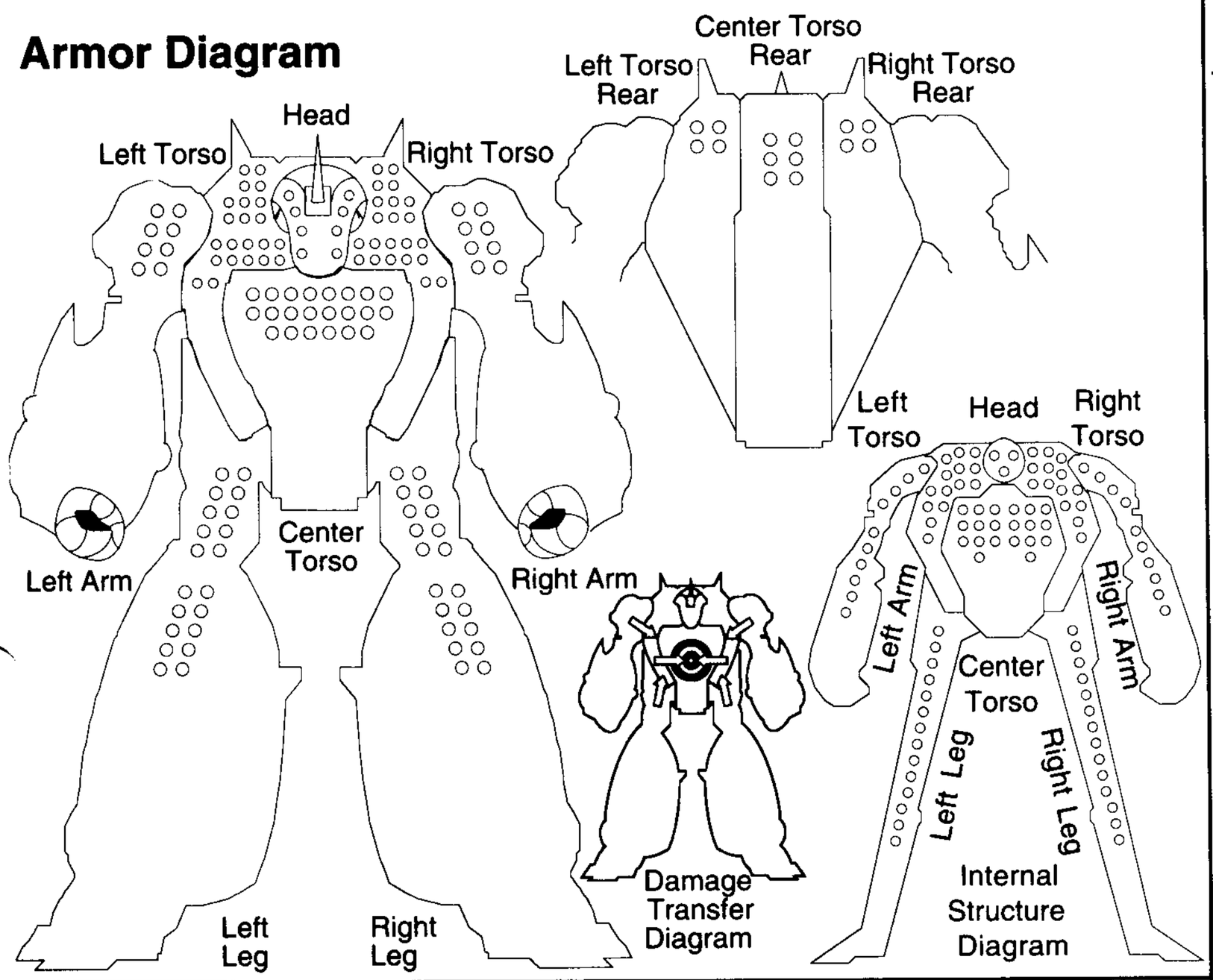
Armor Diagram



Mech Data

Type: **OSR-2M Ostroc**

Tonnage: **60**

Movement Points
Walking: **5**
Running: **8**
Jumping: **5**

Technology Base:
Inner Sphere
2500

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RT	8	8	0	5	10	15
1	Large Laser	LT	8	8	0	5	10	15

Total Single Heat Sinks: 15
○○○○○○○○○○
○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm

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

1-3

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

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

1-3

1. Gyro
2. Engine
3. Engine
4. Engine
5. Heat Sink
6. Jump Jet

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 5,238,400

Right Arm

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

1-3

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

4-6

Right Torso

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

1-3

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

4-6

Right Leg

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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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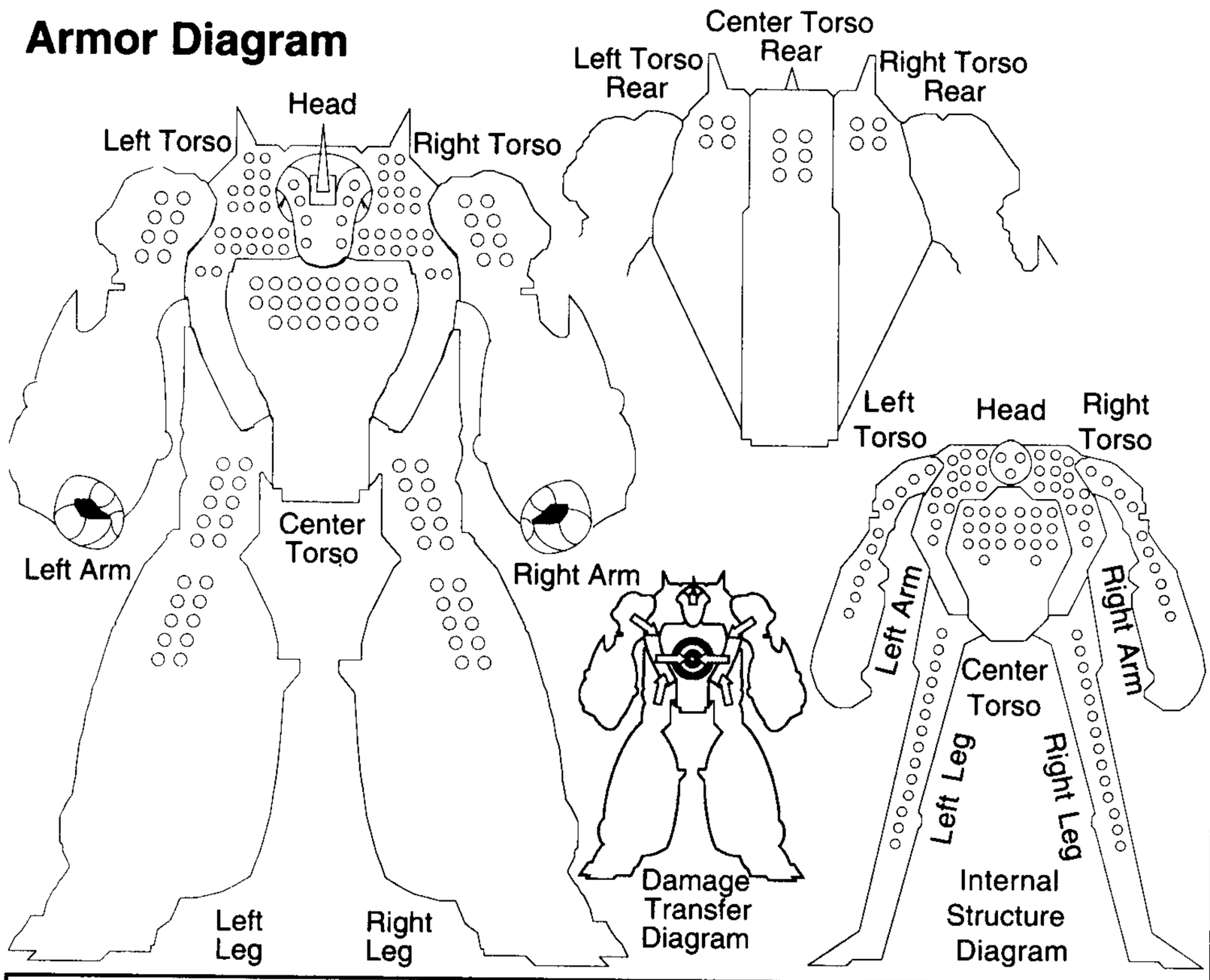
Armor Diagram



Mech Data

Type: **OSR-3C Ostroc**

Tonnage: **60**

Movement Points
Walking: **5**
Running: **8**
Jumping: **0**

Technology Base:
Inner Sphere
2500

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
2	Large Laser	RT	8	8	0	5	10	15
1	Large Laser	LT	8	8	0	5	10	15

Total Single Heat Sinks: 15
○○○○○ ○○○○○
○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

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. *Roll Again*

4-6

4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso

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

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*

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

4-6

4. Engine
5. *Roll Again*
6. *Roll Again*

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 4,918,400

Right 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. *Roll Again*

4-6

4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso

1. Large Laser
2. Large Laser
3. Large Laser
4. Large Laser

1-3

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. Heat Sink
6. *Roll Again*

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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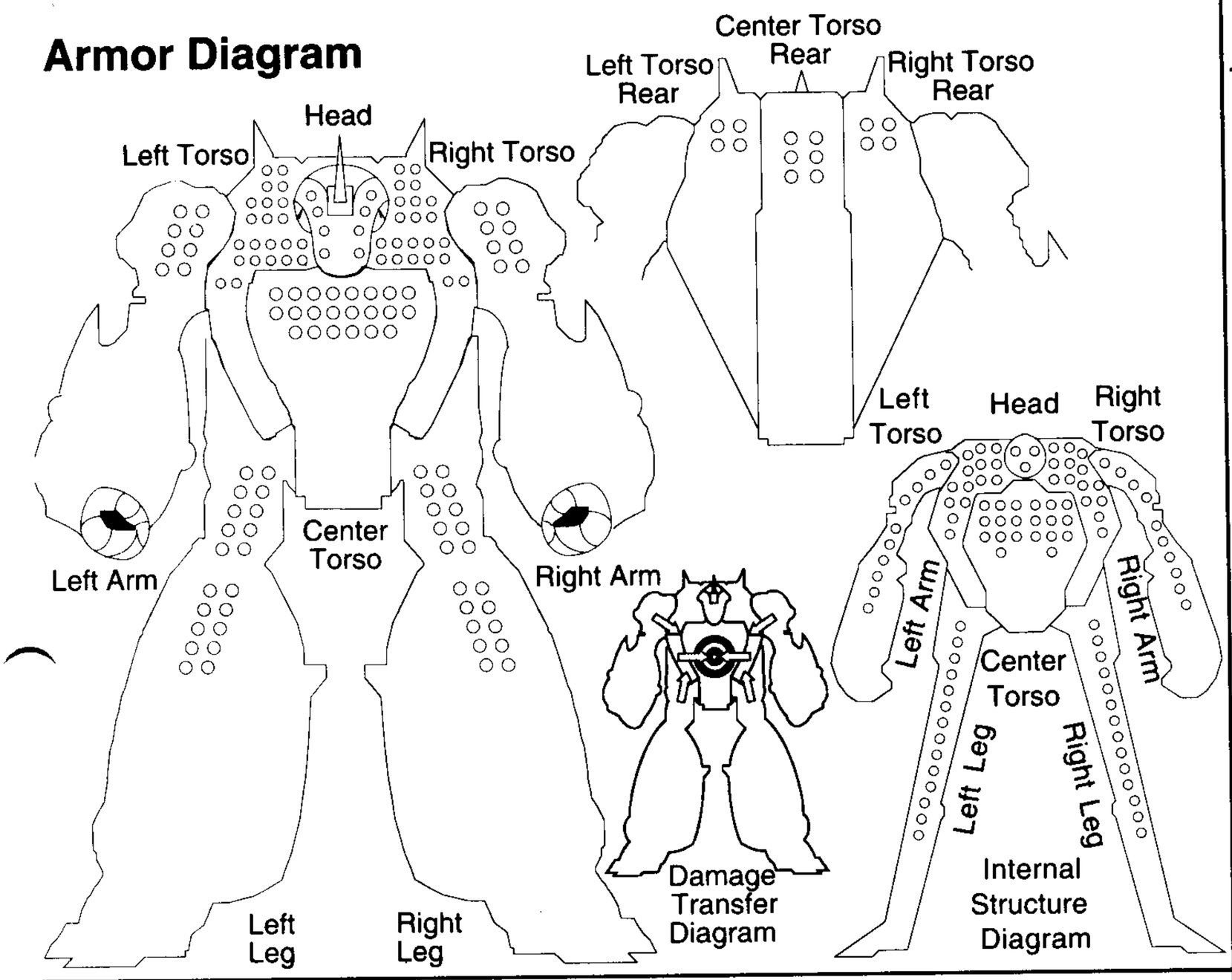
Armor Diagram



Mech Data

Type: **OTL-4D Ostsol**

Tonnage: **60**

Movement Points
Walking: **5**
Running: **8**
Jumping: **0**

Technology Base:
Inner Sphere
2693

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RT	8	8	0	5	10	15
1	Large Laser	LT	8	8	0	5	10	15
2	Medium Laser	CT (R)	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

Total Single Heat Sinks: 16
○○○○○○○○○○
○○○○○ ○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

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. *Roll Again*

4-6

4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso

1. Large Laser
2. Large Laser
3. Medium Laser

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. Heat Sink

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

4-6

4. Engine
5. Medium Laser (R)
6. Medium Laser (R)

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 5,017,600

Right 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. *Roll Again*

4-6

4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso

1. Large Laser
2. Large Laser
3. Medium Laser

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*

Right Leg

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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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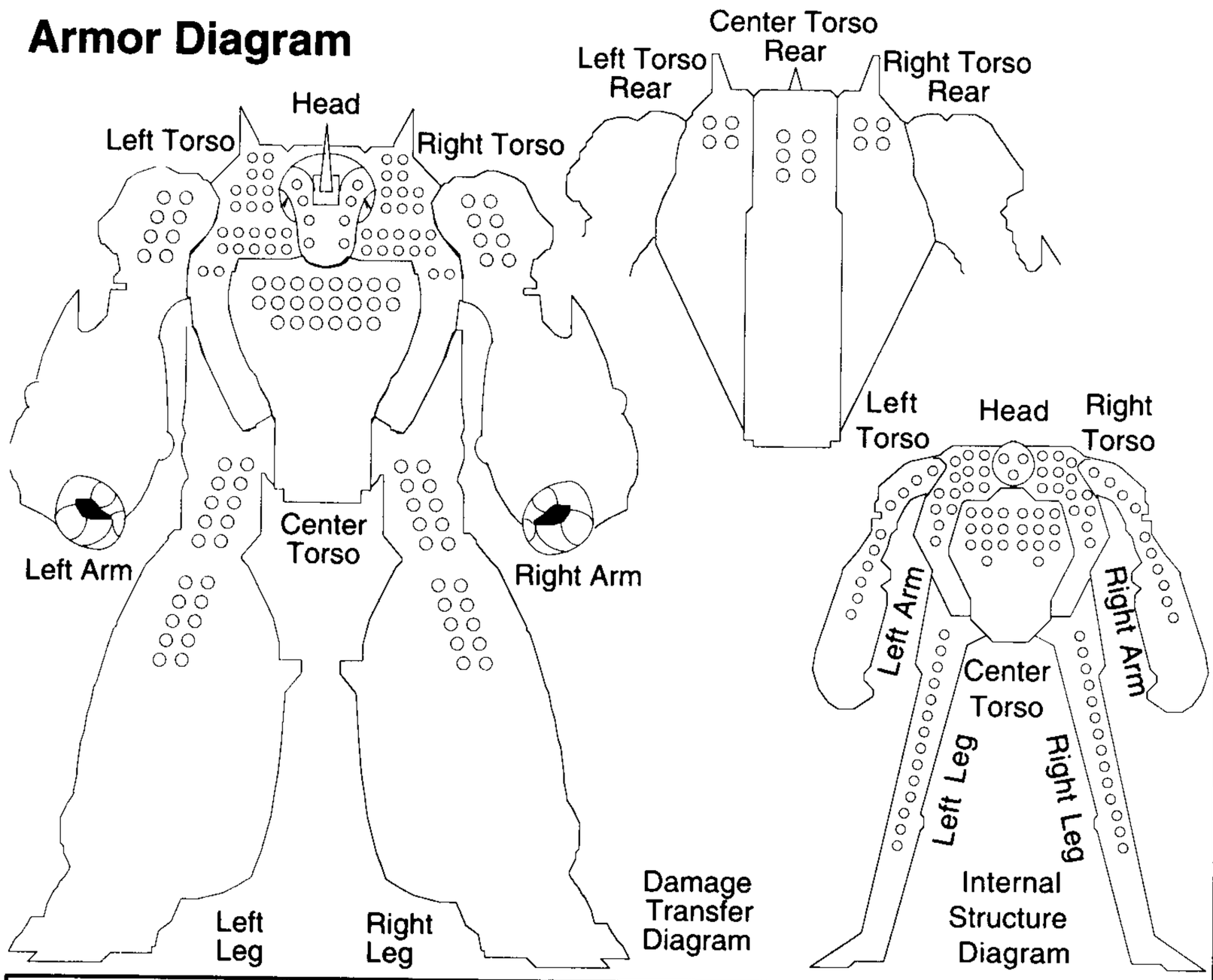
Armor Diagram



Mech Data

Type: **OTL-4F Ostsol**
Tonnage: **60**
Movement Points
Walking: **5**
Running: **8**
Jumping: **0**

Technology Base:
Inner Sphere
2693

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	LT	10	10	3	6	12	18
1	PPC	RT	10	10	3	6	12	18

Total Single Heat Sinks: 16
○○○○○○○○○○
○○○○○ ○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm

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

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

Left Torso

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

4-6:
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. *Roll Again*
5. Sensors
6. Life Support

Center Torso

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

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

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 5,096,960

Right Arm

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

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

Right Torso

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

4-6:
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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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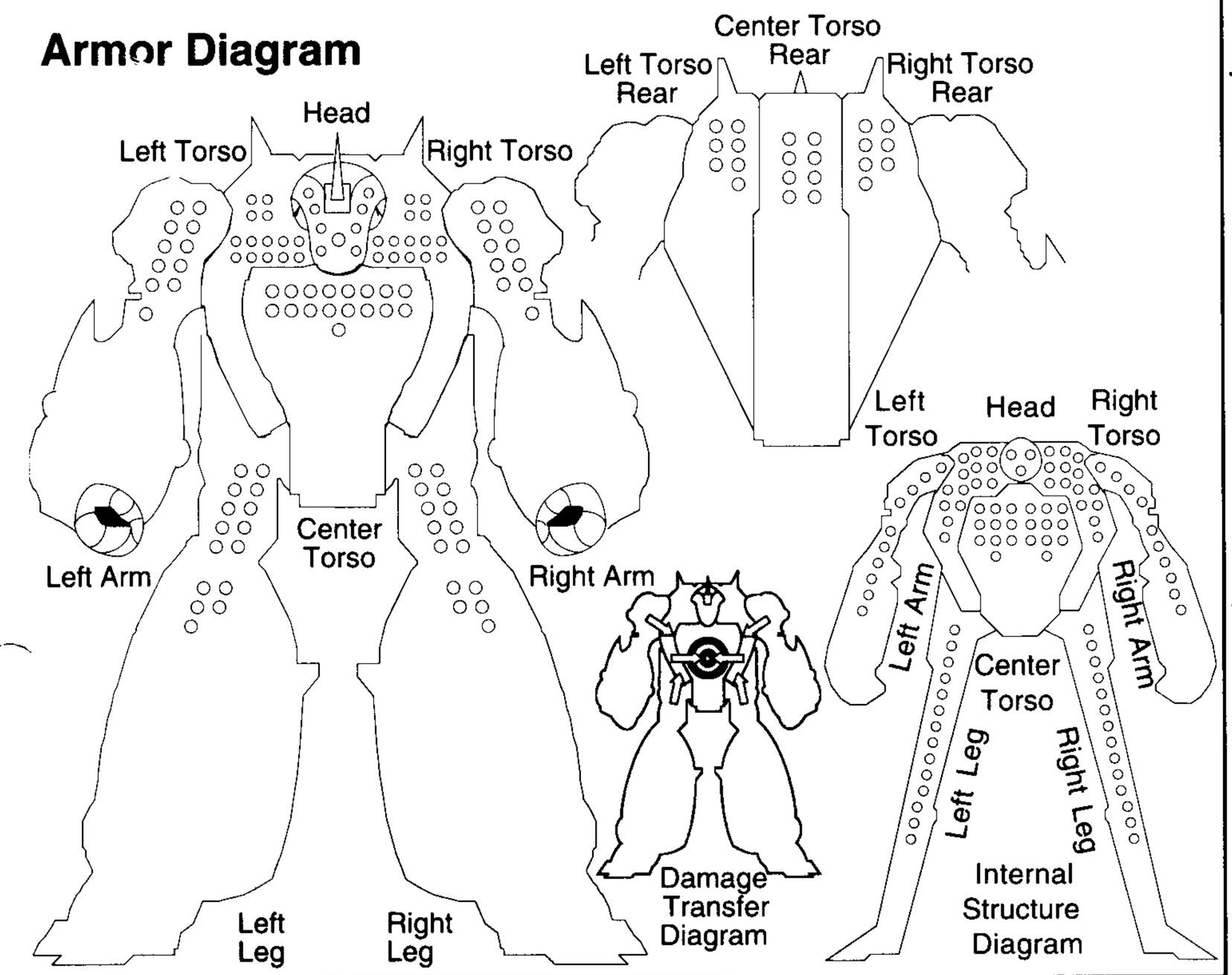

Mech Data

Type: **QKD-4G Quickdraw**

Tonnage: **60**

Movement Points
- Walking: **5**
- Running: **8**
- Jumping: **5**

Technology Base: Inner Sphere 2779

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	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	Rounds
LRM 10	12
SRM 4	25

Total Single Heat Sinks: 13

○○○○○○○○
○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm

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

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

Left Torso

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

4-6
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. Heat Sink
5. Sensors
6. Life Support

Center Torso

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

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

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 5,514,560

Right Arm

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

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

Right Torso

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

4-6
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*

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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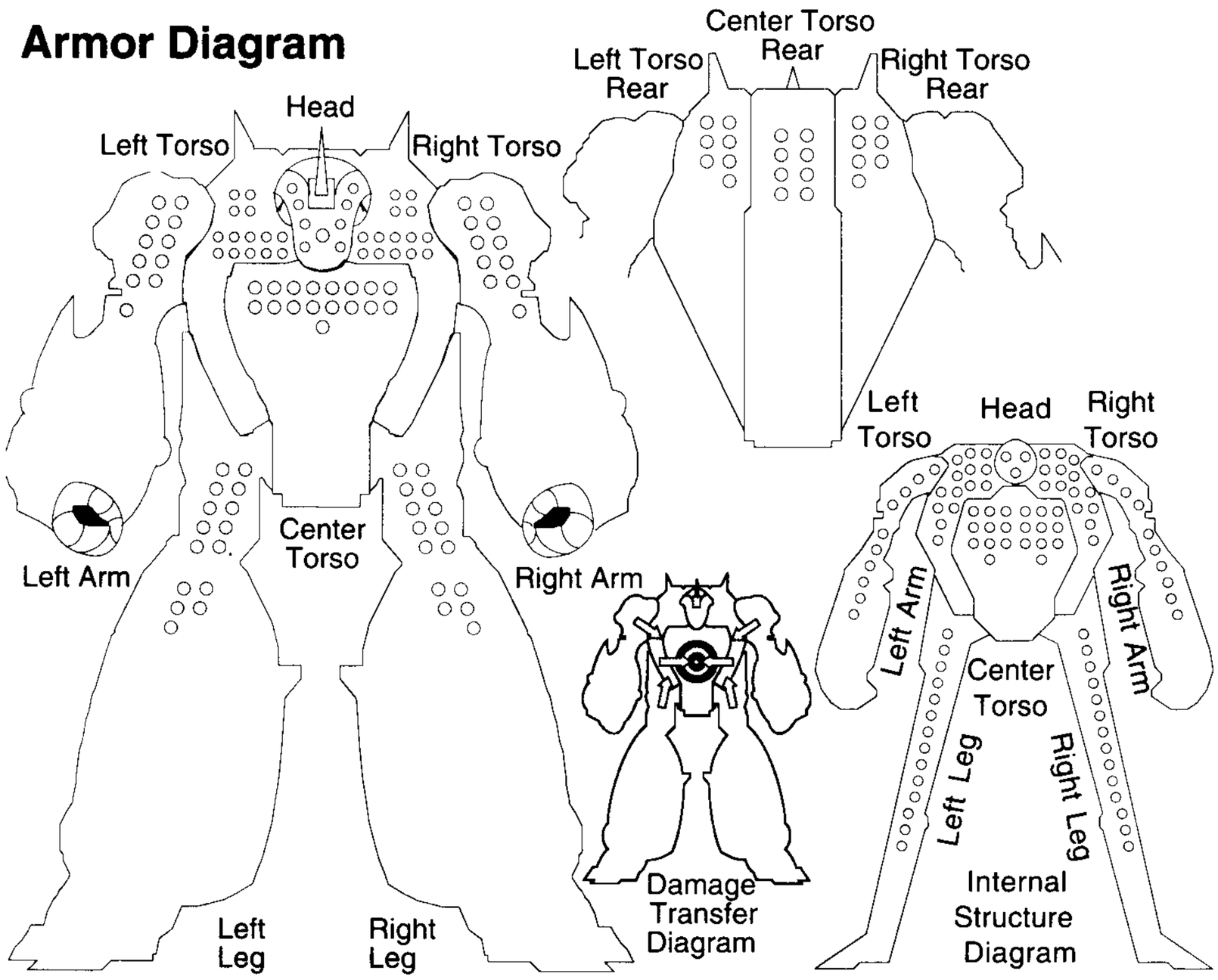
Armor Diagram



Mech Data

Type: **QKD-4H Quickdraw**

Tonnage: **60**

Movement Points
Walking: **5**
Running: **8**
Jumping: **5**

Technology Base:
Inner Sphere
2779

Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 LRM 10	LT	4	1	6	7	14	21
1 SRM 4	CT (R)	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	3	5	0	3	6	9

Ammo Type	Rounds
LRM 10	12
SRM 4	25

Total Single Heat Sinks: 13
○○○○○○○○
○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm

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

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

Left Torso

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

4-6
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

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

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

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 5,509,760

Right Arm

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

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

Right Torso

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

4-6
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*

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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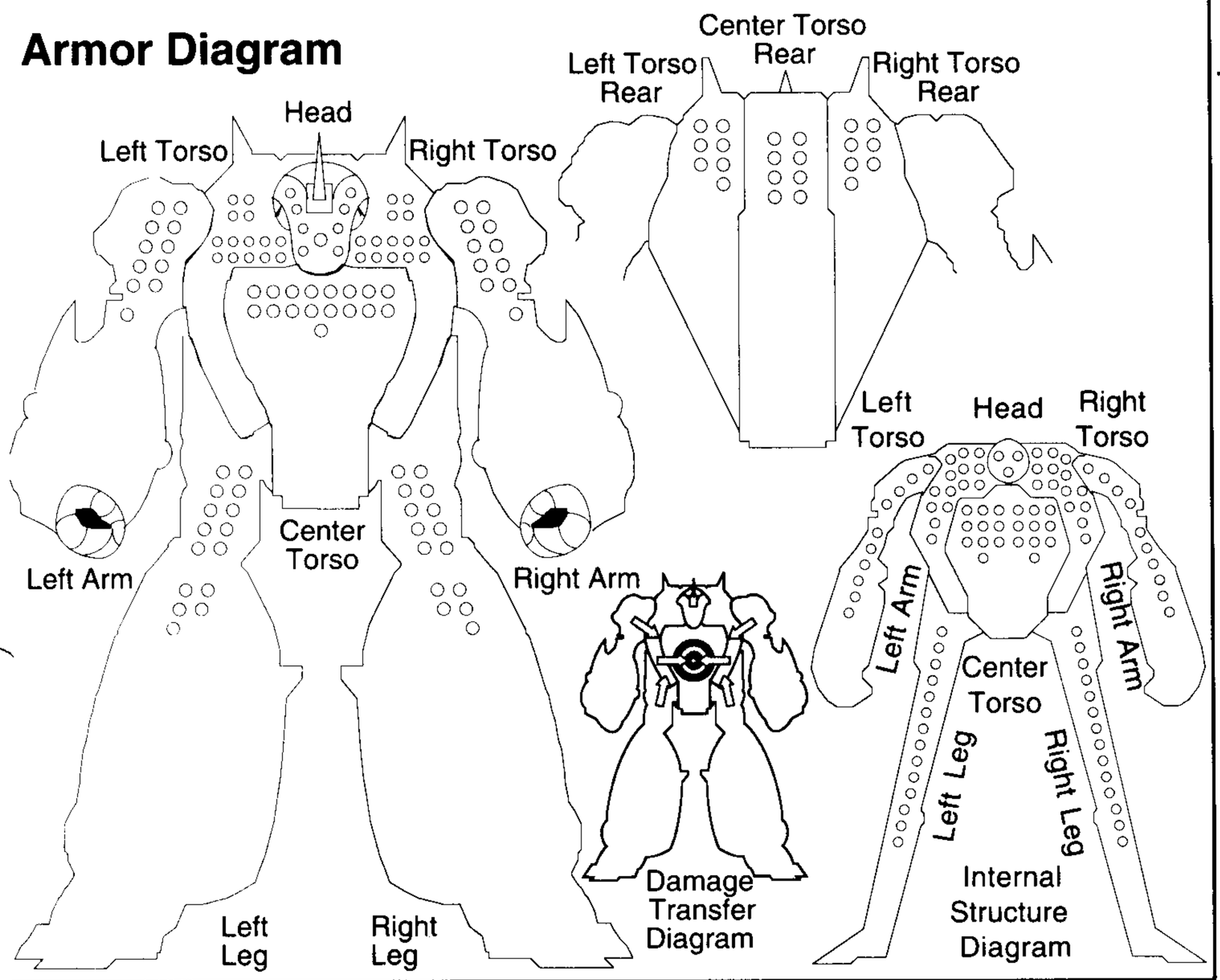
Armor Diagram



Mech Data

Type: **QKD-5A Quickdraw**

Tonnage: **60**

Movement Points
Walking: **5**
Running: **8**
Jumping: **5**

Technology Base:
Inner Sphere
2779

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
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
2	Medium Laser	LT	3	5	0	3	6	9

Ammo Type	Rounds
SRM 4	25

Total Single Heat Sinks: 17
○○○○○○○○○○
○○○○○ ○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm

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

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

Left Torso

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

4-6
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

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

Center Torso

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

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

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 5,452,160

Right Arm

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

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

Right Torso

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

4-6
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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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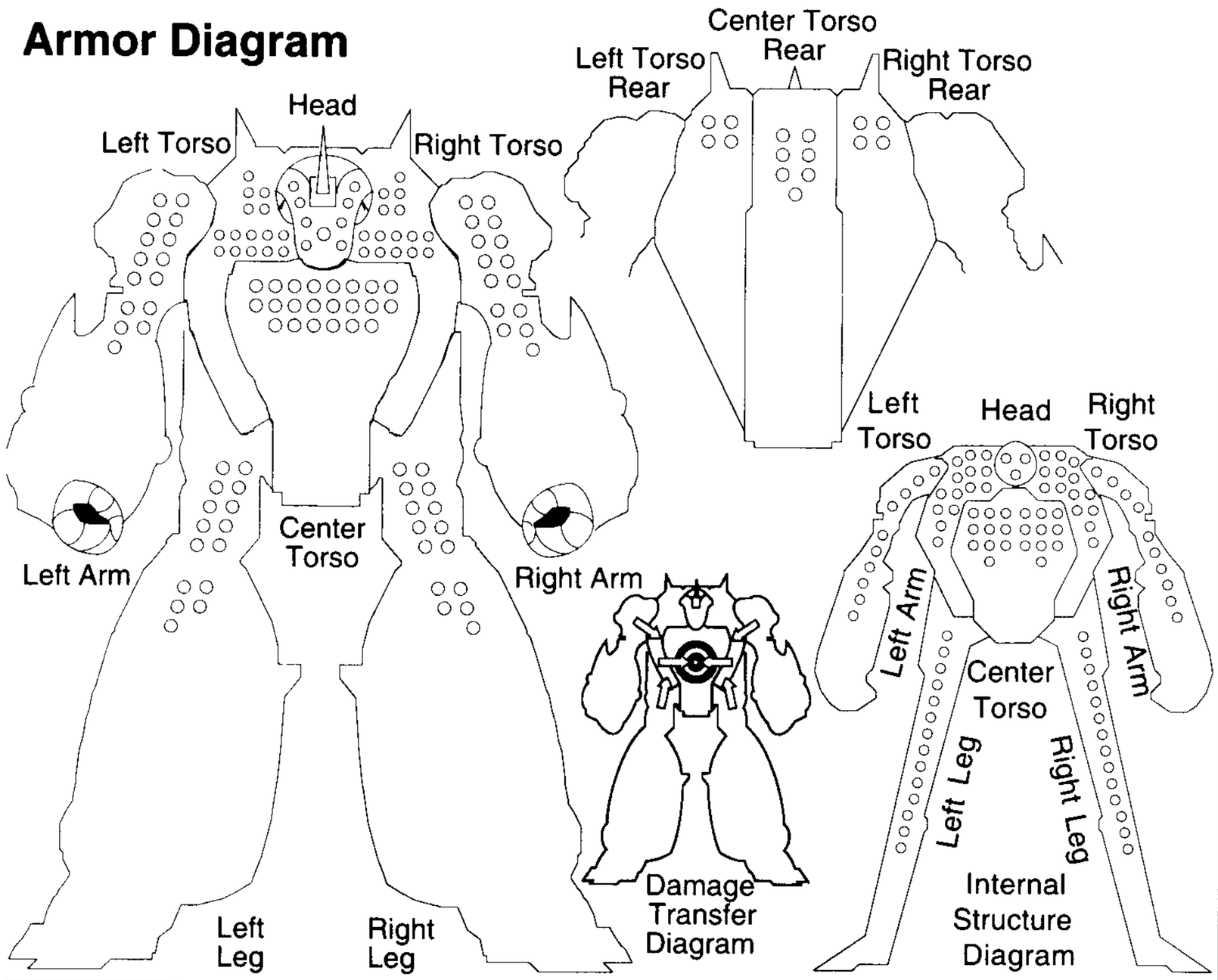
Armor Diagram



Mech Data

Type: **RFL-3C Rifleman**

Tonnage: **60**

Movement Points
Walking: **4**
Running: **6**
Jumping: **0**

Technology Base: Inner Sphere
2505

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Autocannon 10	RA	3	10	0	5	10	15
1	Autocannon 10	LA	3	10	0	5	10	15
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9

Ammo Type	Rounds
Autocannon 10	20

Total Single Heat Sinks: 10
○○○○○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

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

Left Torso
1. Medium Laser
2. Heat Sink
1-3: *3. Roll Again*, *4. Roll Again*, *5. Roll Again*, *6. Roll Again*
4-6: *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
1-3: 1. Engine, 2. Engine, 3. Engine, 4. Gyro, 5. Gyro, 6. Gyro
4-6: 1. Gyro, 2. Engine, 3. Engine, 4. Engine, *5. Roll Again*, *6. Roll Again*

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 4,808,000

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

Right Torso
1. Medium Laser
2. Ammo (AC 10) 10
1-3: 3. Ammo (AC 10) 10, *4. Roll Again*, *5. Roll Again*, *6. Roll Again*
4-6: *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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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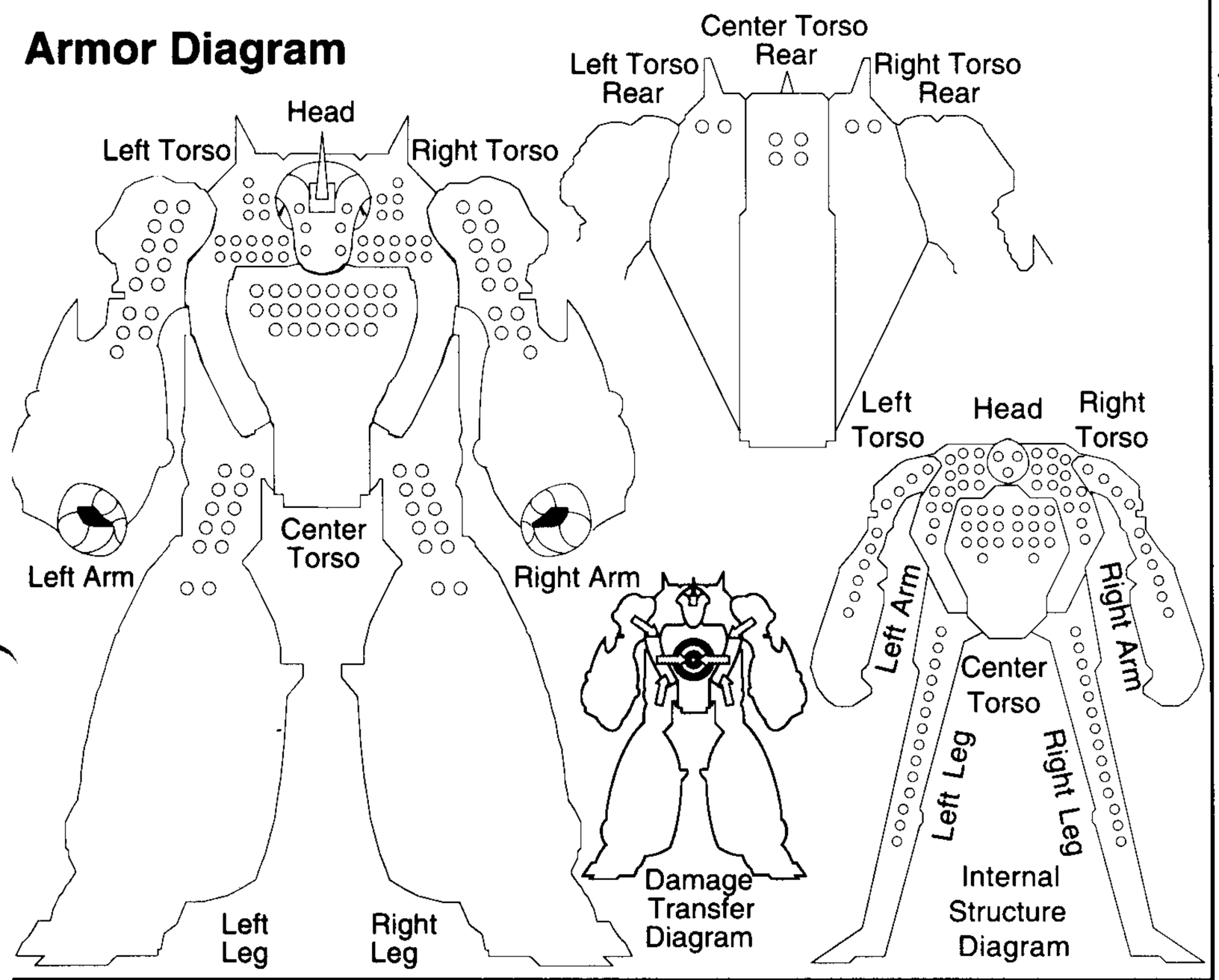
Armor Diagram



Mech Data

Type: **RFL-3N Rifleman**

Tonnage: **60**

Movement Points
Walking: **4**
Running: **6**
Jumping: **0**

Technology Base: Inner Sphere
2505

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	Large Laser	LA	8	8	0	5	10	15
1	Autocannon 5	LA	1	5	3	6	12	18
1	Autocannon 5	RA	1	5	3	6	12	18
1	Medium Laser	RT	3	5	0	3	6	9
1	Medium Laser	LT	3	5	0	3	6	9

Ammo Type	Rounds
Autocannon 5	20

Total Single Heat Sinks: 10
○○○○○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

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

1-3

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

4-6

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

1-3

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

4-6

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

1-3

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

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 4,869,600

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

1-3

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

4-6

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

1-3

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

4-6

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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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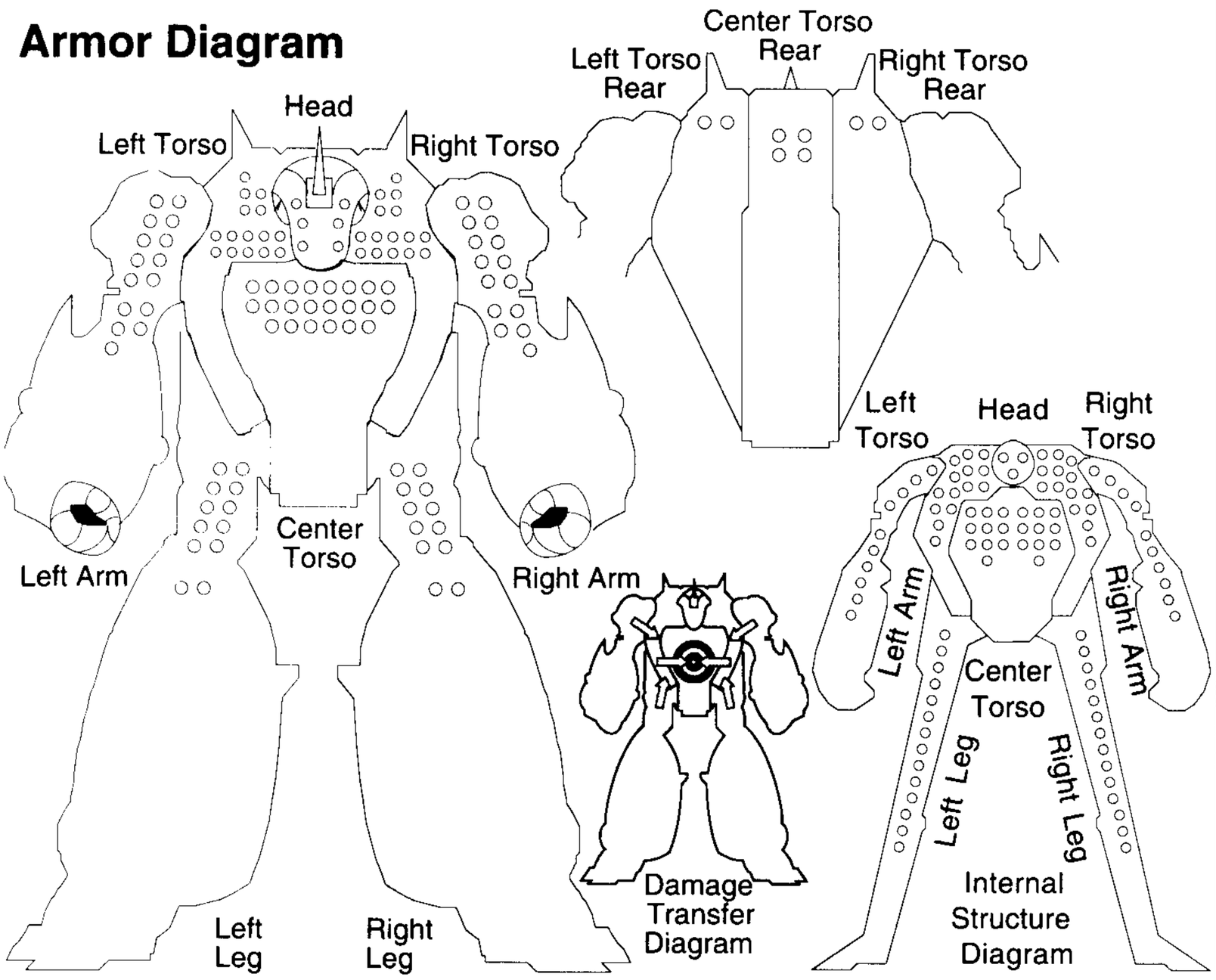
Armor Diagram



Mech Data

Type: **RFL-4D Rifleman**

Tonnage: **60**

Movement Points
Walking: **4**
Running: **6**
Jumping: **0**

Technology Base:
Inner Sphere
2505

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	Large Laser	LA	8	8	0	5	10	15
1	PPC	LA	10	10	3	6	12	18
1	PPC	RA	10	10	3	6	12	18

Total Single Heat Sinks: 15
○○○○○○○○○○
○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm

1. Shoulder
2. Upper Arm Actuator
1-3: 3. Large Laser
4. Large Laser
5. PPC
6. PPC

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

Left Torso

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

1. *Roll Again*
2. *Roll Again*
4-6: 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. *Roll Again*
5. Sensors
6. Life Support

Center Torso

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

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

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 4,980,800

Right Arm

1. Shoulder
2. Upper Arm Actuator
1-3: 3. Large Laser
4. Large Laser
5. PPC
6. PPC

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

Right Torso

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

1. *Roll Again*
2. *Roll Again*
4-6: 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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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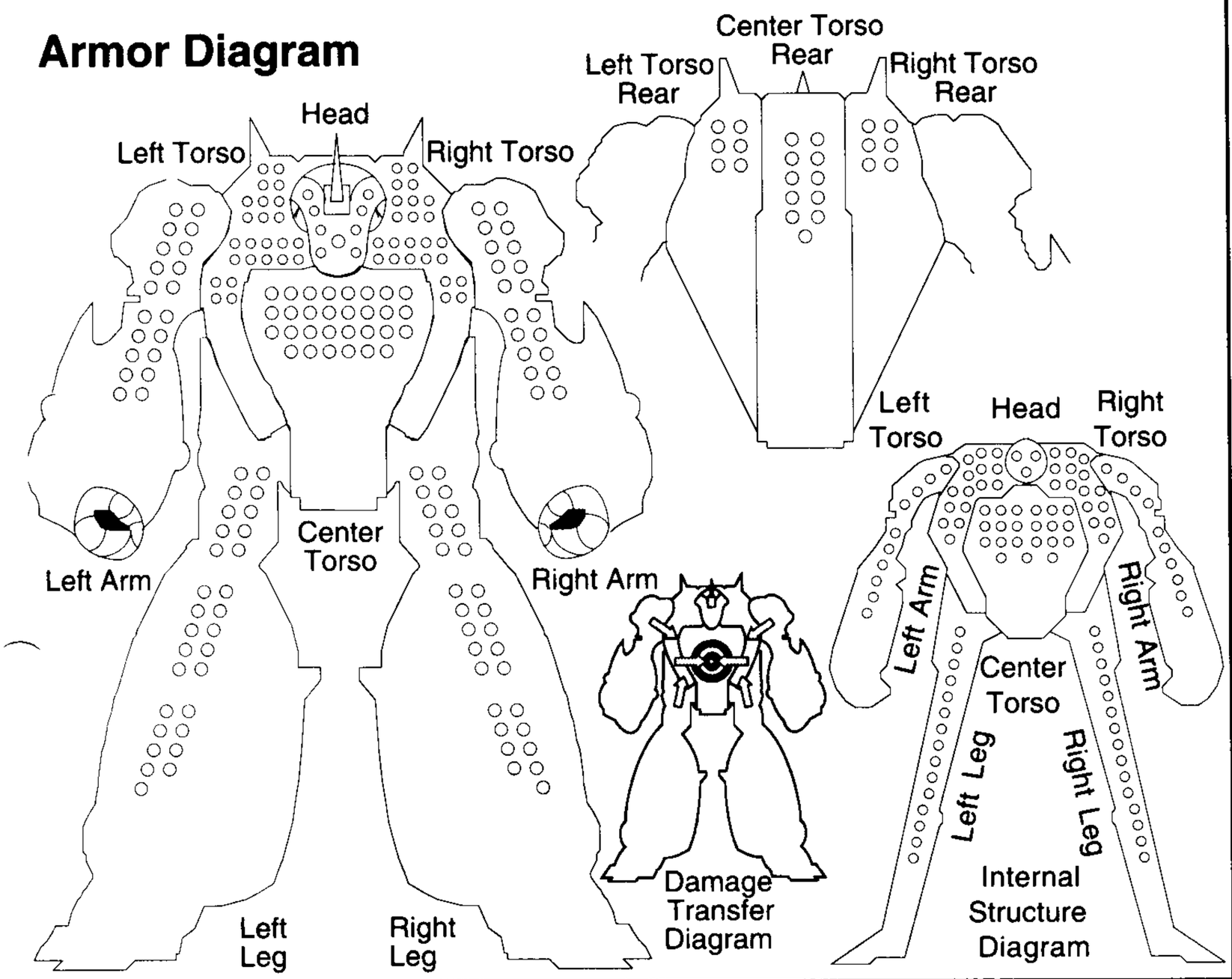
Armor Diagram



Mech Data

Type: **TDR-5S Thunderbolt**

Tonnage: **65**

Movement Points
- Walking: **4**
- Running: **6**
- Jumping: **0**

Technology Base: Inner Sphere 2491

Weapons Inventory

# Type	Loc	Ht	D	Mn	S	M	L
1 Large Laser	RA	8	8	0	5	10	15
1 LRM 15	RT	5	1	6	7	14	21
3 Medium Laser	LT	3	5	0	3	6	9
1 SRM 2	RT	2	2	0	3	6	9
2 Machine Gun	LA	0	2	0	1	2	3

Ammo Type	Rounds
LRM 15	16
SRM 2	50
Machine Gun	200

Total Single Heat Sinks: 15

○○○○○○○○○○
○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

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

4-6
1. Ammo (MG) 200
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

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

4-6
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. Heat Sink
5. Sensors
6. Life Support

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

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

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 5,446,761

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

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

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

4-6
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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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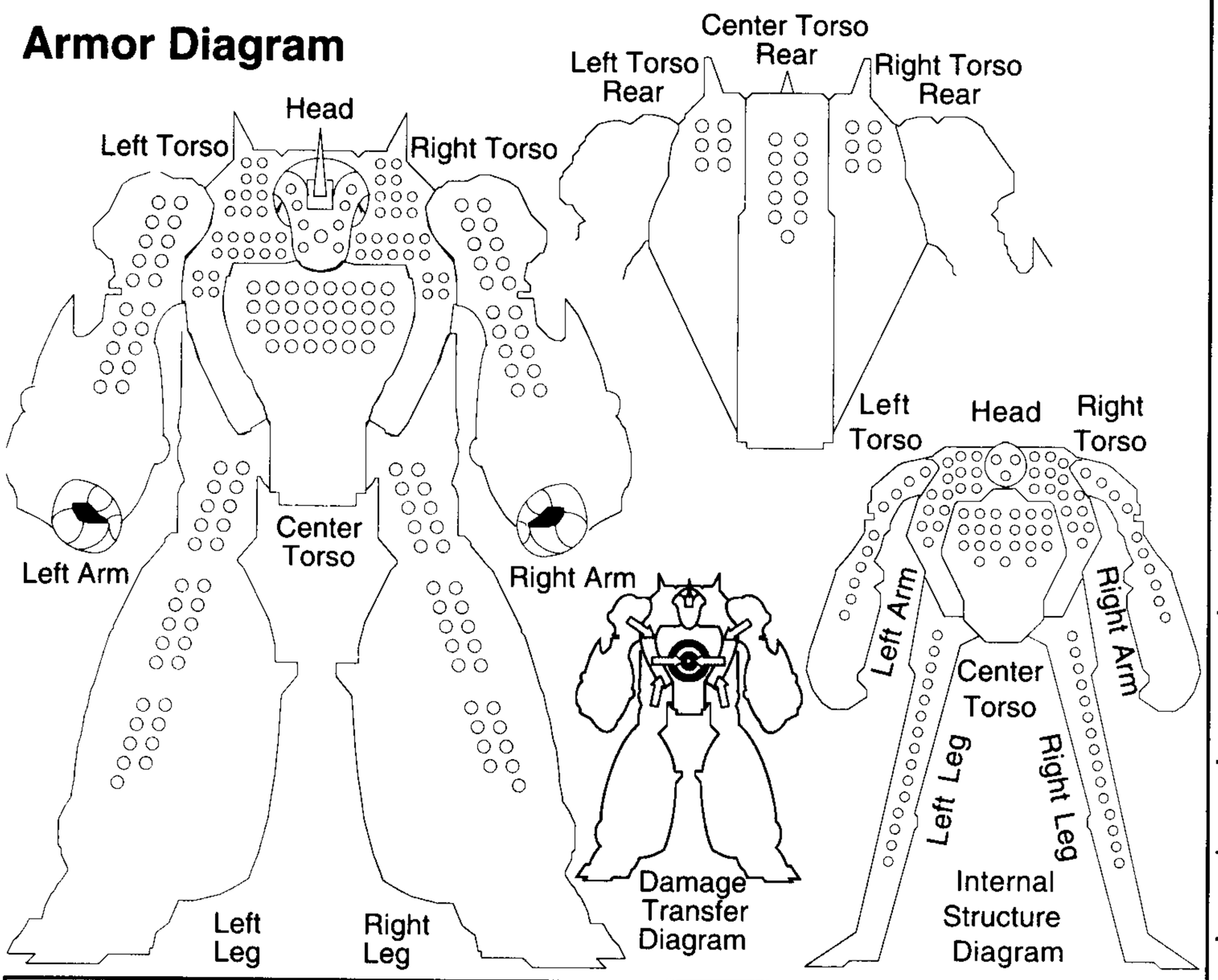
Armor Diagram



Mech Data

Type: **TDR-5SE Thunderbolt**

Tonnage: **65**

Movement Points
- Walking: **4**
- Running: **6**
- Jumping: **4**

Technology Base: Inner Sphere 2491

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	Large Laser	RA	8	8	0	5	10	15
1	LRM 10	LT	4	1	6	7	14	21
3	Medium Laser	LT	3	5	0	3	6	9

Ammo Type	Rounds
LRM 10	24

Total Single Heat Sinks: 17

○○○○○○○○○○
○○○○○ ○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm

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

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

Left Torso

1-3:
1. Jump Jet
2. Jump Jet
3. LRM 10
4. LRM 10
5. Medium Laser
6. Medium Laser

4-6:
1. Medium Laser
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. *Roll Again*
5. Sensors
6. Life Support

Center Torso

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

4-6:
1. Gyro
2. Engine
3. Engine
4. Engine
5. Ammo (LRM 10) 12
6. Ammo (LRM 10) 12

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 5,560,611

Right Arm

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

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

Right Torso

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

4-6:
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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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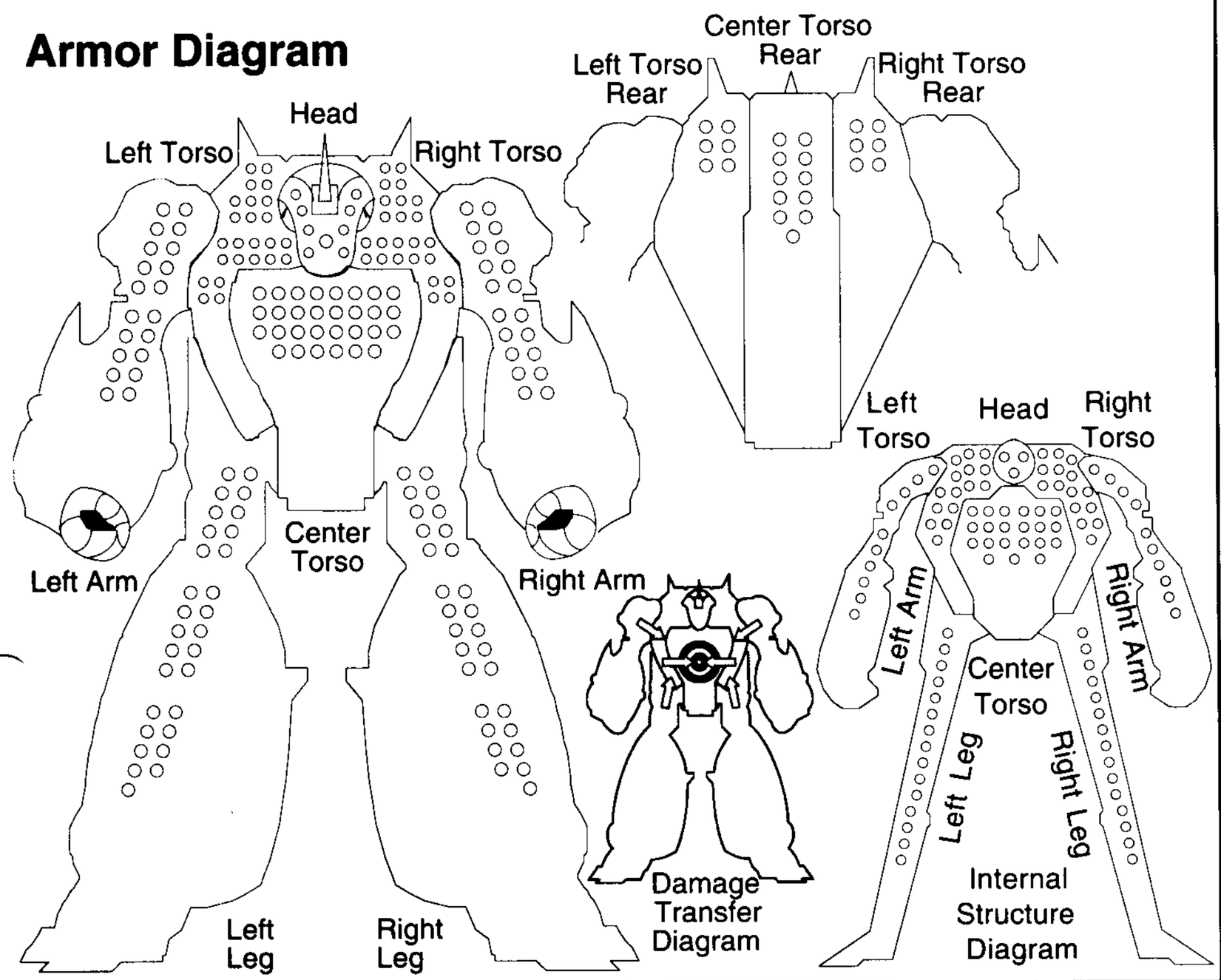

Mech Data

Type: **TDR-5SS Thunderbolt**

Tonnage: **65**

Movement Points
Walking: **4**
Running: **6**
Jumping: **0**

Technology Base: Inner Sphere
2491

Weapons Inventory

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

Ammo Type	Rounds
SRM 6	15

Total Single Heat Sinks: 21
○○○○○○○○○○○
○○○○○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

Critical Hit Table

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

1-3

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

4-6

Left Torso
1. Heat Sink
2. SRM 6
3. SRM 6
4. Medium Laser
5. Medium Laser
6. Medium Laser

1-3

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

4-6

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. *Roll Again*
5. Sensors
6. Life Support

Center Torso
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 5,320,536

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

1-3

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

4-6

Right Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Flamer

1-3

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

4-6

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

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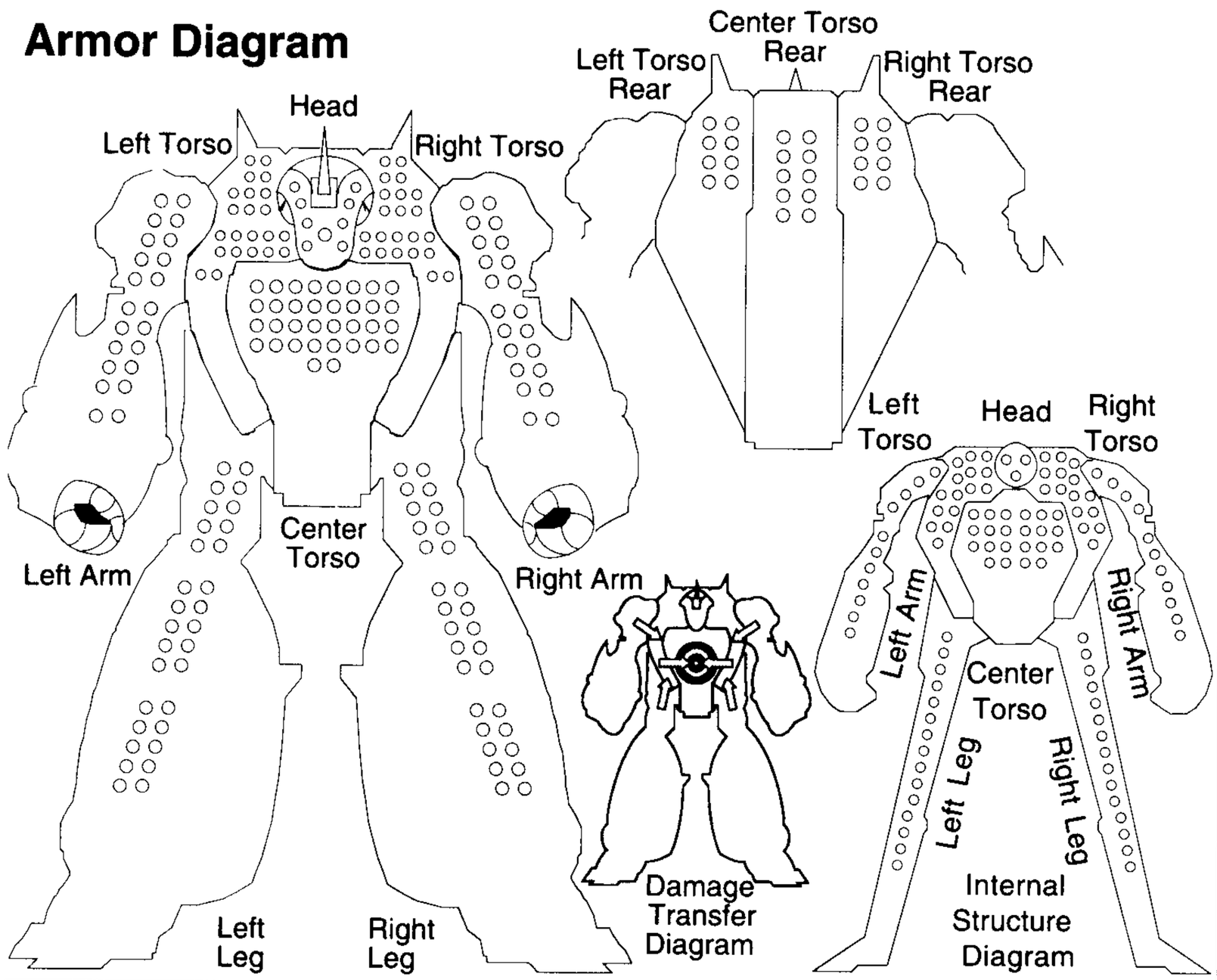
Armor Diagram



Mech Data

Type: **WHM-6D Warhammer**

Tonnage: **70**

Movement Points
Walking: **4**
Running: **6**
Jumping: **0**

Technology Base: Inner Sphere
2515

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	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

Total Single Heat Sinks: 20
○○○○○○○○○○
○○○○○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

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

1. *Roll Again*
2. *Roll Again*
3. *Roll Again* (4-6)
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. Heat Sink
2. Heat Sink
3. Medium Laser (1-3)
4. Small Laser
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
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 (4-6)
4. Engine
5. Heat Sink
6. Heat Sink

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 5,945,184

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

1. *Roll Again*
2. *Roll Again*
3. *Roll Again* (4-6)
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. Heat Sink
2. Medium Laser
3. Small Laser (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*

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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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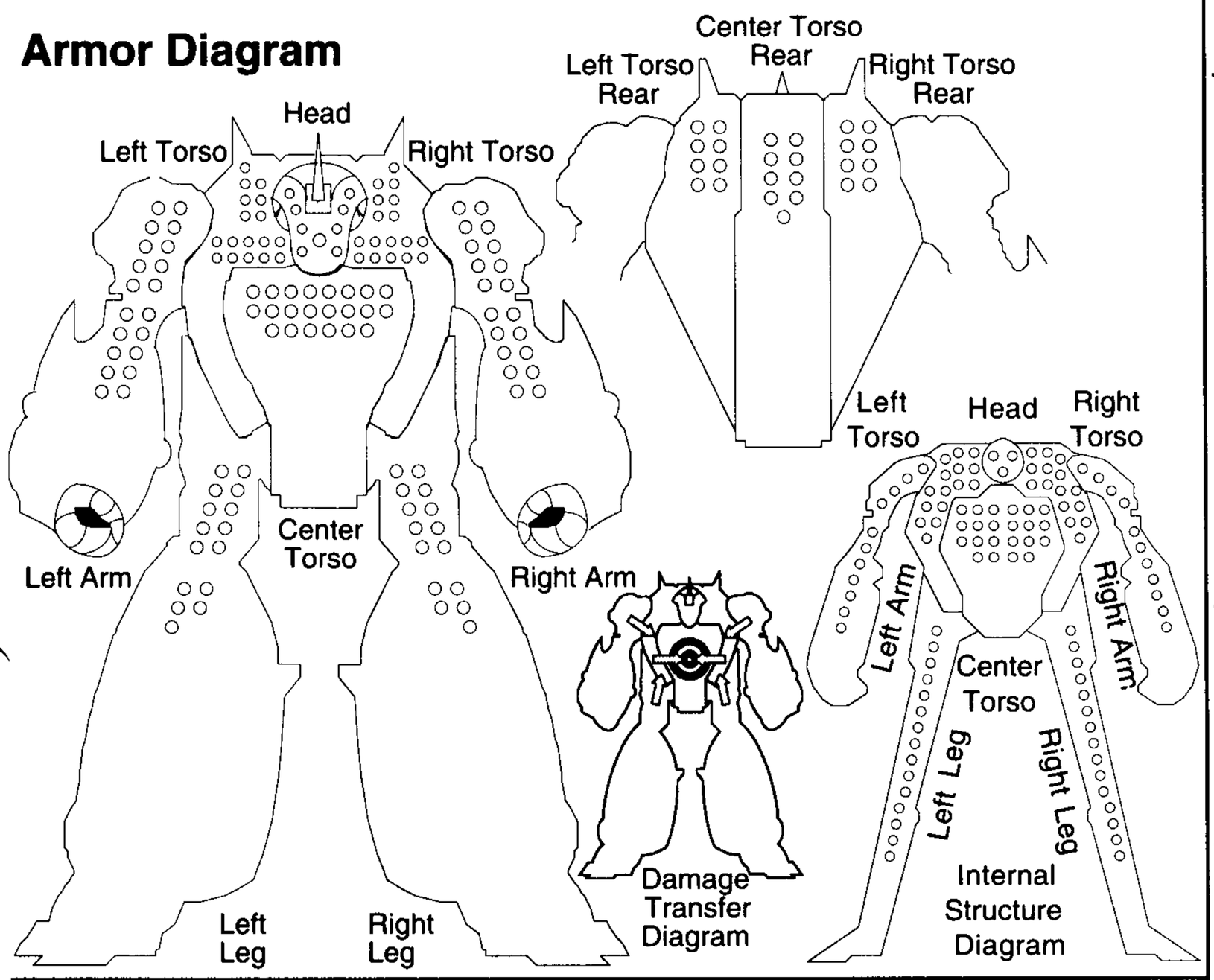
Armor Diagram



Mech Data

Type: **WHM-6K Warhammer**

Tonnage: **70**

Movement Points
Walking: **4**
Running: **6**
Jumping: **0**

Technology Base:
Inner Sphere
2515

Weapons Inventory

#	Type	*Loc	Ht	D	Mn	S	M	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

Ammo Type	Rounds
SRM 6	15

Total Single Heat Sinks: 20
○○○○○○○○○○
○○○○○○○○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm

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

1. *Roll Again*
2. *Roll Again*
3. *Roll Again* (4-6)
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso

1. Heat Sink
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
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 (4-6)
4. Engine
5. Heat Sink
6. Heat Sink

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 6,059,084

Right Arm

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

1. *Roll Again*
2. *Roll Again*
3. *Roll Again* (4-6)
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* (4-6)
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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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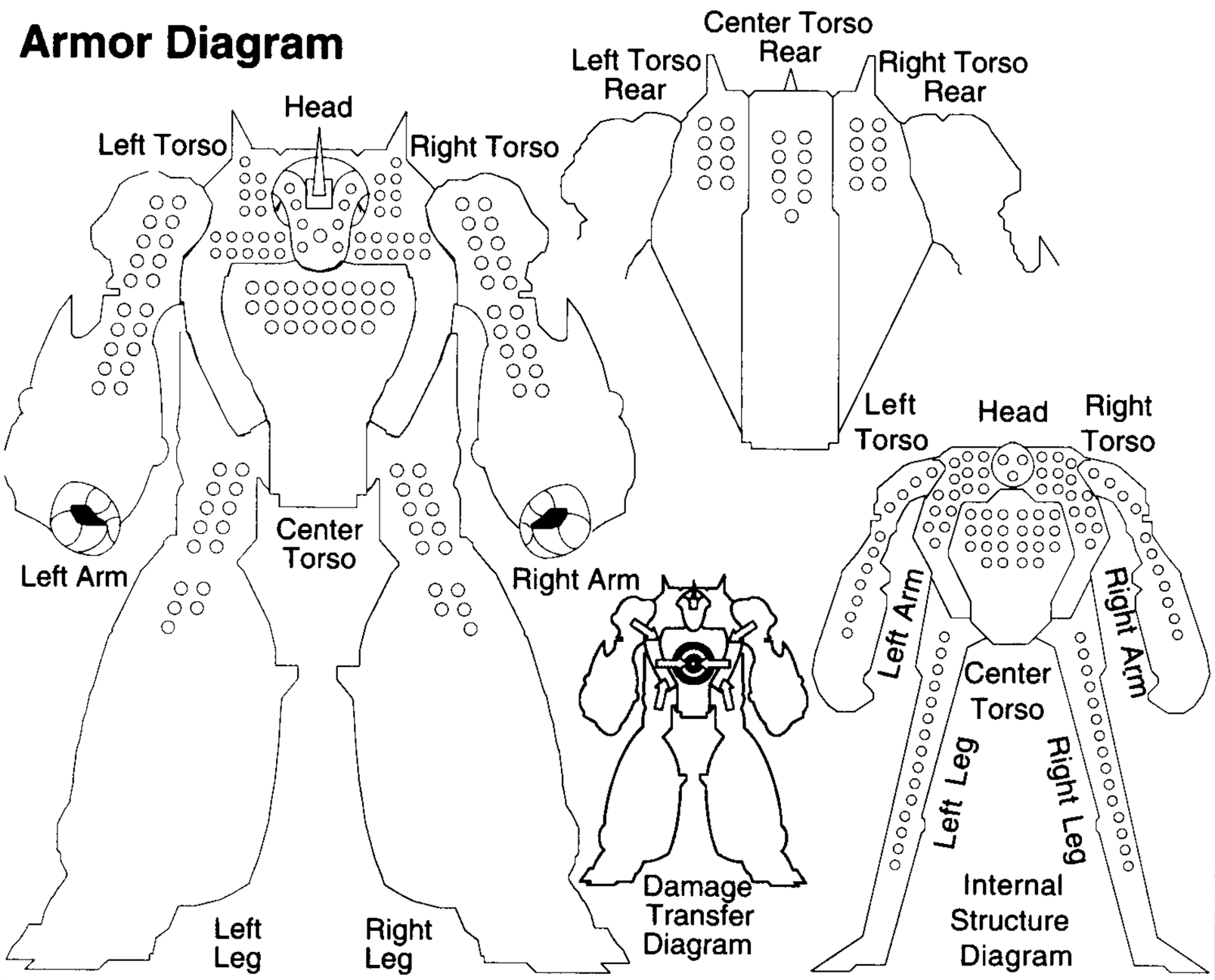
Armor Diagram



Mech Data

Type: **WHM-6L Warhammer**

Tonnage: **70**

Movement Points
Walking: **4**
Running: **6**
Jumping: **0**

Technology Base:
Inner Sphere
2515

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	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	Rounds
SRM 6	15

Total Single Heat Sinks: 18
○○○○○○○○○○
○○○○○ ○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Critical Hit Table

Left Arm

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

1-3

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

4-6

Left Torso

1. Medium Laser
2. Small Laser
3. Flamer
4. Roll Again
5. Roll Again
6. Roll Again

1-3

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

4-6

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. Heat Sink
5. Sensors
6. Life Support

Center Torso

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

1-3

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

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Cost 6,077,784

Right Arm

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

1-3

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

4-6

Right Torso

1. Medium Laser
2. Small Laser
3. SRM 6
4. SRM 6
5. Flamer
6. Ammo (SRM 6) 15

1-3

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

4-6

Right Leg

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

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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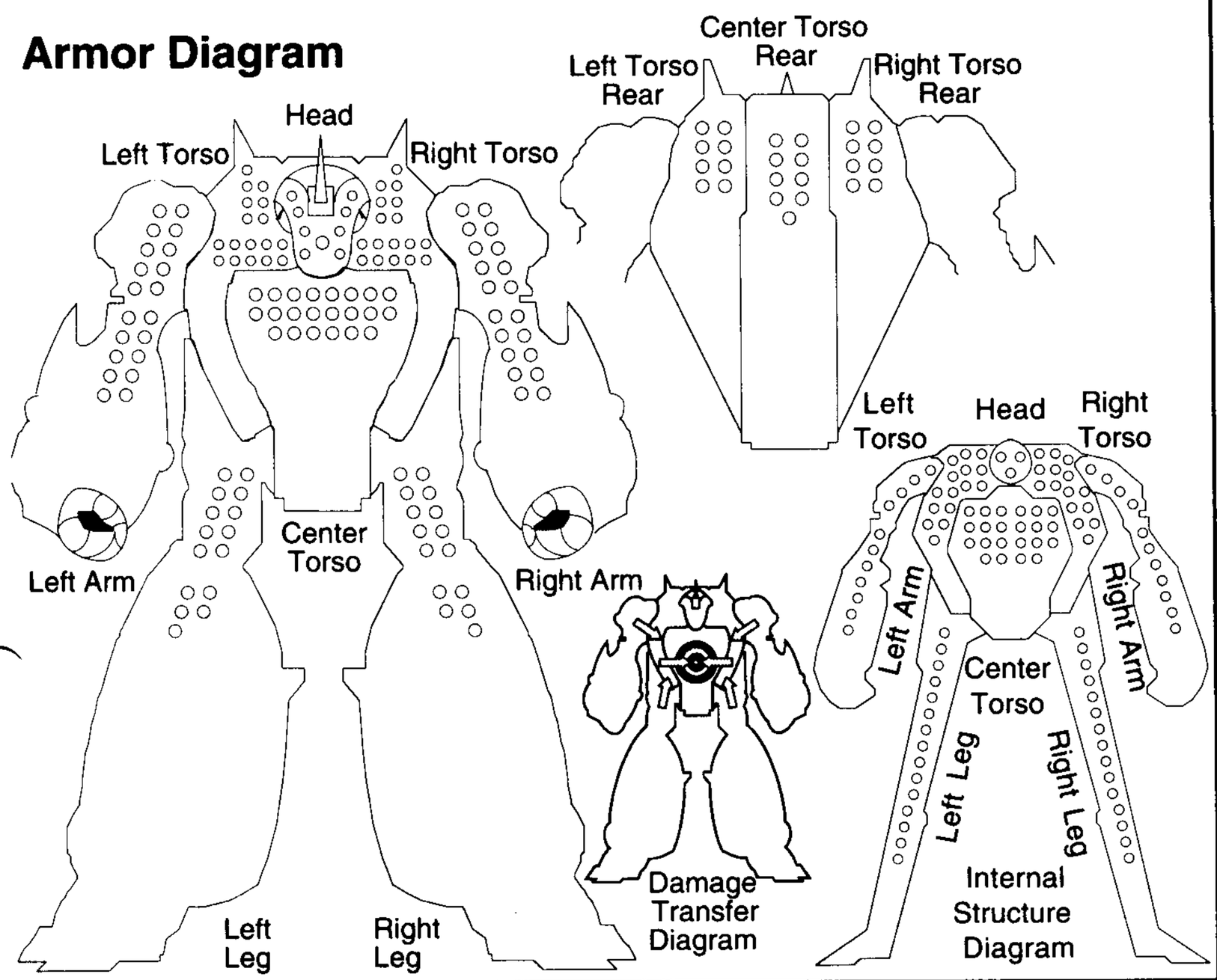
Armor Diagram



Critical Hit Table

Left Arm

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

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

Left Torso

1-3
1. Medium Laser
2. Small Laser
3. Machine Gun
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

4-6
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. Heat Sink
5. Sensors
6. Life Support

Center Torso

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

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

Engine Hits	○ ○ ○
Gyro Hits	○ ○
Sensor Hits	○ ○
Life Support	○

Cost 6,026,784

Right Arm

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

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

Right Torso

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

4-6
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: **WHM-6R Warhammer**

Tonnage: **70**

Movement Points
Walking: **4**
Running: **6**
Jumping: **0**

Technology Base:
Inner Sphere
2515

Weapons Inventory

#	Type	Loc	Ht	D	Mn	S	M	L
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	SRM 6	RT	4	2	0	3	6	9
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	Machine Gun	LT	0	2	0	1	2	3
1	Machine Gun	RT	0	2	0	1	2	3

Ammo Type	Rounds
SRM 6	15
Machine Gun	200

Total Single Heat Sinks: 18
○○○○○ ○○○○○
○○○○○ ○○○

Auto Eject

☐ Operational ☐ Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Heat Scale

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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