

# **Right 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

### **Right Torso**

- 1. LRM 5
- 2. Ammo (LRM 5) 24
- 3. Jump Jet
  - 4. Jump Jet

    - 5. Jump Jet
    - 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: **ASN-21 Assassin** 

Tonnage: 40

Jumping:

Movement Points Walking: Running: 11

Technology Base: Inner Sphere

2980

Weapons Inventory

***	. who we misses						
# Type	Loc	Ht	D	Mn	S	M	L
1 Medium Laser	RA	3	5	0	3	6	9
1 LRM 5	RT	2	1	6	7	14	21
1 SRM 2	LT	2	2	0	3	6	9

Rounds	
24	
50	
	24

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

**Auto Eject** Operational Disabled

### **Warrior Data**

Name:						·-
Gunnery Skill	:					
Hits Taken [	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead

Heat	Scale	}
------	-------	---

30	SHU	TDOWN
20		

- Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+ 18 Shutdown, avoid on 6+
- +3 Modifier to Fire
- -3 Movement Points 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points 9 8 +1 Modifier to Fire

  - Movement Points





# **Left Arm**

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

# **Left Torso**

- 1. SRM 2
- 2. Ammo (SRM 2) 50
- 3. Jump Jet
- 4. Jump Jet
  - 5. Jump Jet
  - 6. Roll Again 1. Roll Again
- 2. Roll Again
- 3. Roll Again 4-6
- 4. Roll Again

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

# **Critical Hit Table**

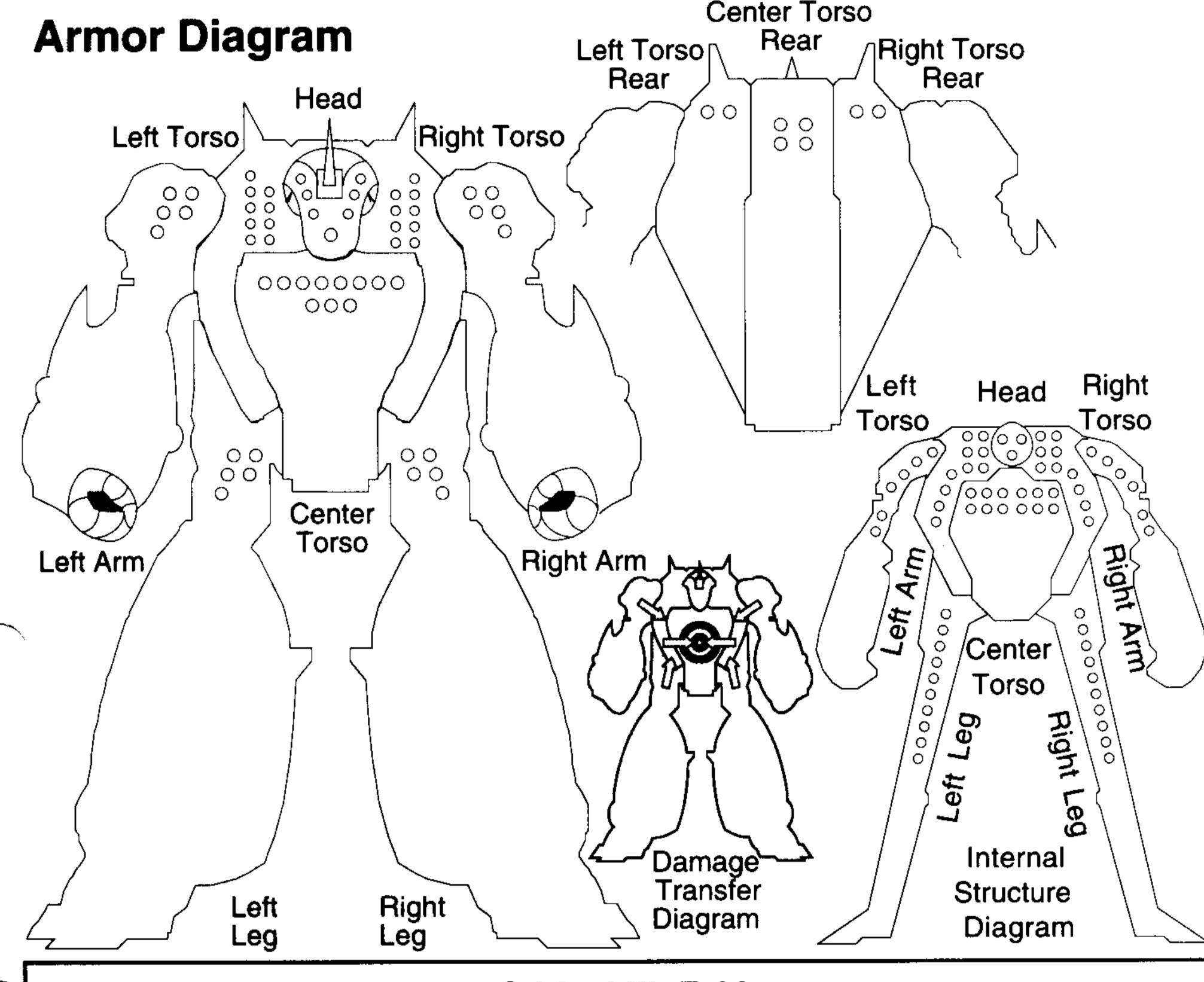
# Head

- 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. Jump Jet 6. Roll Again
  - **Engine Hits** 000 Gyro Hits  $\circ$ Sensor Hits  $\circ$ Life Support
    - Cost 3,765,814





# **Critical Hit Table**

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

**Left Arm** 

- 1-3
- 4. Hand Actuator

1. Shoulder

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

### **Left Torso**

- 1. Jump Jet
- 2. Jump Jet
- 3. SRM 2 1-3
- 4. Ammo (SRM 2) 50
  - 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**

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

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

### **Center Torso**

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

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

#### 3,533,064 Cost

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

  - 6. Roll Again

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

# **Right Torso**

- . Jump Jet
- 2. Jump Jet
- 3. LRM 5
- 4. Ammo (LRM 5) 24
  - 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. Small Laser
- 6. Roll Again

# Name:

Piloting Skill: Gunnery Skill: 6 Hits Taken 5 Dead 10 Conscious #

**Auto Eject** 

**Warrior Data** 

**Mech Data** 

**Weapons Inventory** 

Loc

RL

Rounds

**Total Single Heat Sinks: 10** 

000000000

Operational

24

50

Technology Base:

Inner Sphere

2980

D Mn S M

☐ Disabled

6

Type: **ASN-101 Assassin** 

Movement Points

Running: 11

Tonnage: 40

Walking:

Jumping:

# Type

1 Medium Laser

Small Laser

Small Laser

Small Laser

1 LRM 5

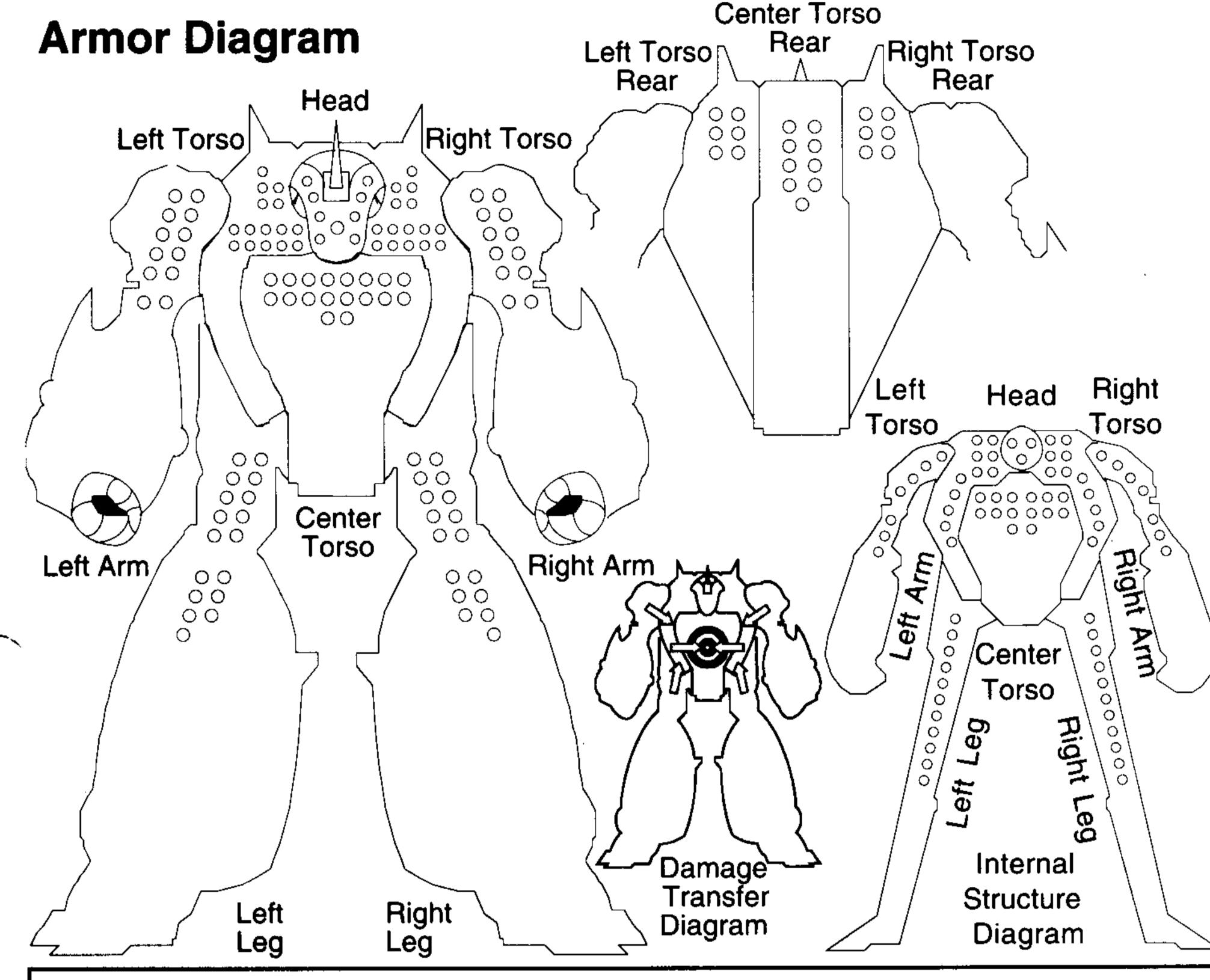
1 SRM 2

Ammo Type

LRM 5

SRM 2

- 30 SHUTDOWN
- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- -3 Movement Points 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- -1 Movement Points
- CORPORATION



#### **Critical Hit Table Right Arm Left Arm** 1. Shoulder 1. Shoulder 2. Upper Arm Actuator 2. Upper Arm Actuator Head 3. Lower Arm Actuator 3. Lower Arm Actuator Autocannon 2 Medium Laser Roll Again Roll Again

4. Autocannon 2 5. Medium Laser 6. Roll Again 1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 5. Roll Again	2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	4. Autocannon 5. Medium Las 6. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 4. Roll Again 5. Roll Again 5. Roll Again 6. Roll Again 7. Roll Again 7. Roll Again 8. Roll Again 9. Roll Again
6. Roll Again  Left Torso  1. Heat Sink 2. Heat Sink 3. Medium Laser 4. Roll Again 5. Roll Again 6. Roll Again 1. Roll Again 2. Roll Again 2. Roll Again	1-3 3. Engine 4. Gyro 5. Gyro 6. Gyro 1. Gyro 2. Engine 3. Engine 4. Engine 5. Ammo (AC 2) 45 6. Roll Again	6. Roll Again Right T 1. Heat Sink 2. Heat Sink 3. Medium Las 4. Roll Again 5. Roll Again 6. Roll Again 2. Roll Again 2. Roll Again 3. Roll Again
4-6 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support	3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Left Leg  1. Hip  2. Upper Leg Actuator  3. Lower Leg Actuator	Cost 3,153,750	1. Hip 2. Upper Leg A 3. Lower Leg A

4. Foot Actuator

5. Jump Jet

6. Jump Jet

		6 4							
İ		/eapons	Invent	tory				<del></del>	
	# Type	L <sub>0</sub>		Ht	_	Mn	_	М	L
	1 Autocannon 2	RA	ı	1	2	4	-	16	
l	1 Autocannon 2	LA		1	2	4	8	, •	24
	1 Medium Laser	RT		3	5	0	3	6 6	9
ı	1 Medium Laser 1 Medium Laser	LA RA		3	5 5	0	3	6	9
	1 Medium Laser	I T	•	3	5	n	3	6	9
	i iviculuiii Lasci	L		J	J	U	J	J	J
	•								
		Davida							
,	Ammo Type Autocannon 2	Rounds							
<i>\</i>	Autocannon 2	45							
	Total Cinals U	loot Sin	ko: 11	<del></del>					<del></del>
	Total Single H	igal oiii	K2. I	•					
	00000					······································	<del></del>		
		Auto	Eject		_	Dies	hla	4	
	☐ Operational			<del></del> -	<u></u>	Disa	Wie	<u>u</u>	
•		Warric	r Dat	a					
	Name:								·
	Gunnery Skill:		_Pilot	ing :	Skill	l:			· · · -
	Hits Taken 1	2	3		4	ť	5		6
	Conscious # 3	5	7	1	0	1	1	D	ead
		Heat	Scal	ρ				<del>-</del> -	
	30 SHUTDOWN		Juli	U					
	I 30 SHOTDOWN								

**Mech Data** 

Technology Base:

Inner Sphere

3022

Type: **BJ-1 Blackjack** 

Movement Points

Walking:

Tonnage: 45

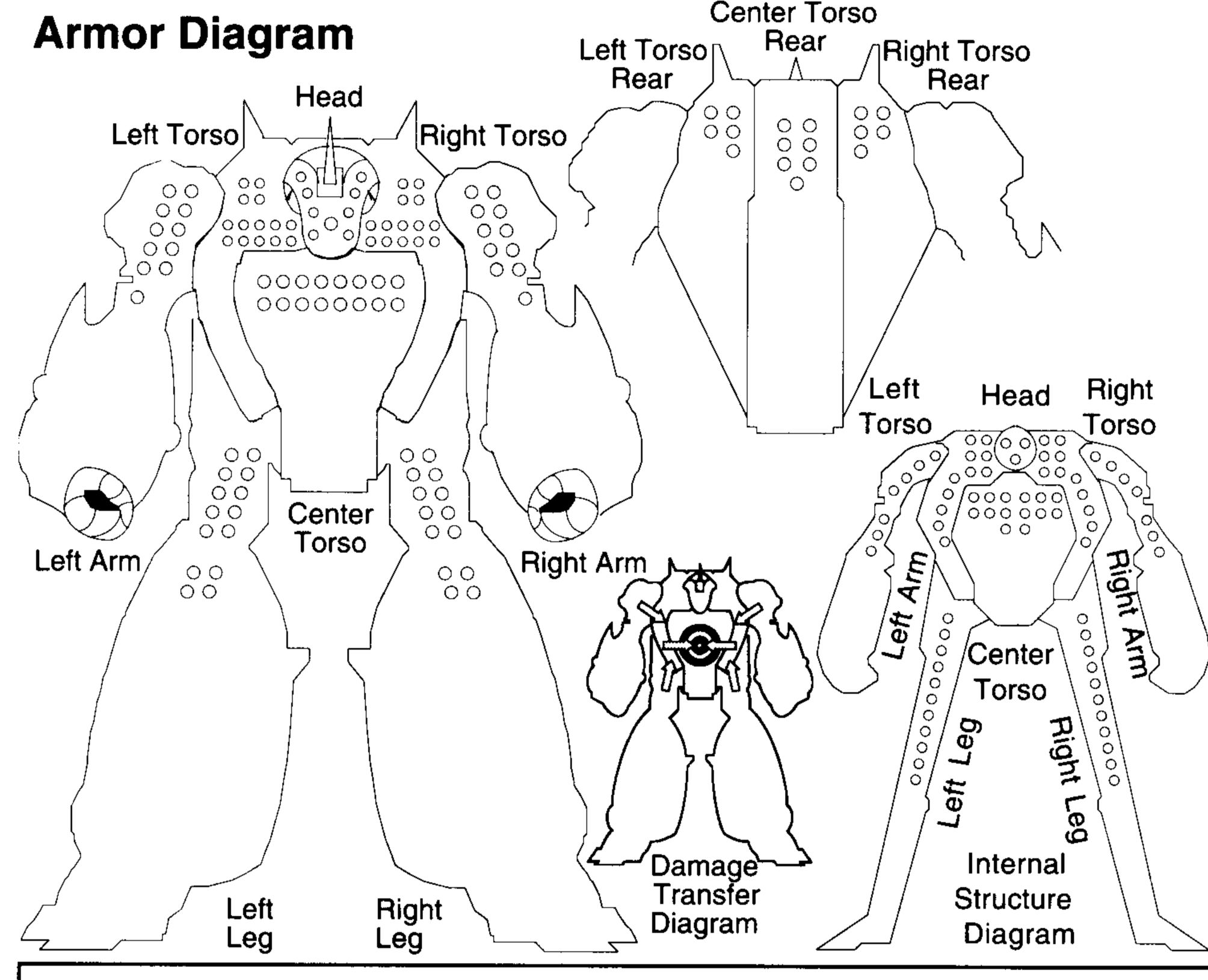
	Heat Scale	
30	SHUTDOWN	
29		
28	Ammo Explosion, avoid on 8+	
27		
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Explosion, avoid on 6+	
	Shutdown, avoid on 8+	
21		
20	<ul><li>4 Movement Points</li></ul>	
19	Ammo Explosion, avoid on 4+	
	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
16		
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
12		
11		
10	-2 Movement Points	
9		
8	+1 Modifier to Fire	
7		
6		
	1 Moyamont Dainta	

CORPORATION

**Right Torso** 

5. Jump Jet

6. Jump Jet



**Critical Hit Table** 

Head

1. Life Support

# **Right Arm**

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

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

# **Right Torso**

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

	Mech Da	ıta					
Type: <b>BJ-1DB</b>	Blackjack						
Tonnage: <b>45</b> Movement Points Walking: <b>4</b> Running: <b>6</b> Jumping: <b>4</b> Technology Base: Inner Sphere 3022							
· ·	Neapons Inve	entory					
<sup>4</sup> Type	Loc -	Ht		Mn	S	М	L
Large Laser	RA	8	8	0	5	10	15
Large Laser	LA	8	8	0	5	10	15
Medium Laser	LA	3	5	0	3	6	9
Medium Laser	RA	3	5	0	3	6	9

# Type

0000000						
Operation	nal	Auto	Eject		Disable	d
Alama.		Warri	or Data	a		
Name: Gunnery Skill:			Piloti	ng Skill	:	
Hits Taken	1	2	3	4	5	6

**Total Single Heat Sinks: 17** 

Name:			,			
Gunnery Skill:	ery Skill: Piloting Skill:					
Hits Taken 1	2	3	4	5	6	
Conscious # 3	5	7	10	11	Dead	
H	 eat	Scal	8			
30 SHUTDOWN						
29 Ammo Evologion	avoi.	d on O .				
28 Ammo Explosion	, <b>av</b> oi	u on o+				
26 Shutdown, avoid		)+				
25 -5 Movement Poi	– –					
24 +4 Modifier to Fir						
23 Ammo Explosion,	-					
22 Shutdown, avoid	on 8-	+				
21						
20 -4 Movement Poi						
	19 Ammo Explosion, avoid on 4+					
18 Shutdown, avoid on 6+						
17 +3 Modifier to Fir	е					
16 0 Management Dai	4					
15 -3 Movement Poi						
14 Shutdown, avoid		-				
+2 Modifier to Fir	е					
12						
10 -2 Movement Poi	nte					
Q -2 MOVERHER FOR	1113					
8 +1 Modifier to Fir	ρ					
7	U					
6						
5 -1 Movement Poi	nts					
4	1				_	
3					•	
2						
1	1	· <u> </u>				
0	ſ	ORF	PORA	TIO	4	

### 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. Heat Sink 4. Heat Sink 5. Heat Sink 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. Jump Jet

6. Jump Jet

**Left Arm** 

2. Upper Arm Actuator

1. Shoulder

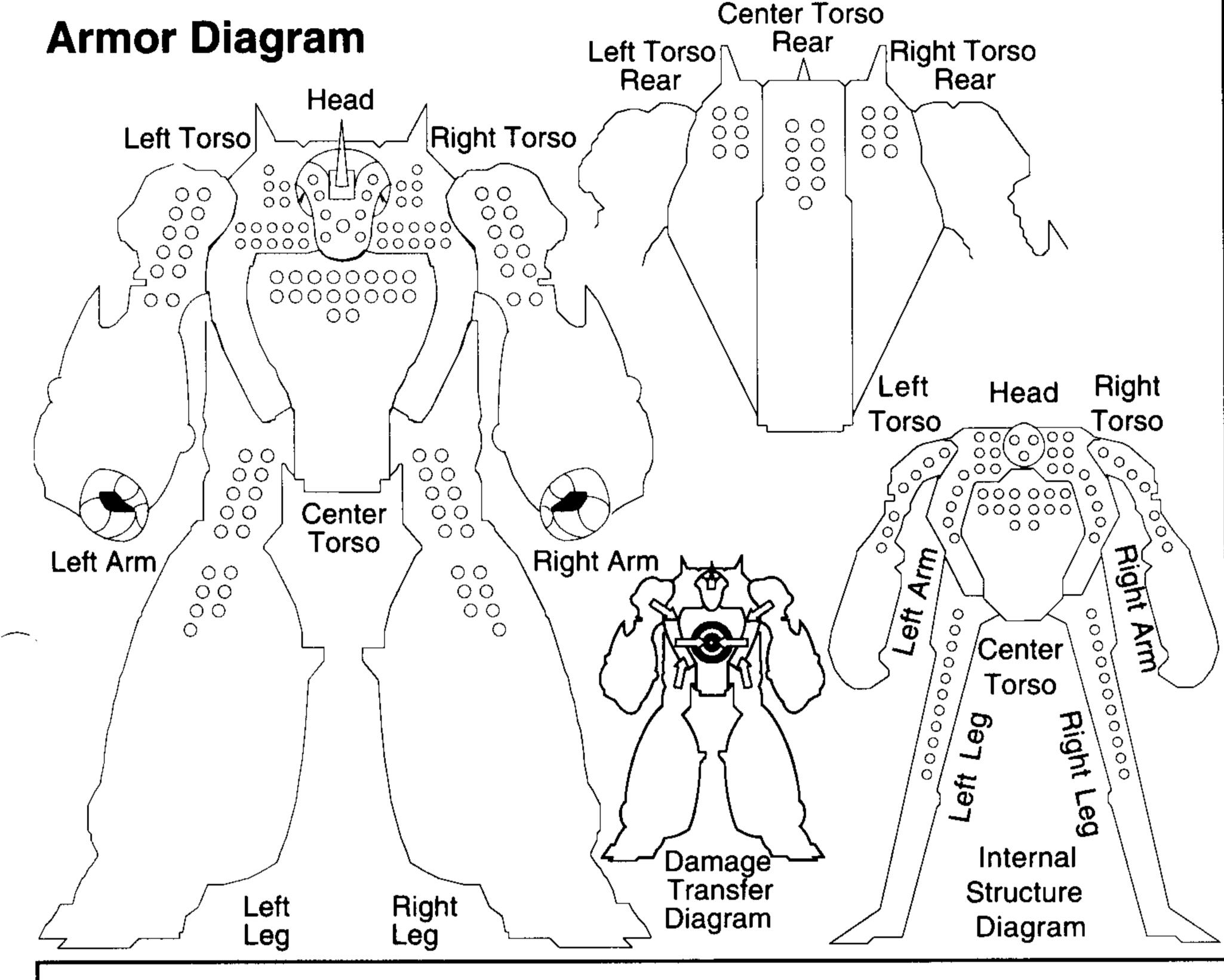
4. Large Laser

6. Roll Again

5. Medium Laser

1-3 3. Large Laser

	<ul><li>2. Sensors</li><li>3. Cockpit</li><li>4. Roll Again</li><li>5. Sensors</li></ul>	
	6. Life Suppor	t
	Center	Torso
1-3	<ol> <li>Engine</li> <li>Engine</li> </ol>	
	Engine Hits Gyro Hits Sensor Hits Life Support	
	Cost	3,105,175



# **Left Arm**

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

  - 6. Boll Again

#### **Left Torso**

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

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

# **Left Leg**

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

# **Critical Hit Table**

#### Head

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

### **Center Torso**

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

  - Heat Sink
  - 6. Ammo (AC 2) 45

000
00
00
$\circ$
•

#### 2,973,950 Cost

# **Right Arm**

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

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

  - 6. Roll Again

# **Right Torso**

- . Medium Laser
- 2. Small Laser
- 3. Roll Again
- 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again
  - 1. Roll Again
  - 2. Roll Again
- 3. Roll Again
- - 4. Roll Again
  - 5. Roll Again
- 6. 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: **BJ-1DC Blackjack**

Technology Base: Tonnage: 45 Movement Points Inner Sphere Walking: 3022

Running: Jumping: **Weapons Inventory** 

# Type 16 1 Autocannon 2 24 1 Autocannon 2 Medium Laser Medium Laser Medium Laser Medium Laser Small Laser RT Small Laser

Rounds Ammo Type 45 Autocannon 2

#### **Total Single Heat Sinks: 12** 0000000 00000

**Auto Eject** Disabled Operational

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

#### 6 Dead 10

# **Heat Scale**

30 SHUTDOWN

Hits Taken

Conscious #

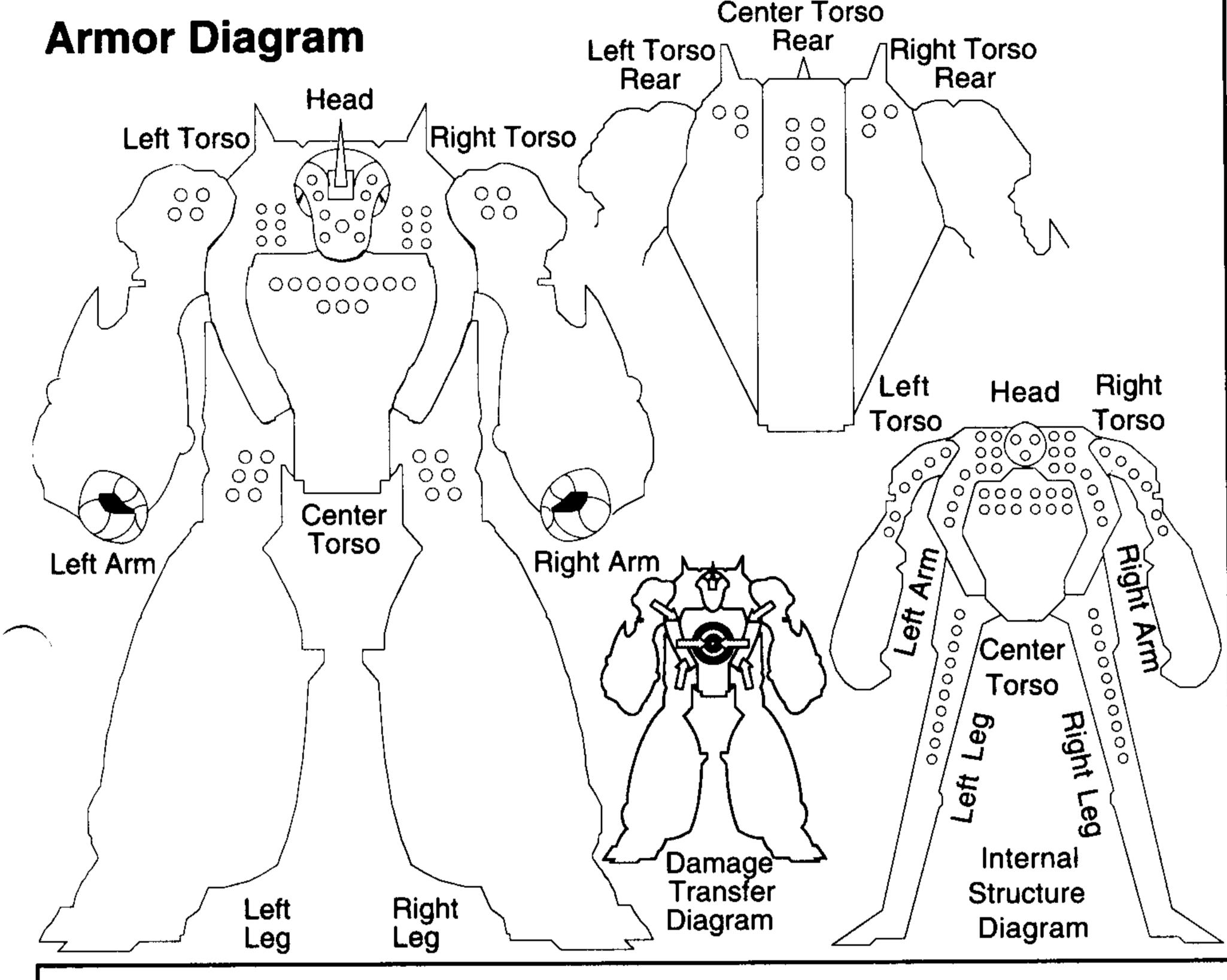
Name:

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

8 +1 Modifier to Fire







# **Left Arm**

- 1. Shoulder
- 2. Upper Arm Actuator
- 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 Torso**

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

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

#### **Left Leg**

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

6. Roll Again

# **Critical Hit Table**

#### Head

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

#### **Center Torso**

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

  - 5. Small Laser
  - 6. Roll Again

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

#### 3,705,218 Cost

# **Right Arm**

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

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

# Right Torso

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

  - 5. Roll Again 6. Roll Again

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

#### **Right Leg**

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

5. Roll Again

- 6. Roll Again

# **Mech Data**

Type: CDA-2A Cicada

Tonnage: 40

# Type

Movement Points

Walking: 8 Running: 12 Jumping:

Technology Base: Inner Sphere 2840

**Weapons Inventory** 

- Ht D Mn Loc Medium Laser
- 1 Medium Laser Small Laser

**Total Single Heat Sinks: 10** 

# **Auto Eject**

Operational

000000000

■ Disabled

Dead

# **Warrior Data**

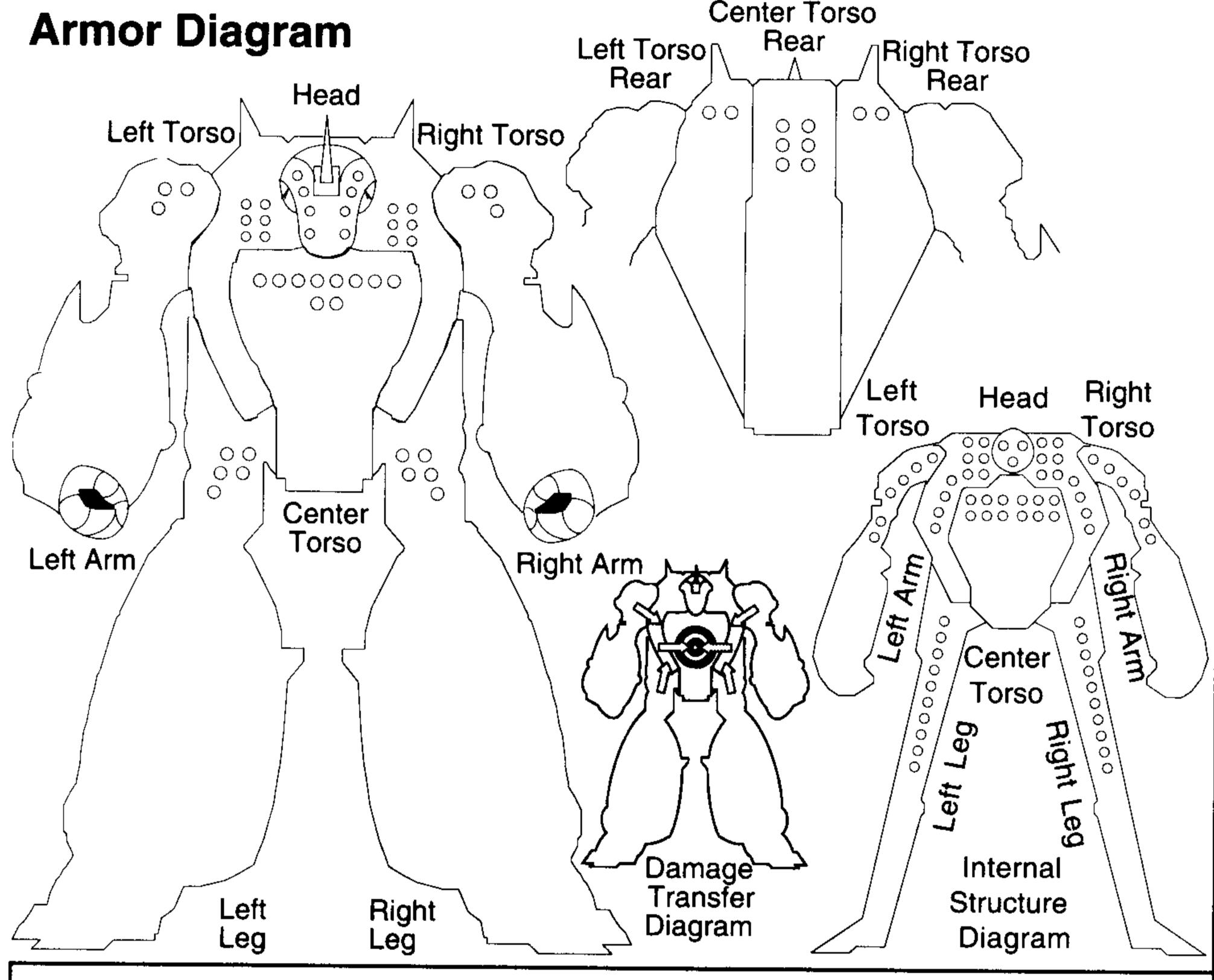
Name: **Piloting Skill: Gunnery Skill:** Hits Taken

# **Heat Scale**

30 SHUTDOWN

Conscious # |

- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+
- Shutdown, avoid on 8+
- -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- -3 Movement Points
- 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire
- 10 -2 Movement Points
- 8 +1 Modifier to Fire
- Movement Points



#### **Left Arm Critical Hit Table Right Arm** 1. Shoulder 1. Shoulder 2. Upper Arm Actuator 2. Upper Arm Actuator Head 3. Roll Again 3. Roll Again . Life Support 4. Roll Again 4. Roll Again 2. Sensors 5. Roll Again 5. Roll Again 3. Cockpit 6. Roll Again 6. Roll Again 4. Roll Again 1. Roll Again 5. Sensors 1. Roll Again 2. Roll Again 6. Life Support 2. Roll Again 3. Rell Again 3. Roll Again **Center Torso** 4. Roll Again 4. Roll Again . Engine 5. Roll Again 5. Roll Again 2. Engine 6. Roll Again 6. Roll Again 3. Engine **Left Torso Right Torso** 4. Gyro I. Medium Laser 1. Medium Laser 5. Gyro 2. Roll Again 2. Roll Again 6. Gyro 3. Roll Again 3. Roll Again 1. Gyro 4. Roll Again 4. Roll Again 2. Engine 5. Roll Again 5. Roll Again 3. Engine 6. Roll Again 6. Roll Again 4. Engine 1. Roll Again 5. Flamer 1. Roll Again 2. Roll Again 6. Roll Again 2. Roll Again 3. Roll Again 3. Roll Again

**Engine Hits** 

Sensor Hits

Life Support

Cost

Gyro Hits

4. Roll Again

5. Roll Again

6. Roll Again

1. Hip

**Left Leg** 

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Roll Again

6. Roll Again

000

3,692,968

 $\circ$ 

 $\circ$ 

4. Roll Again

5. Roll Again

6. Roll Again

1. Hip

Right Leg

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Roll Again

6. Roll Again

# Running: 12 Jumping: 0 **Weapons Inventory** # Type Loc Ht D Mn Medium Laser Medium Laser 1 Flamer **Total Single Heat Sinks: 10** 000000000 **Auto Eject** Operational Disabled **Warrior Data** Name: Gunnery Skill: Piloting Skill: Hits Taken Dead Conscious # 10 **Heat Scale** 30 SHUTDOWN Ammo Explosion, avoid on 8+ 26 Shutdown, avoid on 10+ 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ Shutdown, avoid on 8+ 20 -4 Movement Points 19 Ammo Explosion, avoid on 4+ 18 Shutdown, avoid on 6+ 17 +3 Modifier to Fire -3 Movement Points 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire -2 Movement Points 8 +1 Modifier to Fire

**Mech Data** 

Technology Base:

Inner Sphere

2840

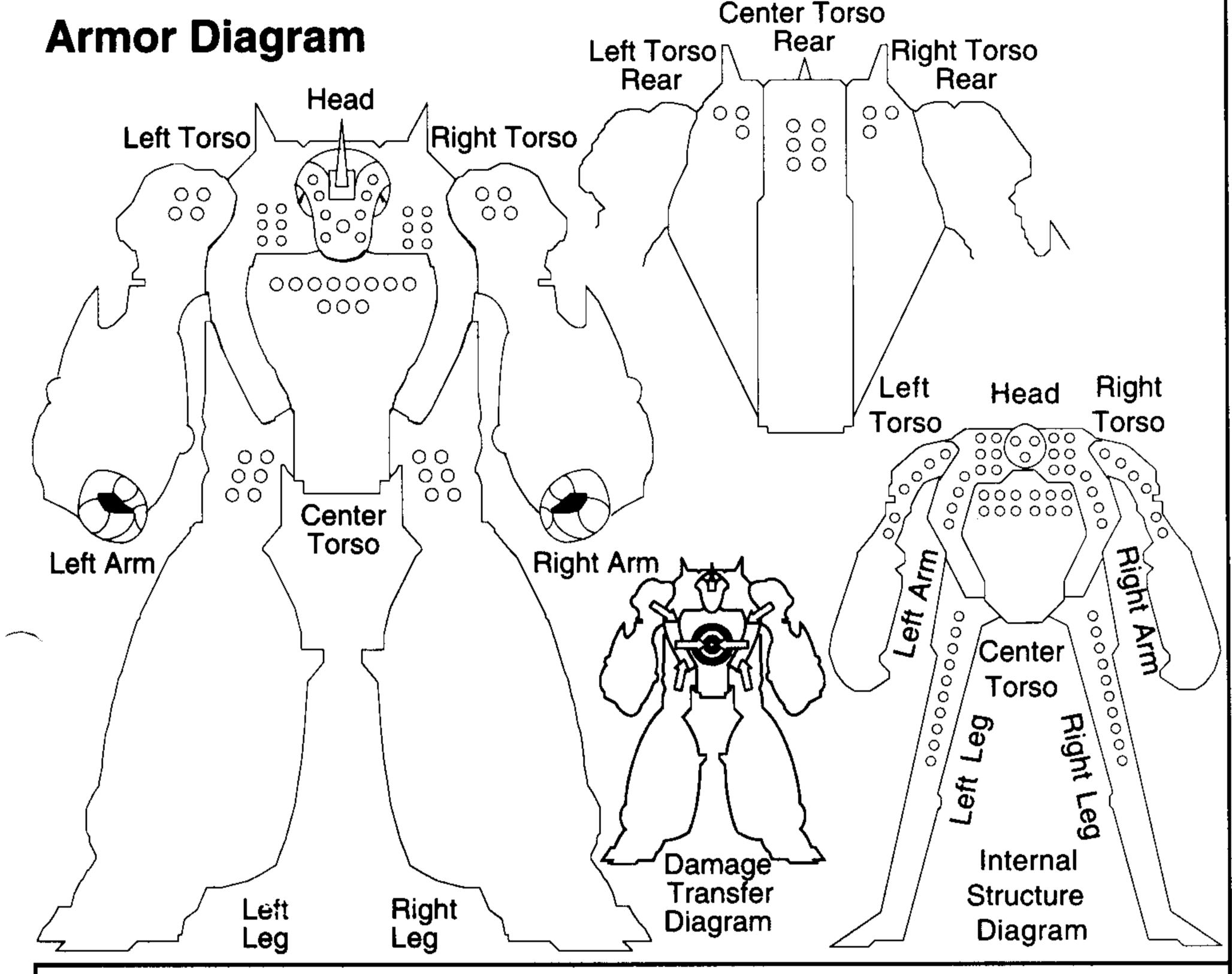
Type: CDA-2B Cicada

Movement Points

Walking: 8

Tonnage: **40** 

Movement Points



# **Left Arm**

- l. Shoulder
- 2. Upper Arm Actuator
- 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 Torso**

- 1. Roll Again
- 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. Machine Gun 6. Roll Again

# **Critical Hit Table**

### Head

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

# **Center Torso**

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

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

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

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

#### 3,306,334 Cost

# **Right Arm**

- 1. Shoulder
- 2. Upper Arm Actuator
- 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 Torso**

- 1. PPC
- 2. PPC
- 1-3 3. PPC 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
- Machine Gun 6. Roll Again

### **Mech Data**

Type: CDA-3C Cicada

Tonnage: **40** Movement Points Walking:

Technology Base: Inner Sphere 2840

Running: 11 Jumping:

#### **Weapons Inventory**

# Type	Loc	Ht	D	Mn	S	M	L
1 PPC	RT	10	10	3	6	12	18
1 Machine Gun	RL	0	2	0	1	2	3
1 Machine Gun	LL	0	2	0	1	2	3

Ammo Type Machine Gun Rounds 200

#### **Total Single Heat Sinks: 11** 000000

Operational

00000

# **Auto Eject**

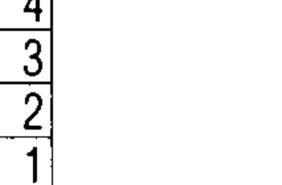
□ Disabled

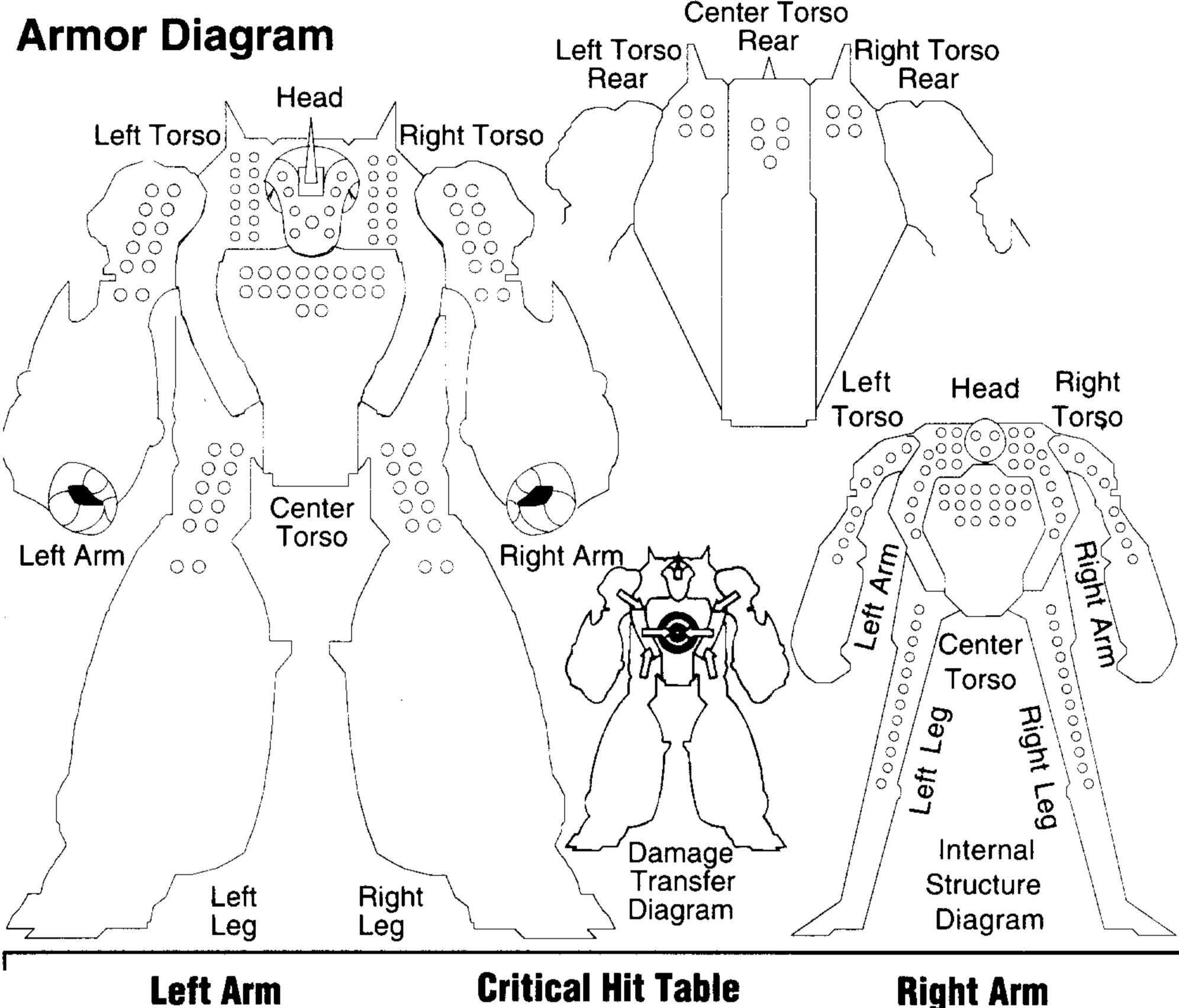
**Warrior Data** Name:

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

# **Heat Scale**

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





# **Critical Hit Table**

#### Head

- 1. Life Support
- 3. Cockpit
- 4 Roll Again

- 1. Engine
- 2. Engine
- - - 5. Gyro
- 6. Gyro
  - 1. Gyro
  - 2. Engine
- - 5. Machine Gun

Engine Hits	000
Chymic This	
Gyro Hits	$\circ \circ$
Sensor Hits	00
Gyro Hits Sensor Hits Life Support	$\bigcirc$
1	

4,623,375

# **Left Leg**

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

. Shoulder

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Hand Actuator

5. Medium Laser

6. Roll Again

it. Roll Again

2 Roll Ayain

3. Roll Again

4. Boli Again

5 Roll Again

6. Roll Again

1. Jump Jet

2. Small Laser

4 Roll Ayain

5. Roll Again

6. Boli Agam

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Agam

3. Ammo (MG) 100

**Left Torso** 

- 5. Jump Jet
- 6. Jump Jet

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

#### **Center Torso**

- 3. Engine
- 4. Gyro

- 3. Engine
- 4. Engine

  - 6. Machine Gun

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

Cost

# **Right Leg**

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

Shoulder

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Hand Actuator

L Medium Laser

Large Laser

6. Large Laser

2 Roll Again

3. Roll Again

4. Rell Again

5 Roil Again

6. Roll Again

1. Jump Jet

2. Small Laser

4 Roll Again

5. Roll Again

6. Rell Again

1. Roll Again

2 Roll Again

3. Roll Again

4 Roll Again

5. Roll Again

6. Rell Again

. Small Laser

**Right Torso** 

4-6

- 5. Jump Jet
- 6. Jump Jet

**Mech Data** 

Type: **CLN-7V Chameleon** 

Tonnage: **50** Movement Points

2 Machine Gun

Walking: 6

Technology Base: Inner Sphere 3025

Running: 9 Jumping: 6

Weapons Inventory							
# Type	Loc	Ht	D	Mn	S	Μ	L
1 Large Laser	RA	8	8	0	5	10	15
1 Medium Laser	RA	3	5	0	3	6	9
1 Medium Laser	LA	3	5	0	3	6	9
2 Small Laser	RT	1	3	0	1	2	3
1 Small Laser	LT	1	3	0	1	2	3

Ammo Type	Round
Machine Gun	10

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

Operational

Disabled

# **Warrior Data**

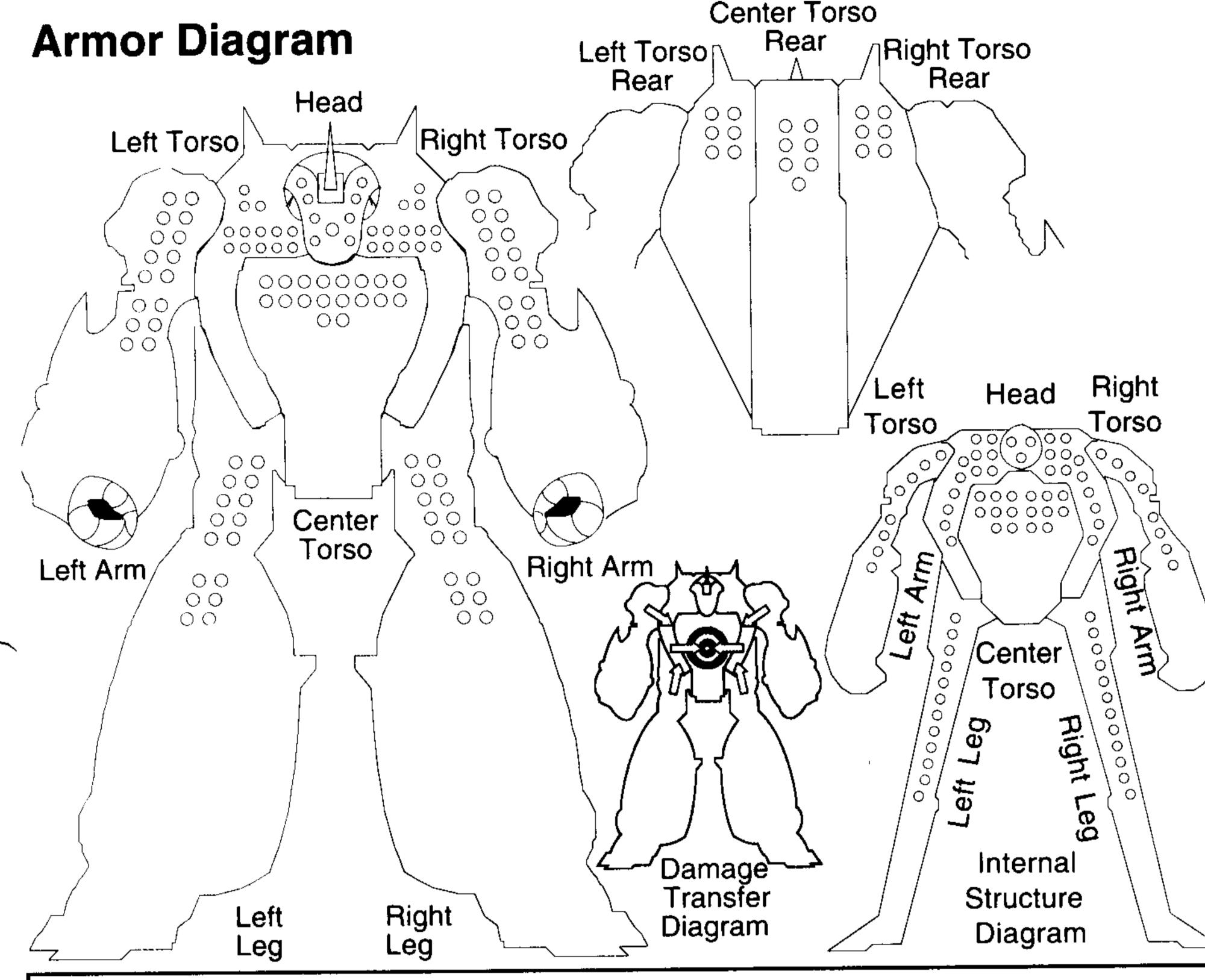
**Auto Eject** 

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

# **Heat Scale**

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

1 Movement Points



# **Left Arm**

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

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

### **Left Torso**

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

# **Critical Hit Table**

#### Head

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

#### **Center Torso**

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

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

#### 3,563,501 Cost

# **Right Arm**

- Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
  - 4. Autocannon 10
  - 5. Autocannon 10
  - 6. Autocannon 10

  - . Autocannon 10
  - 2. Autocannon 10
- 3. Autocannon 10
- 4. Autocannon 10
- 5 Roll Again
- 6. Roll Again

# Right Torso

- 1. Heat Sink
- 2. Ammo (AC 10) 10
- 1-3 3. Ammo (AC 10) 10
  - 4. Roll Again
  - 5. Roll Again

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

# **Right Leg**

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

### **Mech Data**

Type: CN9-A Centurion

Tonnage: **50 Movement Points** 

Jumping:

l Autocannon 10

Medium Laser

LRM 10

# Type

Walking: 4 Running: 6 Technology Base: Inner Sphere 2801

- Ht D Mn S M L 10 15
- CT (R) 6 Medium Laser

Ammo Type Rounds Autocannon 10 24 LRM 10

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

Operational

**Auto Eject** 

Disabled

**Warrior Data** 

Piloting Skill: Gunnery Skill: 6 Hits Taken Dead 10

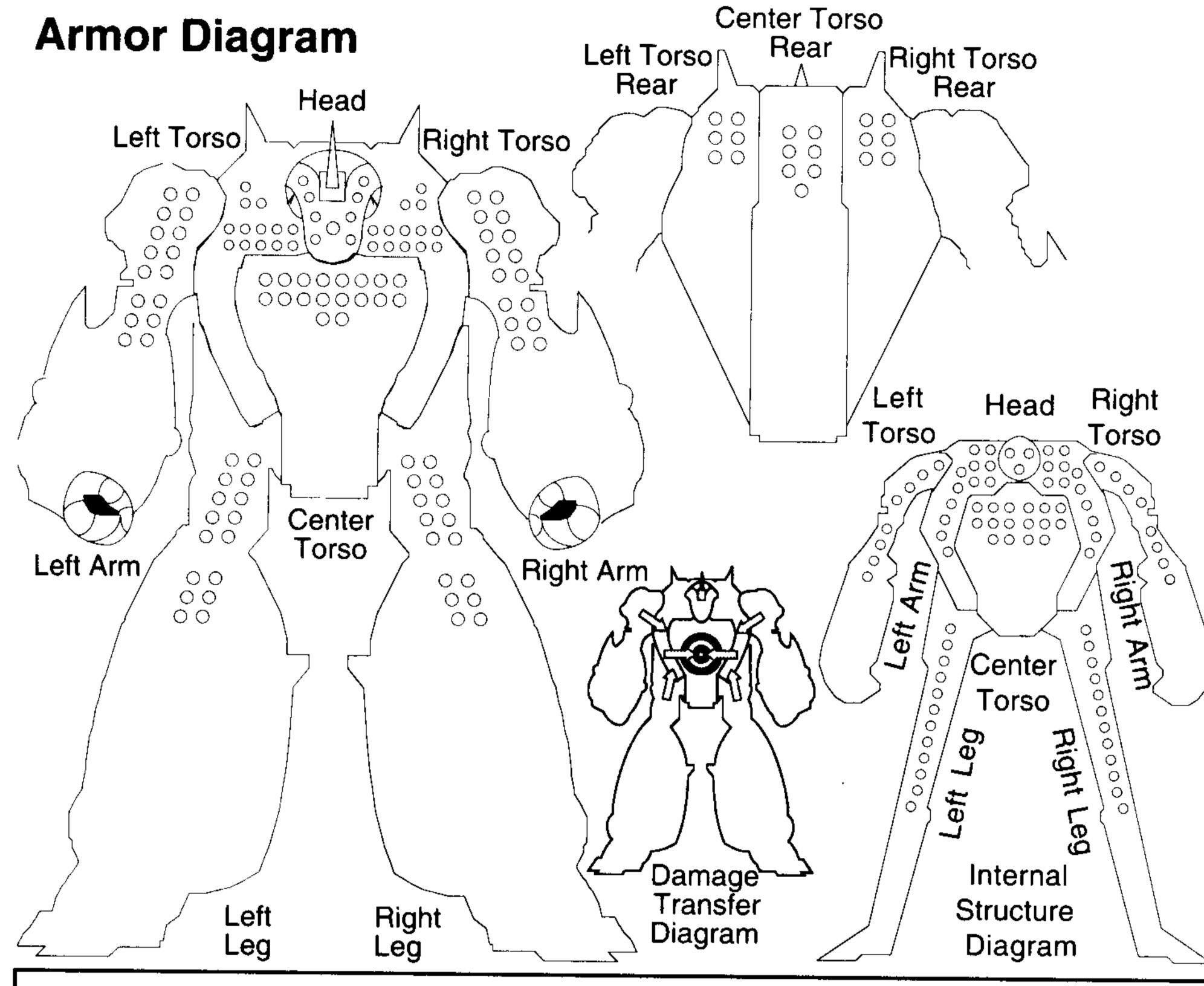
# **Heat Scale**

- 30 SHUTDOWN

Conscious #1

Name:

- Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+ Shutdown, avoid on 8+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+ +3 Modifier to Fire
- -3 Movement Points
- 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- 5 -1 Movement Points
- CORPORATION



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

- 3. Lower Arm Actuator 1-3
- Hand Actuator
  - 5. Roll Again
  - 6. Roll Again
  - 1. Roll Again

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

# **Left Torso**

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

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

  - 5. Roll Again
  - 6. Roll Again

#### **Left Leg**

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

# **Critical Hit Table**

### Head

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

#### **Center Torso**

- . Engine
- 2. Engine
- 3. Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Engine
- 3. Engine
- 4. Engine
- 5. Roll Again
- 6 Roll Again
- **Engine Hits**  $\bigcirc$

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

#### 3,589,751 Cost

# **Right Arm**

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Autocannon 20
- - 4. Autocannon 20
  - 5. Autocannon 20
  - 6. Autocannon 20

  - 1. Autocannon 20

  - 2. Autocannon 20
- 3. Autocannon 20
- 4. Autocannon 20
- 5. Autocannon 20
- 6. Autocannon 20

### **Right Torso**

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

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

  - 5. Roll Again
  - 6. Rell Again

# Right Leg

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

### **Mech Data**

# Type: CN9-AH Centurion

Tonnage: **50** 

Jumping:

Movement Points Walking:

Running: 6

Technology Base: Inner Sphere

2801

#### **Weapons Inventory**

# Type Ht D Mn S Loc -1 Autocannon 20 1 LRM 10

Ammo Type Rounds Autocannon 20 **LRM 10** 24

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

### **Auto Eject**

Operational Disabled

### **Warrior Data**

Name:

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

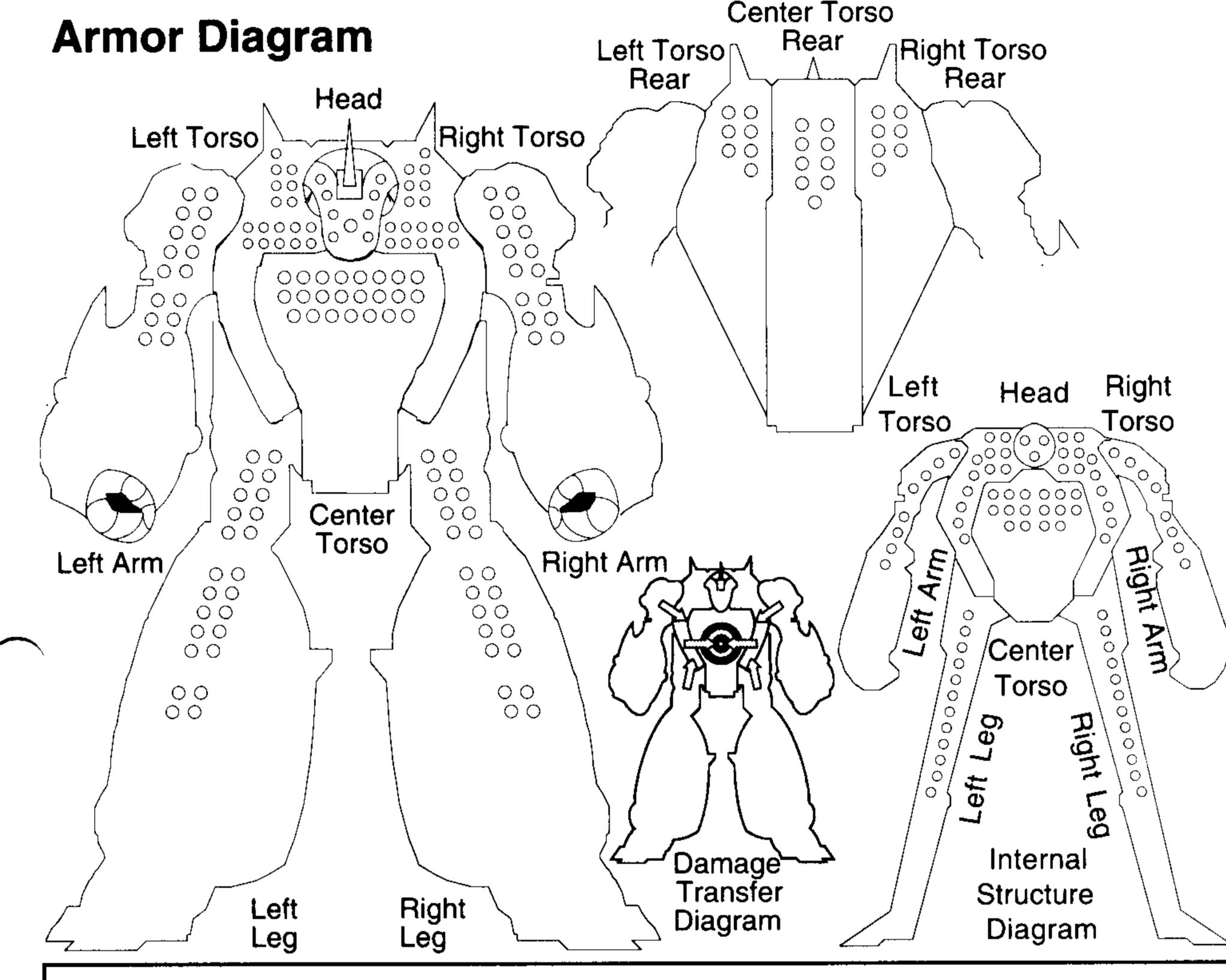
# **Heat Scale**

- 30 SHUTDOWN
- Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+ 18 Shutdown, avoid on 6+
- +3 Modifier to Fire
- 15 -3 Movement Points
- 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire
- -2 Movement Points

8 +1 Modifier to Fire







# **Left Arm**

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

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

### 1. LRM 10

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

  - 1. Roll Again 2. Roll Again

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

6. Heat Sink

5. Heat Sink

# **Critical Hit Table**

#### Head

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

#### **Center Torso**

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

  - 5. Gyro
  - 6. Gyro

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

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

#### 3,395,876 Cost

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

Right Leg

**Right Arm** 

2. Upper Arm Actuator

3. Lower Arm Actuator

. Shoulder

4. Large Laser

5. Large Laser

6. Small Laser

1. Roll Again

2 Roll Again

3. Roll Again

4. Roll Again

5 Roll Again

6. Roll Again

1. Heat Sink

2. Heat Sink

4. Heat Sink

5. Roll Again

6. Roll Again

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

1-3 3. Heat Sink

**Right Torso** 

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

1. Hip

# Type D Mn 10 1 Large Laser 1 Small Laser 1 LRM 10 1 Medium Laser CT (R) ∣ Medium Laser

**Weapons Inventory** 

**Mech Data** 

Technology Base:

Inner Sphere

2801

Type: CN9-AL Centurion

Movement Points

Walking: 4

Running: 6

Jumping:

Tonnage: **50** 

Ammo Type	Rounds
LRM 10	24

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

00000

# **Auto Eject**

Operational

# **Warrior Data**

■ Disabled

Dead

Piloting Skill: Gunnery Skill: 6 Hits Taken

# **Heat Scale**

10

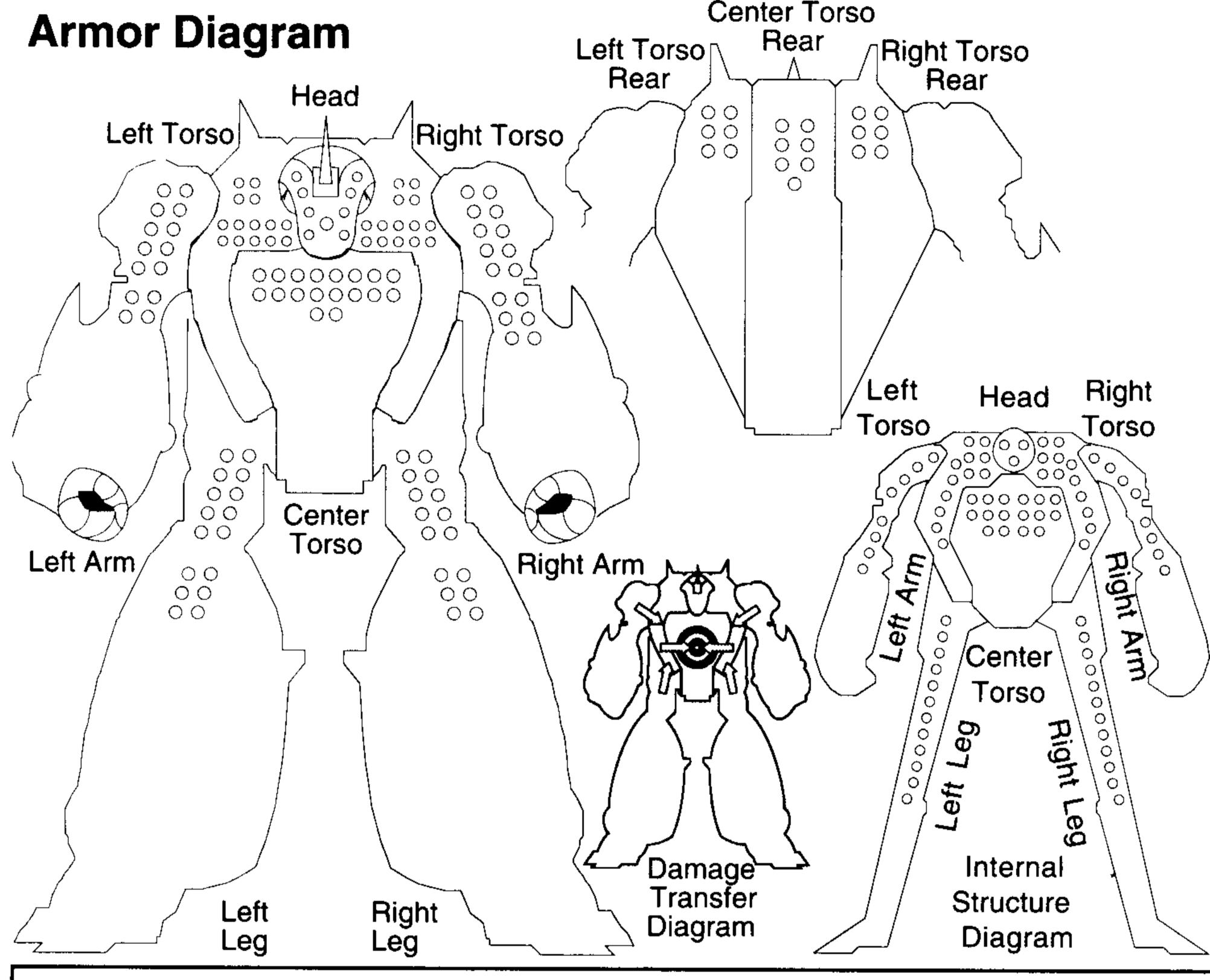
30 SHUTDOWN

Conscious #

Name:

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

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



**Critical Hit Table** 

Head

**Center Torso** 

1. Life Support

2. Sensors

3. Cockpit

4. Roll Again

6. Life Support

5. Sensors

. Engine

2. Engine

3. Engine

4. Gyro

5. Gyro

6. Gyro

1. Gyro

2. Engine

3. Engine

4. Engine

**Engine Hits** 

Sensor Hits

Life Support

Gyro Hits

5. Medium Laser

6. Medium Laser (R)

000

 $\circ$ 

 $\circ$ 

# **Right Arm**

- Shoulder
- 2. Upper Arm Actuator
- Autocannon 20
- 4. Autocannon 20
  - 5. Autocannon 20
  - 6. Autocannon 20
  - 1. Autocannon 20
  - 2. Autocannon 20
- 3. Autocannon 20
  - 4. Autocannon 20
  - 5. Autocannon 20
  - 6. Autocannon 20

# Right Torso

- 1. Heat Sink
- 2. Ammo (AC 20) 5
- 3. Ammo (AC 20) 5
- 4. Ammo (AC 20) 5
  - 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

#### Type: CN9-YLW Centurion Tonnage: **50** Technology Base: **Movement Points** Inner Sphere Walking: 2801 Running: Jumping: **Weapons Inventory** # Type D Mn S Loc -1 Medium Laser 1 Medium Laser CT (R) 1 Autocannon 20 7 20 1 Hatchet 0 10 0 Ammo Type Rounds Autocannon 20 15 **Total Single Heat Sinks: 10** 000000000 **Auto Eject** Operational □ Disabled **Warrior Data** Name: **Gunnery Skill:** Piloting Skill: Hits Taken 6 Dead 10 Conscious # ] 5

**Mech Data** 

# **Heat Scale**

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



# **Left Arm**

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

  - 6. Roll Again

# **Left Torso**

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

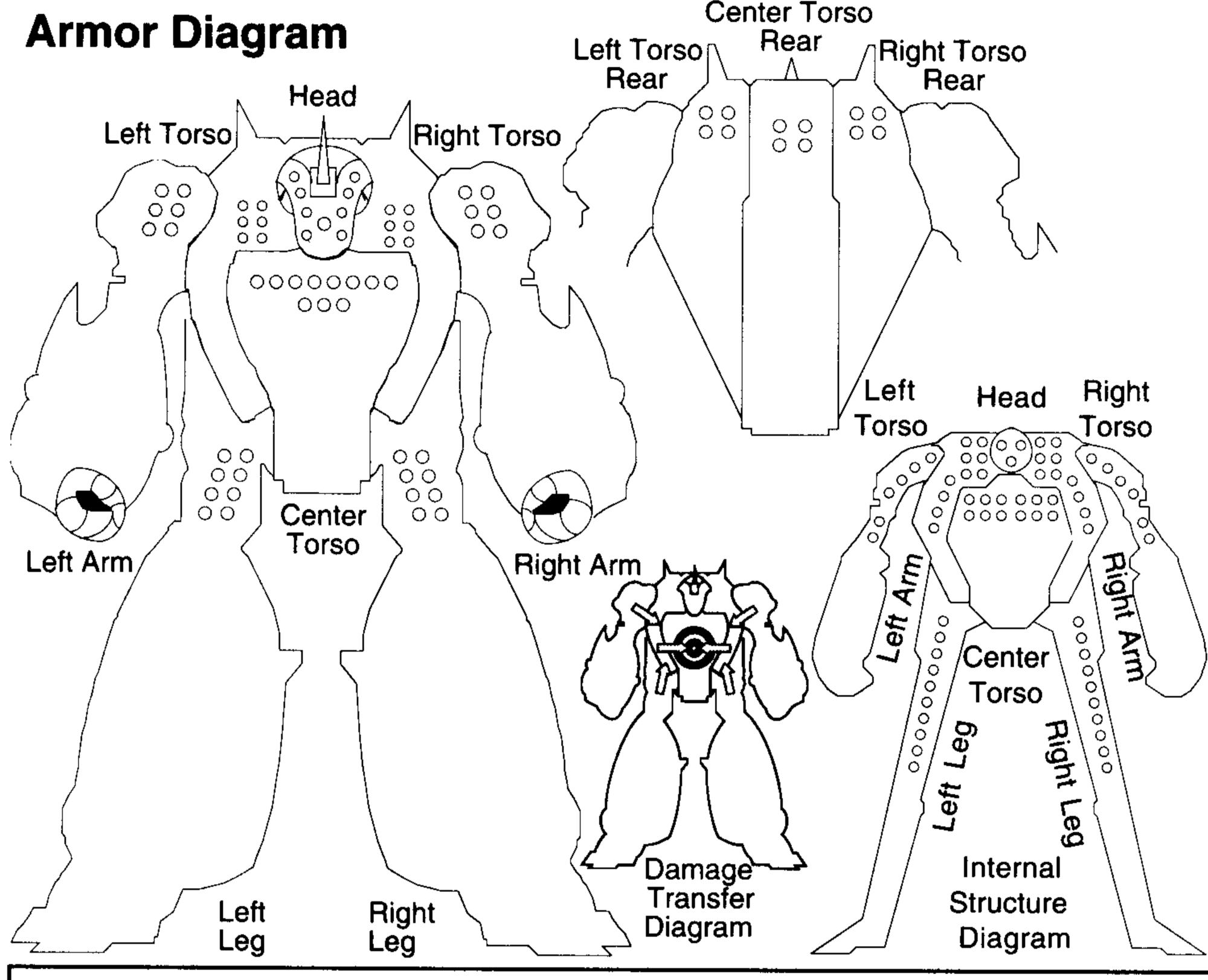
  - 1. Roll Again
  - 2. Roll Again.
- 3. Roll Again 4-6

  - 4. Roll Again
  - 5. Roll Again

  - 6. Roll Again
  - **Left Leg**

# 1. Hip

- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 3,454,751 Cost
- 6. Roll Again



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

- . Life Support

- 6. Life Support

## **Center Torso**

- 1. Engine

- 4. Gyro
- - 6. Gyro
  - 1. Gyro

- - 4. Engine

    - 6. Roll Again

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

# Left Leg

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

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

5. Roll Again 6. Roll Again

# **Critical Hit Table**

### Head

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

- 2. Engine
- 3. Engine
- - 5. Gyro

  - 2. Engine
  - 3. Engine

  - 5. Medium Laser

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

#### 3,220,280 Cost

# **Right Arm**

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

# **Right Torso**

- 1. Ammo (AC 10) 10
- 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. Roll Again
- 6. Roll Again

# 1 Autocannon 10

**Weapons Inventory** 

**Mech Data** 

Type: CLNT-1-2R Clint

**Movement Points** 

Walking:

Running:

Jumping:

# Type

1 Medium Laser

Tonnage: **40** 

Loc

Technology Base:

Inner Sphere

2507

Ammo Type Rounds Autocannon 10 10

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

**Auto Eject** Operational

☐ Disabled

**Warrior Data** 

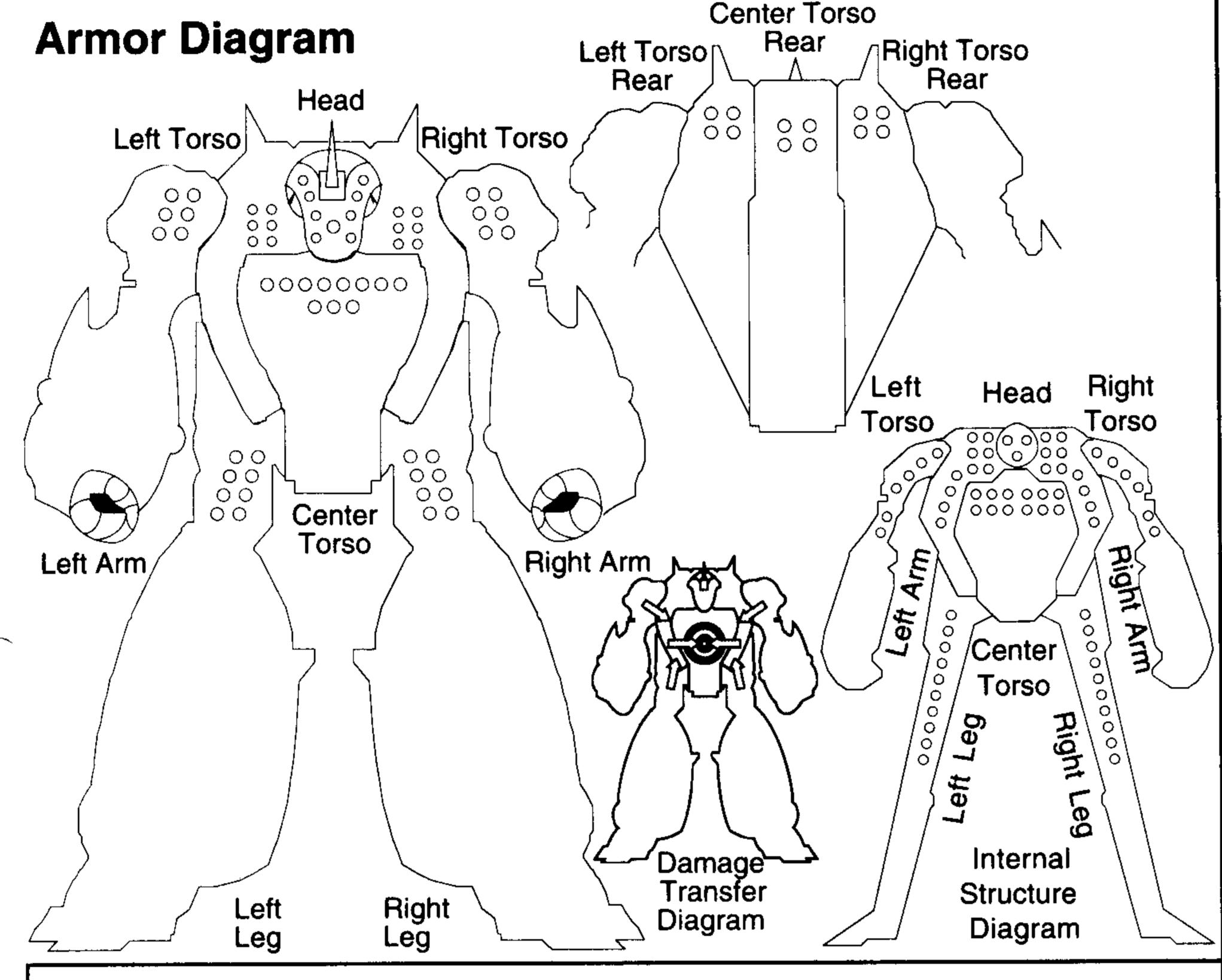
Name: Gunnery Skill: Piloting Skill:

Hits Taken Dead 10 Conscious #

# **Heat Scale**

- 30 SHUTDOWN
- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- 15 3 Movement Points 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- 10 -2 Movement Points
- +1 Modifier to Fire
- -1 Movement Points





# **Left Arm**

- . Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
  - 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. Jump Jet
- 2. Medium Laser
- 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. Jump Jet 6. Jump Jet

# **Critical Hit Table**

#### Head

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

### **Center Torso**

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

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

#### 3,572,380 Cost

# **Right Arm**

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

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

  - 6. Roll Again

# **Right Torso**

- 1. Jump Jet
- 2. Heat Sink
- 3. Ammo (AC 5) 20
  - 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. Jump Jet
- 6. Jump Jet

### **Mech Data**

Type: CLNT-2-3T Clint

Tonnage: 40

# Type

**Movement Points** 

Walking: 6

Technology Base: Inner Sphere 2507

Running: Jumping:

**Weapons Inventory** 

D Mn S M Toc RA

Autocannon 5 1 Medium Laser

Medium Laser

Rounds Ammo Type 20 Autocannon 5

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

Operational

Name:

Hits Taken

Conscious #

**Auto Eject** Disabled

**Warrior Data** 

Piloting Skill: **Gunnery Skill:** 

# Dead 10

# **Heat Scale**

30 SHUTDOWN

28 Ammo Explosion, avoid on 8+

26 Shutdown, avoid on 10+

25 -5 Movement Points 24 +4 Modifier to Fire

23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+

-4 Movement Points

19 Ammo Explosion, avoid on 4+

18 Shutdown, avoid on 6+ 17 +3 Modifier to Fire

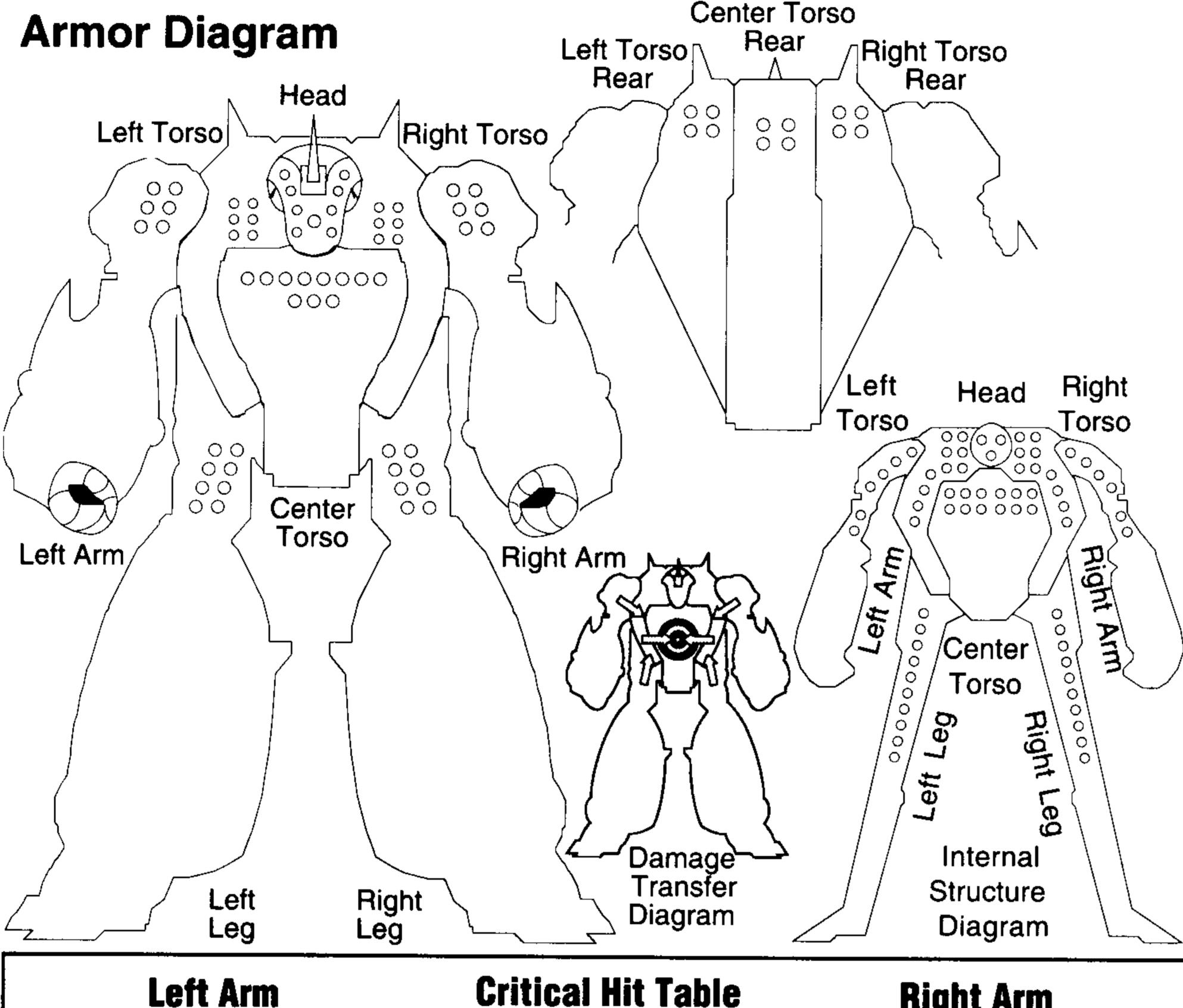
15 -3 Movement Points 14 Shutdown, avoid on 4+

13 +2 Modifier to Fire

10 -2 Movement Points

8 +1 Modifier to Fire

Movement Points



# Upper Arm Actuator

3. Lower Arm Actuator . Life Support 4. Hand Actuator

1. Shoulder

5. Roll Again

6. Roll Again

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

1. Heat Sink

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 Torso** 

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

### **Center Torso**

Head

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

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

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

#### **Left Leg**

1. Hip

4-6

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

3,143,280 Cost

# **Right Arm**

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

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

  - 5. Roll Again
  - 6. Roll Again

# **Right Torso**

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

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

# **Right Leg**

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

#### **Mech Data**

Type: CLNT-2-4T Clint

Tonnage: **40** 

# Type

Movement Points Walking: 6

Running:

Jumping: **Weapons Inventory** 

> Ht D Mn Loc -

Technology Base:

Inner Sphere

2507

1 Medium Laser 2 Autocannon 2 8 16 24

Ammo Type Rounds Autocannon 2 45

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

Operational

**Auto Eject** Disabled

**Warrior Data** 

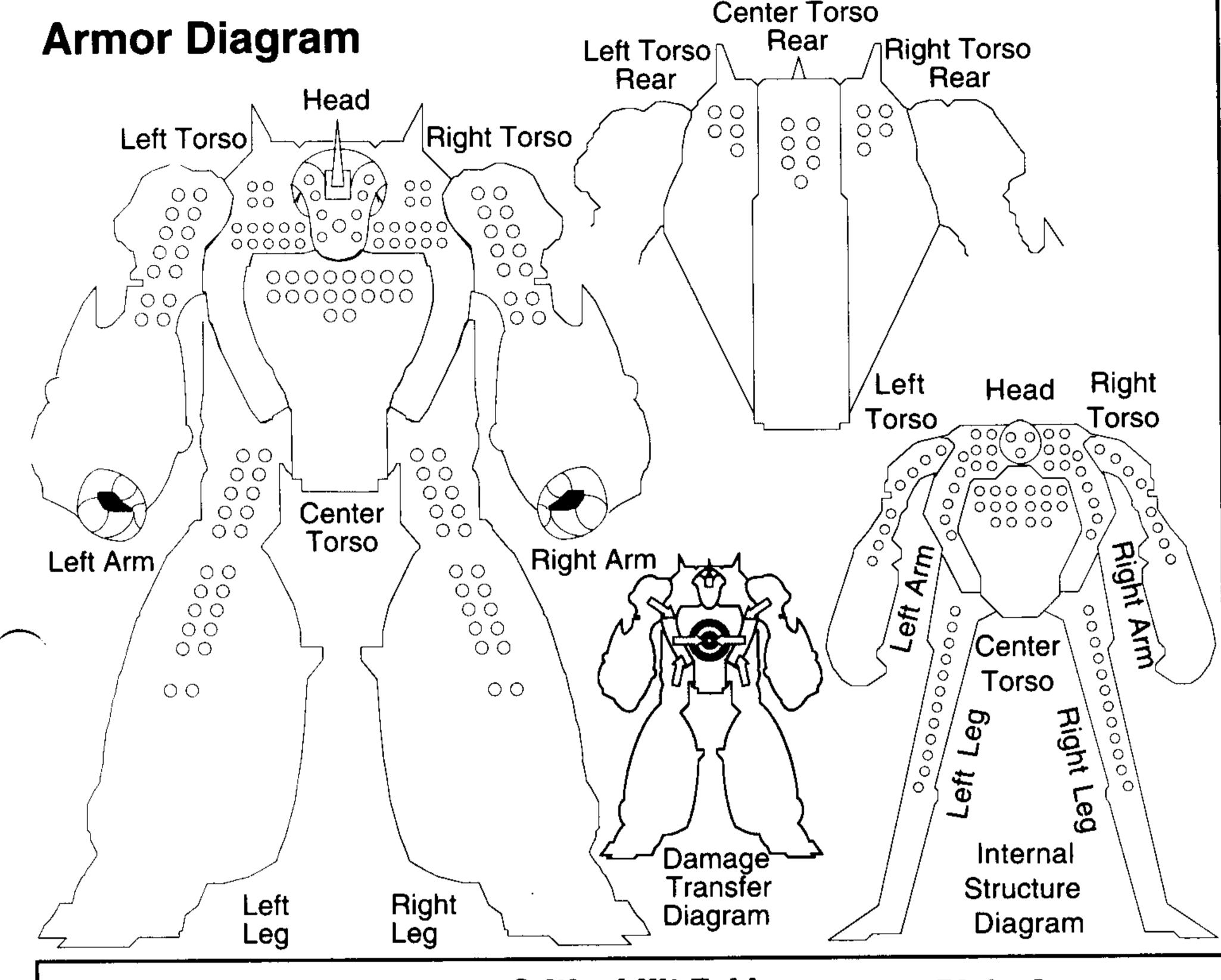
Name:

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

# **Heat Scale**

- 30 SHUTDOWN
- 28 Ammo Explosion, avoid on 8+
- - 26 Shutdown, avoid on 10+
  - 25 -5 Movement Points
  - 24 +4 Modifier to Fire
  - 23 Ammo Explosion, avoid on 6+
  - 22 Shutdown, avoid on 8+

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



# **Left Arm**

#### 1. Shoulder 2. Upper Arm Actuator

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

  - 1. Roll Again
  - 2. Roll Ayain
- 3. Roll Again. 4-6
  - 4. Boll Again S. Roll Again
  - 6. Roll Again

#### **Left Torso**

- 1. Heat Sink
- 2. Roll Again
- 3. Roll Again
- 4 Roll Ayain
- 5. Roll Again
- 6. Boll Again
- 1. Roll Agam
- 2. Roll Again
- 3. Rull Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

#### **Left Leg**

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

# **Critical Hit Table**

### Head

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

#### **Center Torso**

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

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

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

#### 3,909,876 Cost

# **Right Arm**

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

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

  - 6. Roll Again

### **Right Torso**

- 1. Heat Sink
- 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. Heat Sink
- 6. Heat Sink

#### D Mn Loc RA

- 10 l Large Laser 1 Large Laser
- 1 Medium Laser 1 Small Laser

**Weapons Inventory** 

**Mech Data** 

Technology Base:

Inner Sphere

3025

Type: CRB-20 Crab

Movement Points

Walking:

Running:

Jumping:

# Type

Tonnage: **50** 

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

00000

# **Auto Eject**

Disabled Operational

# **Warrior Data**

Name: Piloting Skill: Gunnery Skill:

6 Hits Taken Dead 10 Conscious #

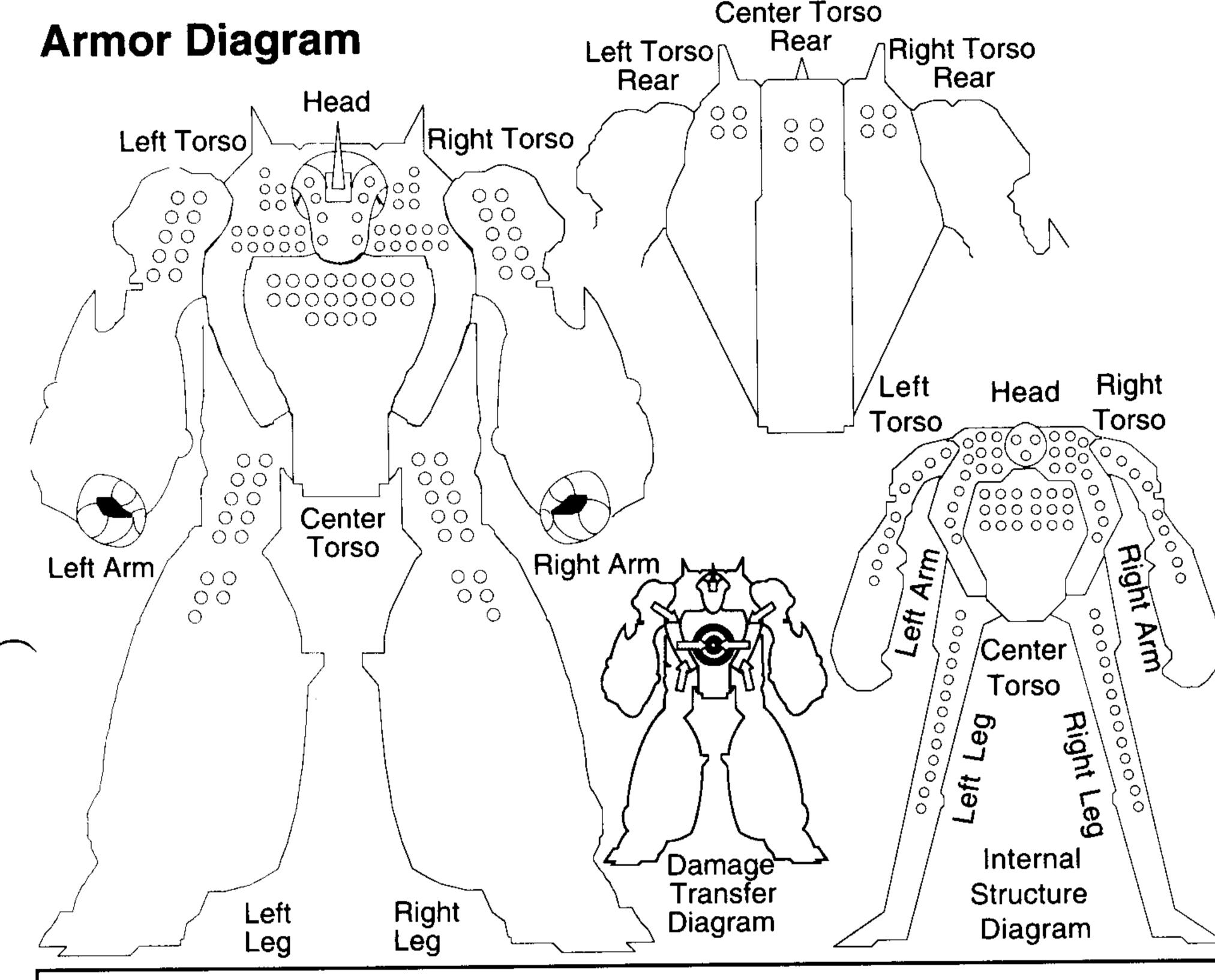
# **Heat Scale**

- 30 SHUTDOWN
- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+
- -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+ 17 +3 Modifier to Fire
- -3 Movement Points 14 Shutdown, avoid on 4+
- +2 Modifier to Fire
- 8 +1 Modifier to Fire

10 -2 Movement Points

Movement Points





# **Left Arm**

- . Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
  - 4. Medium Laser
  - 5. SRM 2
  - 6. Ammo (SRM 2) 50
  - 1. Boll Again
  - 2. Roll Again
- 3. Roll Again 4-6
  - 4. Boll Again
  - 5 Roll Ayain
  - 6. Roll Again

### **Left Torso**

- 1. LRM 10
- 2. LRM 10
- 3. Ammo (LRM 10) 12 1-3
  - 4 Roll Ayain
  - 5. Roll Again
  - 6. Roll Again
  - 1 Roll Again
  - 2 Roll Again.
  - 3. Boll Again
  - 4. Roll Again
  - 5. Rell Again

  - 6. Roll Again

#### **Left Leg**

1. Hip

4-6

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

# **Critical Hit Table**

#### Head

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

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

#### 4,980,668 Cost

# **Right Arm**

- Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
  - 4. Medium Laser
  - 5. SRM 2
  - 6. Ammo (SRM 2) 50
  - 1. Roll Again
  - 2 Roll Again
- 3. Roll Again
- 4. Roll Again
- 5 Roll Again
- 6. Roll Again

### Right Torso

- 1. LRM 10
- 2. LRM 10
- 3. Ammo (LRM 10) 12
  - 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. Jump Jet
- 6. Jump Jet

# **Mech Data**

Type: **DV-6M Dervish** 

Tonnage: **55 Movement Points** 

Walking: Running: Jumping:

Technology Base: Inner Sphere 2520

# **Weapons Inventory**

Ht D Mn S M # Type Loc 1 LRM 10 1 LRM 10 Medium Laser 1 Medium Laser RA 1 SRM 2 6 1 SRM 2

Ammo Type	Rounds	
LRM 10	24	
SRM 2	100	

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

**Auto Eject** Operational

# **Warrior Data**

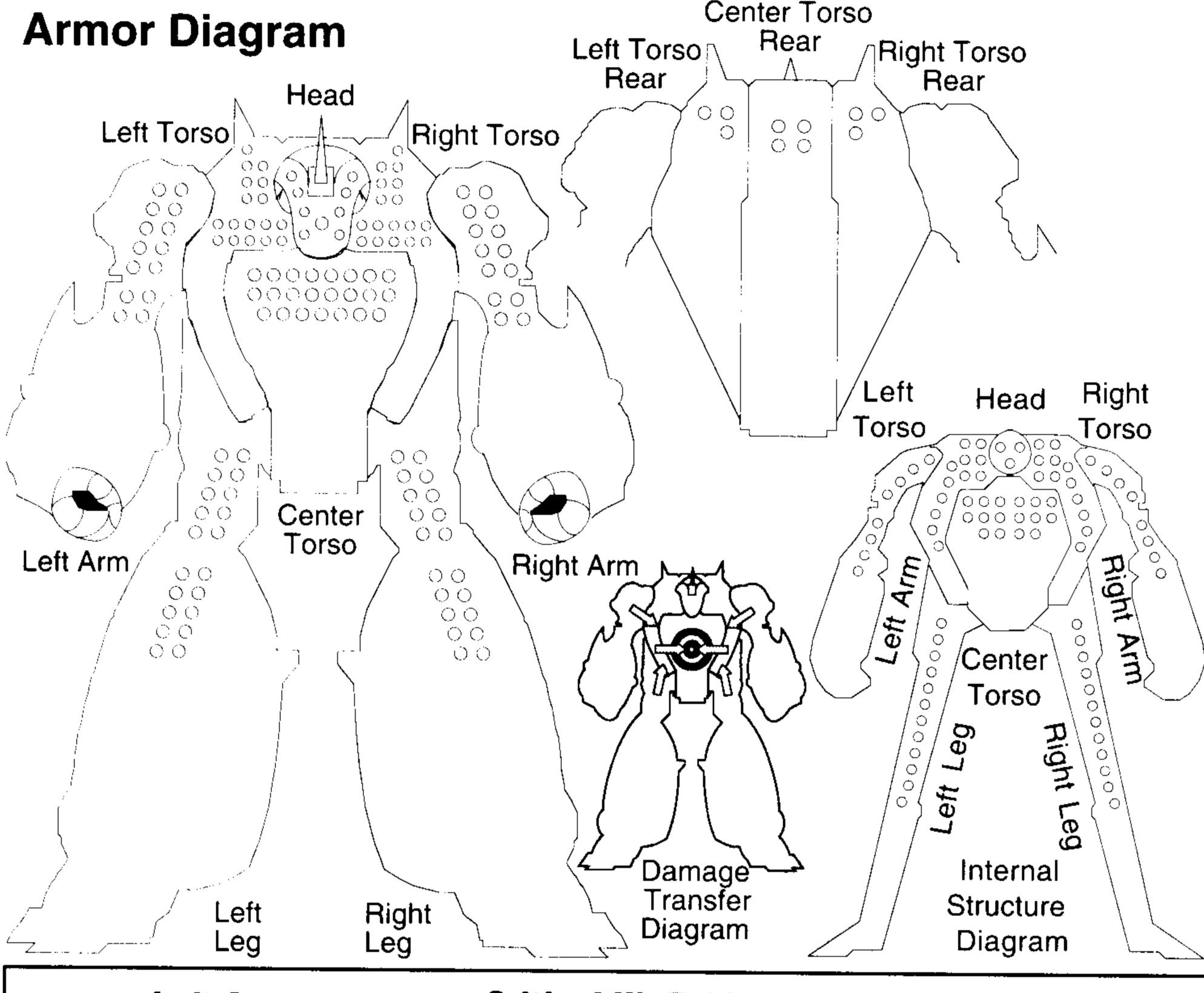
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Name: Piloting Skill: Gunnery Skill:

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

# **Heat Scale**

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



#### **Left Arm Critical Hit Table Right Arm** 1. Shoulder 1. Shoulder 2. Upper Arm Actuator 2. Upper Arm Actuator Head 3. Lower Arm Actuator 3. Lower Arm Actuator 1. Life Support 4. Large Laser 4. Autocannon 10 2. Sensors 5. Large Laser 5. Autocannon 10 3. Cockpit 6. Roll Again 6. Autocannon 10 4 Roll Again 1. Buil Again 1. Autocannon 10 5. Sensors 2 Roll Ayain 6. Life Support 2. Autocannon 10 3 Roll Again. 3. Autocannon 10 **Center Torso** 4. Boll Again 4. Autocannon 10 1. Engine & Roll Ayain 5 Roll Again 2. Engine 6 Bari Agara 6. Roll Again 3. Engine **Left Torso** Right Torso 4. Gyro 1. Heat Sink 5. Gyro Heat Sink 2. Heat Sink 6. Gyro 2. Heat Sink 3. Small Laser 3. Ammo (AC 10) 10 1. Gyro 4 Roll Again 4 Roll Again 2. Engine S Roll Again .5. Roll Again 3. Engine 6 Bell Again 6. Roll Again 4. Engine il Abii Again 5. Roll Again 1. Roll Again 2 Roll Again 6 Roll Again 2 Roll Again S Bell Again 3. Roll Agam Engine Hits 000 4 Roll Again

Gyro Hits

Sensor Hits

Life Support

Cost

S Roll Again

6 Bull Again

1. Hip

**Left Leg** 

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Jump Jet

6. Jump Jet

 $\bigcirc\bigcirc$ 

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3,536,876

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Cornoral	

4 Roll Again

5. Roll Again

6. Roll Agam

1. Hip

**Right Leg** 

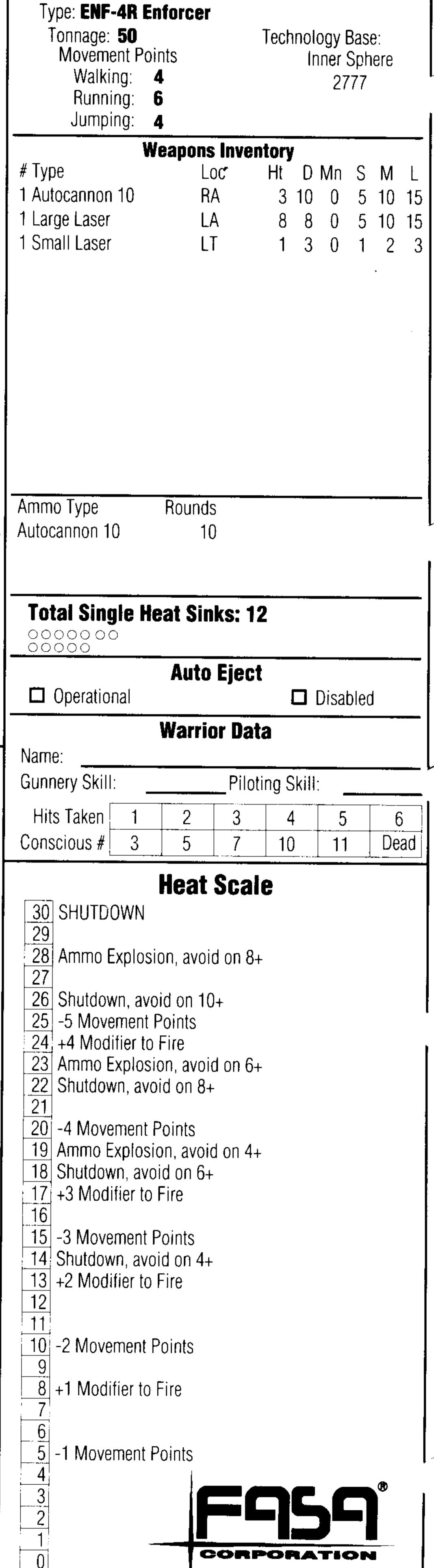
2. Upper Leg Actuator

3. Lower Leg Actuator

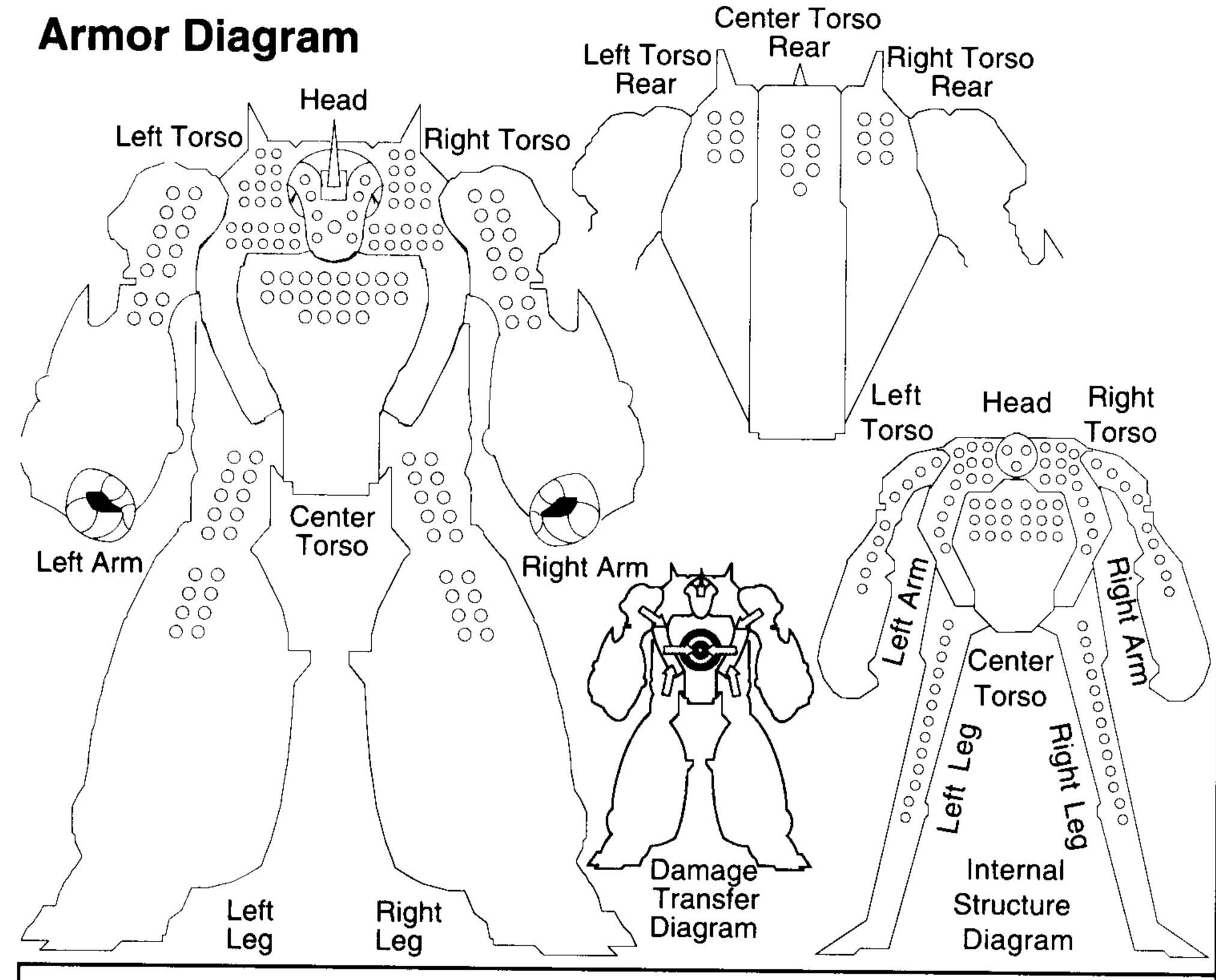
4. Foot Actuator

5. Jump Jet

6. Jump Jet



**Mech Data** 



# **Left Arm**

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

# **Critical Hit Table**

### Head

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

#### **Center Torso**

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

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

  - 5. Jump Jet
  - 6. Heat Sink

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

4,957,108 Cost

# **Right Arm**

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

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

- 3. LRM 10

- - - 6. Rell Again

- 1. Hip
- 3. Lower Leg Actuator
- 5. Roll Again

- Shoulder

- - 4. Roll Again
  - 5 Roll Again

# **Right Torso**

- 1. Jump Jet
- 2. Jump Jet

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

# Right Leg

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

# **Mech Data**

- Type: GRF-1N Griffin
- Tonnage: **55**

# Type

LRM 10

- Movement Points
  - Walking:
- Running:
- Jumping: **Weapons Inventory** 
  - Ht D Mn S M Loc-

Technology Base:

Inner Sphere

2492

1 PPC 1 LRM 10 RT

Ammo Type Rounds

24

- **Total Single Heat Sinks: 12** 0000000
- 00000 **Auto Eject** 
  - Disabled

10

Dead

- **Warrior Data**
- Gunnery Skill: Piloting Skill: Hits Taken

# **Heat Scale**

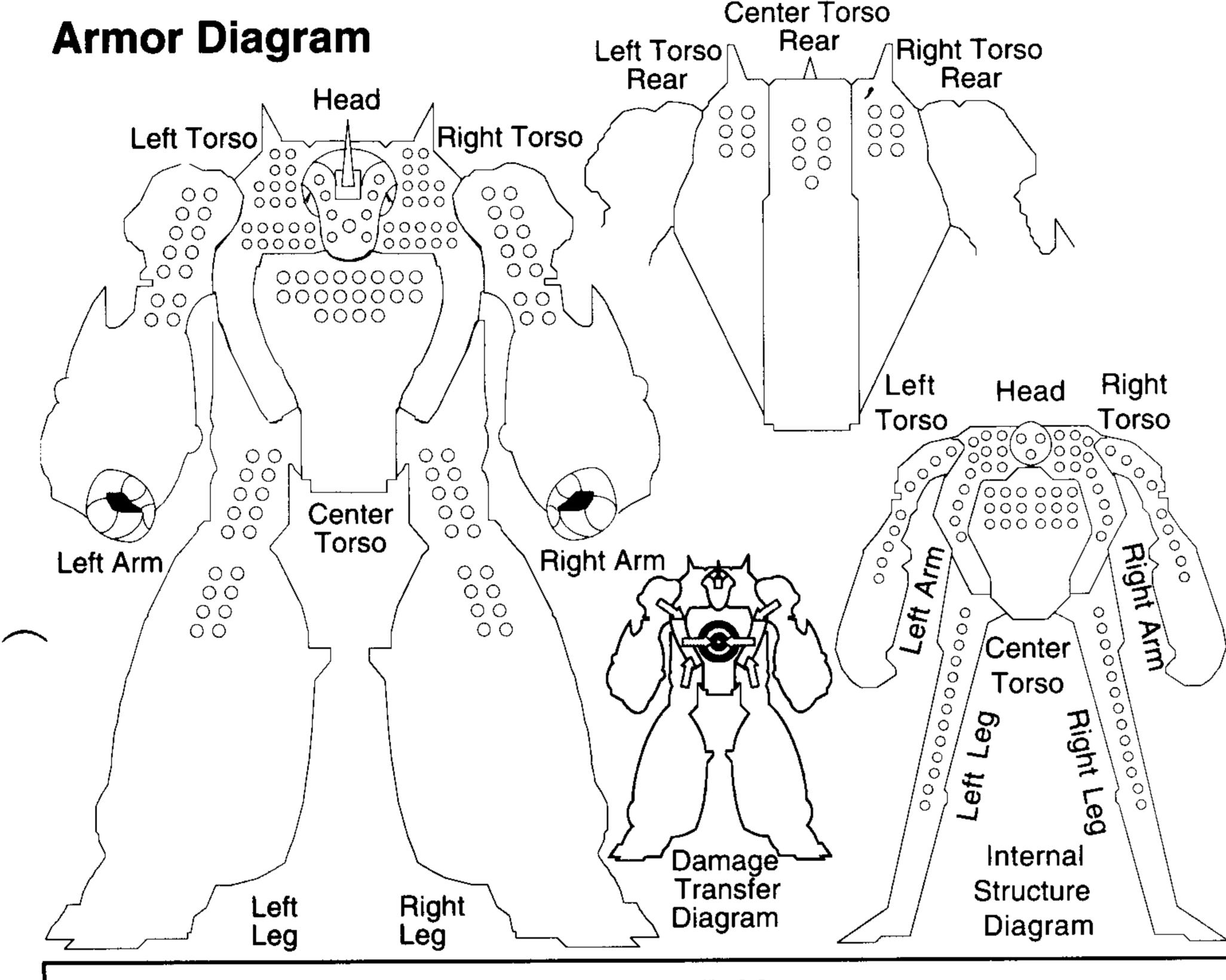
Conscious #

Operational

Name:

- 30 SHUTDOWN 29 Ammo Explosion, avoid on 8+
- Shutdown, avoid on 10+
- -5 Movement Points
- 24 +4 Modifier to Fire
- Ammo Explosion, avoid on 6+ Shutdown, avoid on 8+
- 22 21
- -4 Movement Points 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+ +3 Modifier to Fire
- -3 Movement Points
- 14 Shutdown, avoid on 4+ +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- Movement Points





# **Left Arm**

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

# **Left Torso**

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

  - 5. Roll Again
  - 6. Roll Again

### **Left Leg**

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

# **Critical Hit Table**

### Head

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

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

#### 4,783,508 Cost

# **Right Arm**

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

  - 5 Roll Again

  - 6. Roll Again

# **Right Torso**

- 1. Jump Jet
- 2. Jump Jet
- 3. Ammo (LRM 5) 24
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again

#### Right Leg

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

# **Mech Data**

Type: **GRF-1S Griffin** 

Tonnage: **55** 

Movement Points Walking: **5** 

Technology Base: Inner Sphere 3025

Running: 8 Jumping:

# Type

**Weapons Inventory** 

- D Mn 1 Large Laser
- 1 LRM 5 2 Medium Laser 6

Ammo Type Rounds LRM 5 24

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

**Auto Eject** 

□ Disabled

10

Dead

**Warrior Data** 

Name: Piloting Skill: Gunnery Skill: 6 Hits Taken

# **Heat Scale**

30 SHUTDOWN

Conscious # !

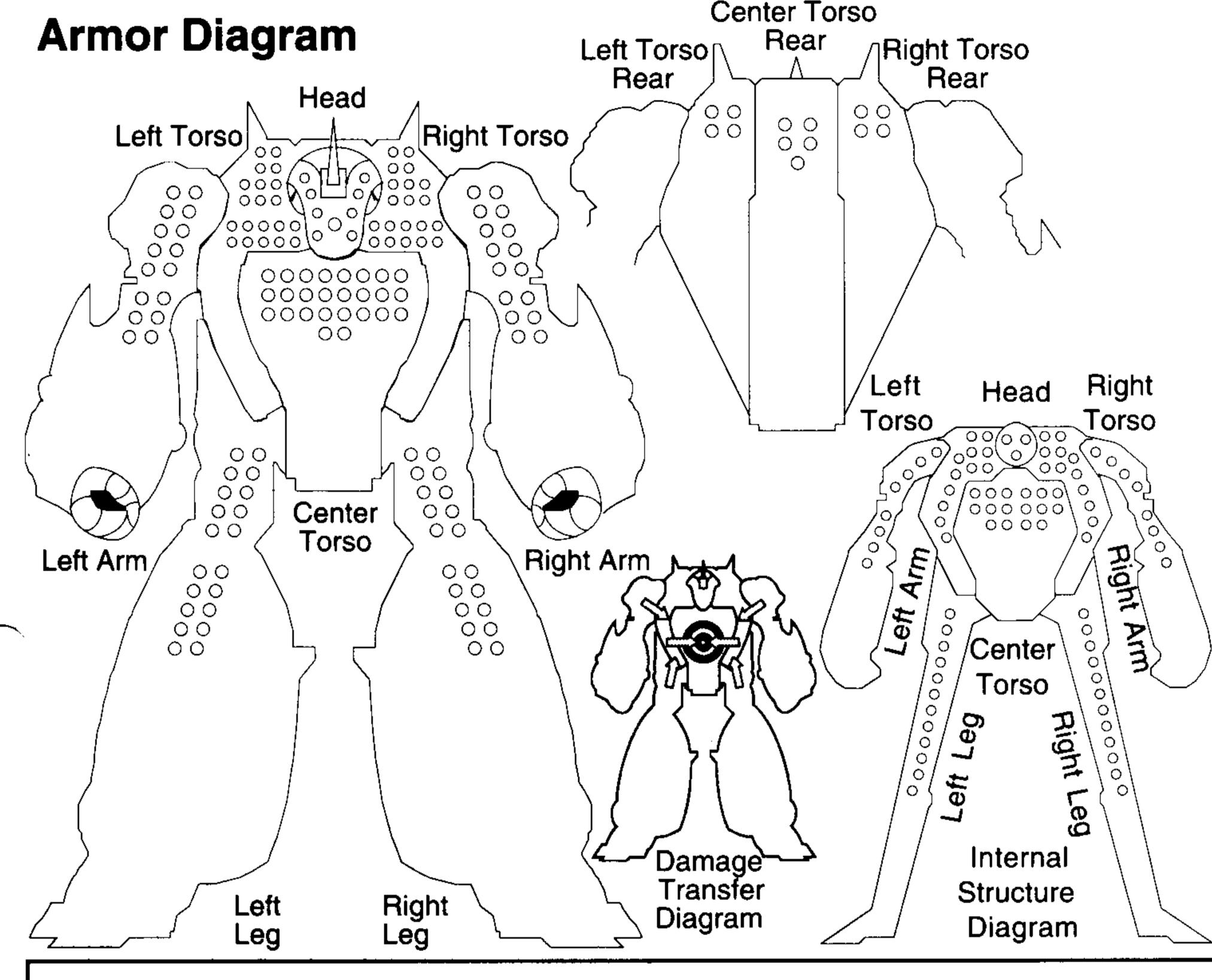
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Operational

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

CORPORATION





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

#### Head

- 1. Life Support
- 2. Sensors

- 1. Engine

- 1. Roll Again

3. Lower Arm Actuator

4. Hand Actuator

Medium Laser

6. Roll Again

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

**Left Torso** 

1. Ammo (AC 20) 5

2. Ammo (AC 20) 5

1-3

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

# **Critical Hit Table**

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

#### **Center Torso**

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

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

  - 5. Heat Sink
  - 6. Roll Again

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

#### 3,467,876 Cost

# **Right Arm**

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

  - 6. Roll Again

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

  - 5 Roll Again
  - 6. Roll Again

# **Right Torso**

- 1. Autocannon 20
- 2. Autocannon 20
- 3. Autocannon 20
- 4. Autocannon 20
  - 5. Autocannon 20
  - 6. Autocannon 20

  - 1. Autocannon 20
  - 2. Autocannon 20 3. Autocannon 20
- - 4. Autocannon 20
  - 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: **HBK-4G Hunchback** 

Tonnage: **50** 

# Type

Movement Points Walking: 4

Technology Base: Inner Sphere 2572

Running: 6 Jumping: 0

**Weapons Inventory** 

- Loc D Mn S
- Autocannon 20 Medium Laser
- Medium Laser Small Laser

Ammo Type Rounds 10 Autocannon 20

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

Operational

00000

**Auto Eject** ■ Disabled

10

Dead

**Warrior Data** 

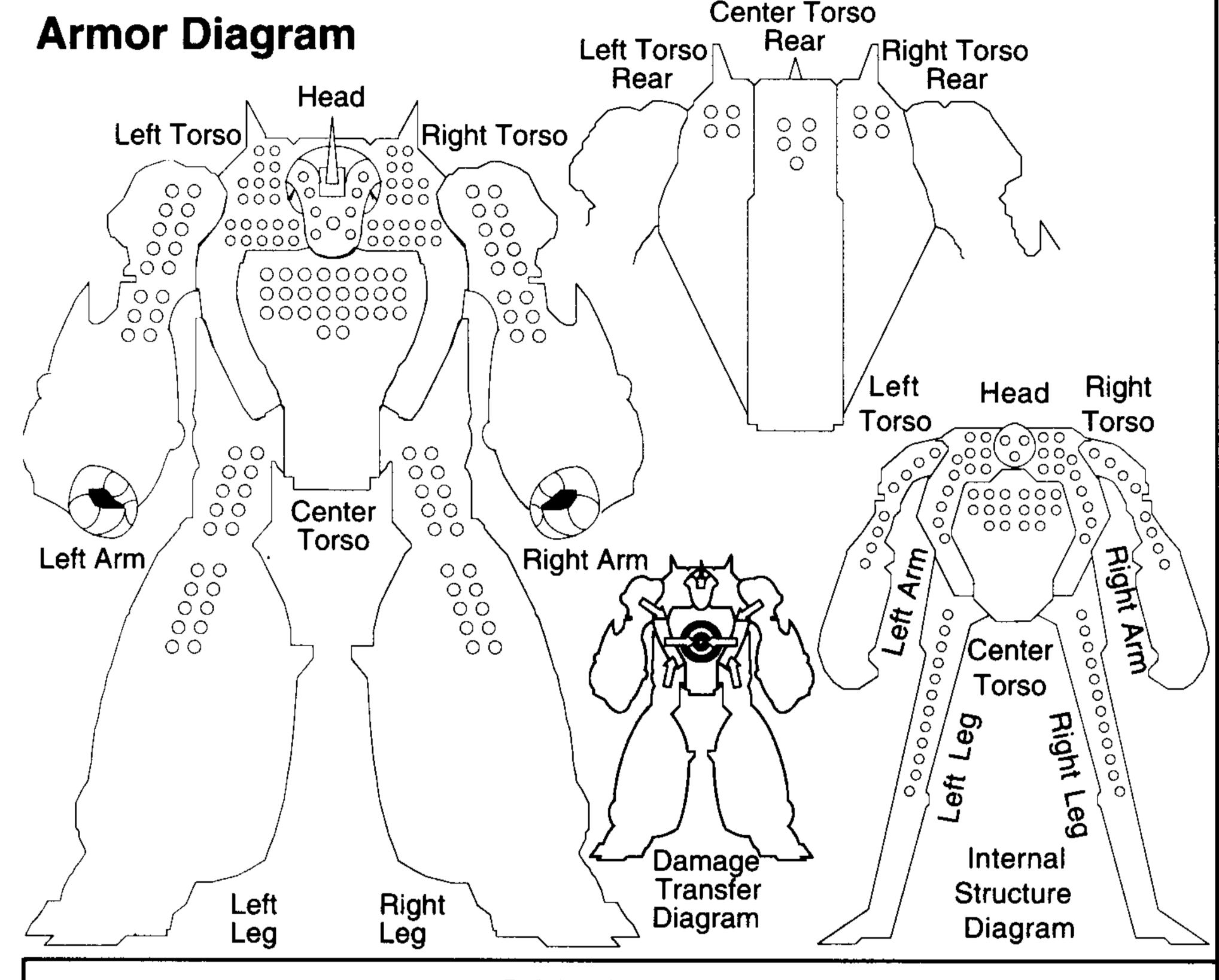
Name: Piloting Skill: Gunnery Skill: 6 Hits Taken

# **Heat Scale**

30 SHUTDOWN

Conscious #

- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- +3 Modifier to Fire
- -3 Movement Points Shutdown, avoid on 4+
- +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- -1 Movement Points



# **Right Arm**

- Head
- 2. Sensors

- 5. Sensors

#### **Center Torso**

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

### **Left Leg**

**Left Arm** 

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Hand Actuator

Medium Laser

6. Roll Again

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

1. Heat Sink

2. Heat Sink

3. Heat Sink

4. Heat Sink

5. Heat Sink

2. Roll Again

6. Roll Again

6. Ammo (AC 10) 10

1. Ammo (AC 10) 10

**Left Torso** 

1. Shoulder

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

# **Critical Hit Table**

- 1. Life Support

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

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

  - 6. Roll Again

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

Cost

3,425,876

# 1. Shoulder

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

  - 5. Roll Again

  - 6. Roll Again

### **Right Torso**

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

  - 1. Autocannon 10
  - 2. Medium Laser
- 3. Medium Laser
- - 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

#### Hits Taken Conscious # |

**Total Single Heat Sinks: 13** 

# **Heat Scale**

**Mech Data** 

**Weapons Inventory** 

Loc -

Н

Rounds

20

**Auto Eject** 

**Warrior Data** 

Piloting Skill:

10

Technology Base:

Inner Sphere

2572

D Mn S

Disabled

6

Dead

Type: **HBK-4H Hunchback** 

Movement Points

Walking:

Jumping:

Autocannon 10

2 Medium Laser

Medium Laser

Medium Laser

Small Laser

Ammo Type

Autocannon 10

00000000

Operational

Gunnery Skill:

00000

Name:

# Type

Tonnage: **50** 

### 30 SHUTDOWN

- 29
- Ammo Explosion, avoid on 8+
- Shutdown, avoid on 10+
- -5 Movement Points
- +4 Modifier to Fire
- Ammo Explosion, avoid on 6+
- Shutdown, avoid on 8+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- 16
- -3 Movement Points
- 14 Shutdown, avoid on 4+ +2 Modifier to Fire
- -2 Movement Points
- +1 Modifier to Fire
- Movement Points



Center Torso **Armor Diagram** Rear ⊓Right Torso Left Torso 

∩ Rear Rear Head 00 000  $\circ$ Right Torso Left Torso 000 00 00000 00000 200 00000000 0000000 00000000 00 00 Right Left Head Torso 00,  $\circ \circ$ 0000 Center Torso Right Arm Right Arm Left Arm, 00000 00 00 Left 00 0000 000 Center Torso Right Left Internal Damage<sup>\*</sup>

Transfer

Diagram

#### Leg Leg **Critical Hit Table Left Arm** 1. Shoulder 2. Upper Arm Actuator Head 3. Lower Arm Actuator 1. Life Support 1-3 4. Hand Actuator 2. Sensors 5. Medium Laser 3. Cockpit 6. Roll Again 4. Small Laser 1. Roll Again 5. Sensors 2. Roll Again 6. Life Support 2. Roll Again 3. Roll Again 3. Roll Again. **Center Torso** 4. Roll Again 1. Engine 5. Roll Again 2. Engine 6. Roll Again 3. Engine **Left Torso** 4. Gyro 1. Heat Sink 5. Gyro 2. LRM 10 2. Heat Sink 6. Gyro **1-3** 3. LRM 10 3. Ammo (LRM 10) 12 1. Gyro 4. Ammo (LRM 10) 12 2. Engine 5. Roll Again 3. Engine 6. Roll Again 4. Engine 1. Roll Again 5. Roll Again 2. Roll Again 6 Roll Again 3. Roll Again **Engine Hits** 0004. Roll Again Gyro Hits $\bigcirc$ 5. Roll Again

Sensor Hits

Life Support

Cost

00

3,560,876

Right

Left

6. Roll Again

1. Hip

Left Leg

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Heat Sink

6. Heat Sink

# Structure Diagram **Right Arm**

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

  - 1. Roll Again

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

# **Right Torso**

- 1. LRM 10

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

  - 6. Roll Again

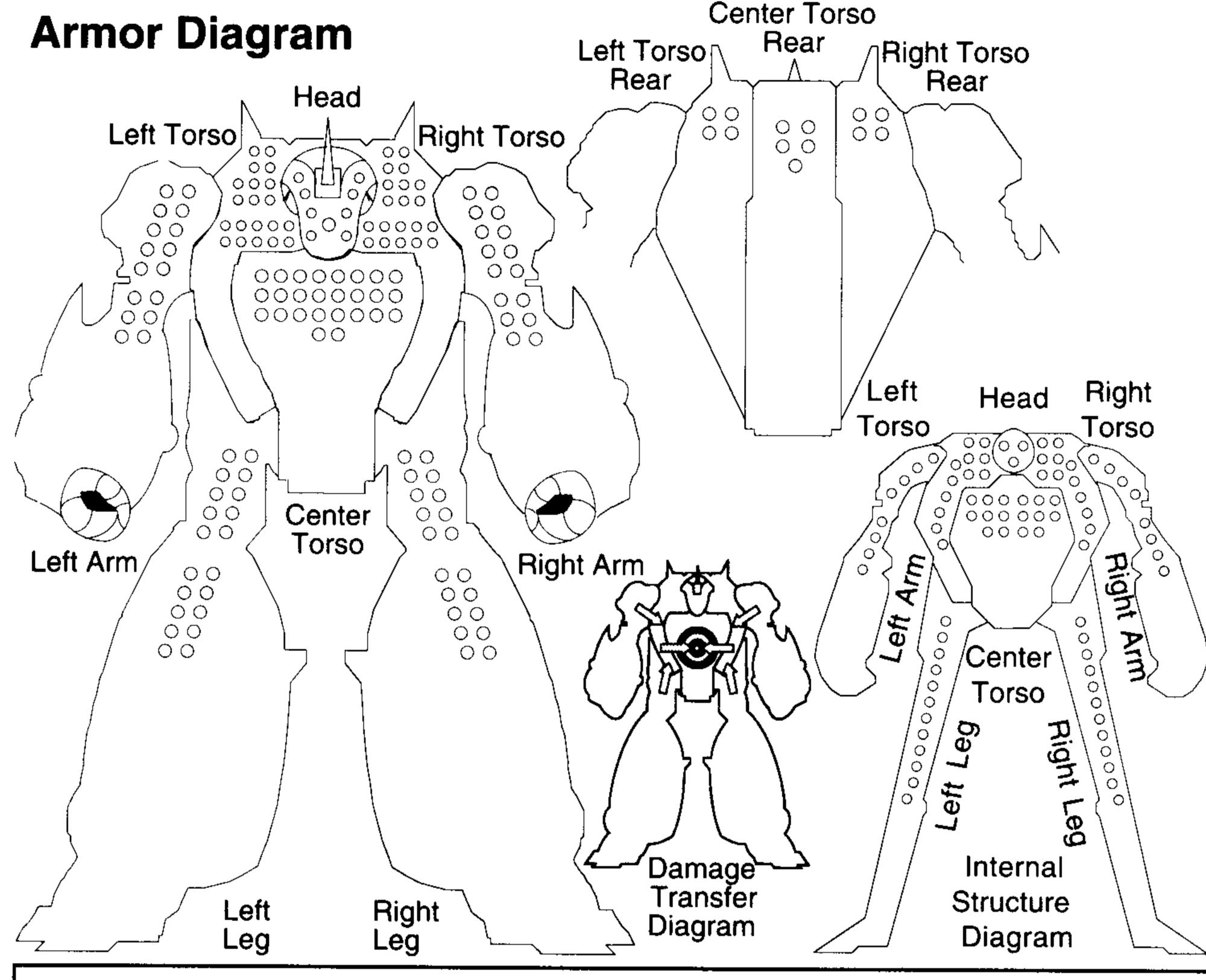
### **Right Leg**

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

· · · · · · · · · · · · · · · · · · ·	Mech Da	ta					
Type: HBK-4J H	unchback						
Tonnage: <b>50</b>		Techr	nolo	ogy E	Base	);	
Movement Poi	ints			ner S			
Walking:	4				<del>7</del> 2		
Running:	6						
Jumping:	0						
W	leapons Inve	ntory					
# Type	Lec	Ht	D	Mn	S	M	L
2 LRM 10	RT	4	1	6	7	14	21
3 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	Н	1	3	0	1	2	3
Ammo Type	Rounds						
LRM 10	24			<u>,</u>			
Total Single H	leat Sinks:	14					
☐ Operational	Auto Eje	ct		Disa	able	d	
	Warrior D	ata					

Dead

	## 41110	ji vato			
Name:					
Gunnery Skill:		_Piloti	ng Skill	:	
Hits Taken 1	2	3	4		
Conscious # 3	5	7	10		
· · · · · · · · · · · · · · · · · · ·	Heat	Scal	<b>e</b>	<del></del>	
30 SHUTDOWN					
29					
28 Ammo Explosi	on, avoi	d on 8+			
26 Shutdown, avo	id on 10	)+			
25 -5 Movement					
24 +4 Modifier to					
23 Ammo Explosi					
22 Shutdown, avo	oid on 8-	H			
21 20 -4 Movement	Points				
19 Ammo Explosi		d on 4+			
18 Shutdown, avo					
17 +3 Modifier to Fire					
16					
15 -3 Movement Points					
14 Shutdown, avo		+			
13 +2 Modifier to Fire					
11					
10 -2 Movement	Points				
9					
8 +1 Modifier to Fire					
7					
6	5				
5 -1 Movement	roints '				
3					
ال		و ا			



- . Shoulder
- 2. Upper Arm Actuator

**Left Arm** 

- 3. Lower Arm Actuator
- 4. Hand Actuator
- - Medium Laser 6. Roll Again
  - 1. Roll Again
  - 2. Roll Again
- 3. Roll Again.
- 4. Roll Again
- - 5. Roll Again
  - 6. Roll Again
    - **Left Torso**
  - 1. Heat Sink
  - 2. Heat Sink
- 3. Heat Sink
- 1-3 4. Heat Sink
  - 5. Heat Sink

  - 6. Ammo (AC 5) 20
  - 1. Ammo (LRM 5) 24
- 2. Roll Again
- 3. Roll Again 4-6
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again

#### **Left Leg**

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

**Critical Hit Table** 

### Head

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

#### **Center Torso**

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

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

3,437,126 Cost

# **Right Arm**

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

  - 5. Medium Laser

  - 6. Roll Again
  - 1. Roll Again

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

# **Right Torso**

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

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

  - 6. Roll Again

# Right Leg

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

# **Mech Data**

### Type: **HBK-4N Hunchback**

Tonnage: **50** Movement Points

> Walking: Running:

Technology Base: Inner Sphere 2572

Jumping:

Weapons Inventory							
# Type	Loc	Ht	D	Mn	S	М	L
1 Autocannon 5	RT	1	5	3	6	12	18
2 LRM 5	RT	2	1	6	7	14	21
2 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

Н

Ammo Type Rounds Autocannon 5 20 LRM 5

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

Operational

00000

Name:

Small Laser

**Auto Eject** ☐ Disabled

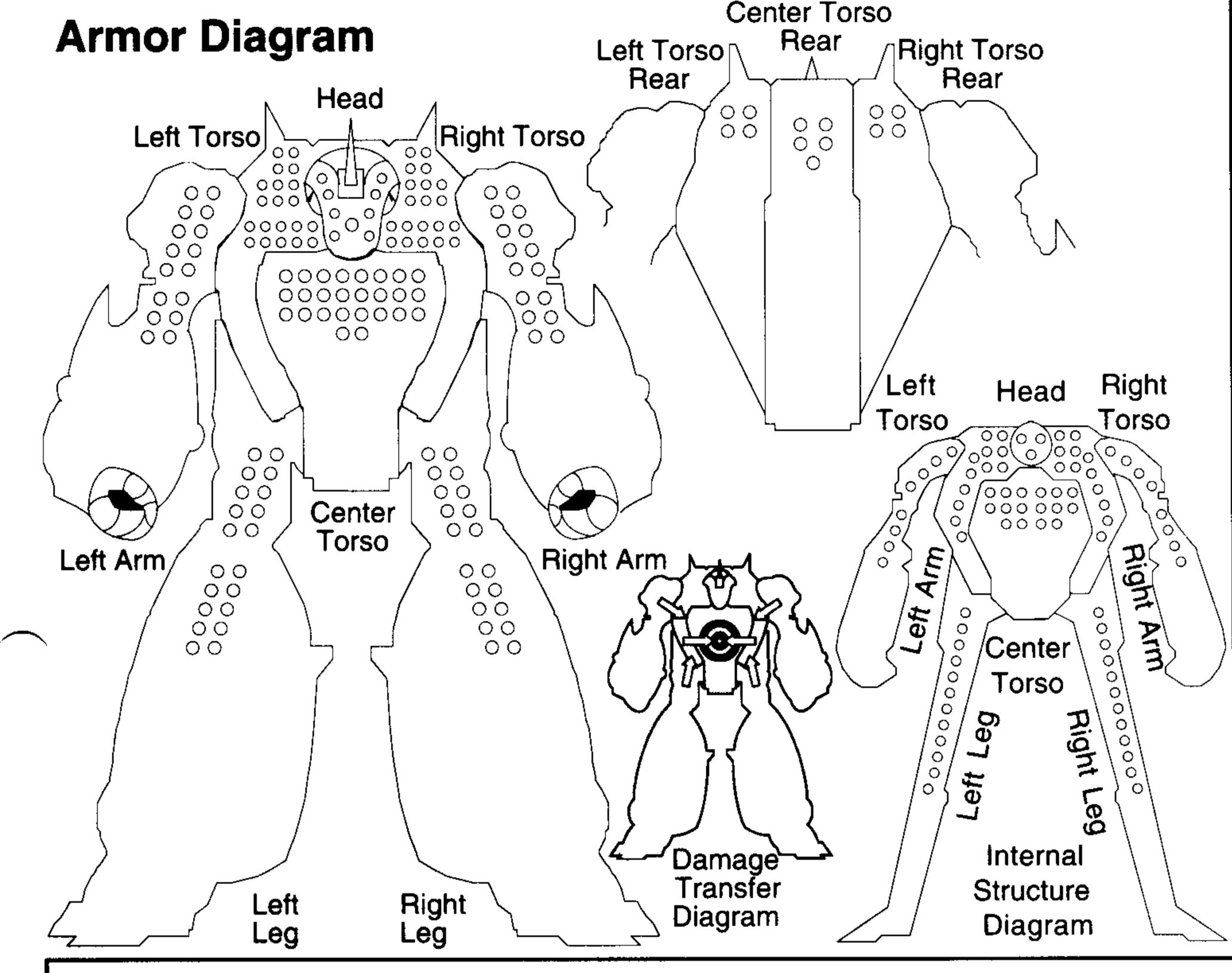
**Warrior Data** 

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

# **Heat Scale**

- 30 SHUTDOWN
- Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- -5 Movement Points
- +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- Shutdown, avoid on 8+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+ 18 Shutdown, avoid on 6+
- +3 Modifier to Fire 16
- -3 Movement Points Shutdown, avoid on 4+
- +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- Movement Points





# **Left Arm**

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

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

### **Left Torso**

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

  - 6. Heat Sink
  - 1. Heat Sink
  - 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

# **Critical Hit Table**

#### Head

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

### **Center Torso**

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

  - 5. Gyro
  - 6. Gyro
  - 1. Gyro
  - 2. Engine
- 3. Engine
  - 4. Engine
  - 5. Heat Sink
  - 6. Heat Sink
  - . 1.194

Engine Hits	000
Gyro Hits	00
Sensor Hits	00
Life Support	0
L_,_,,,	

#### 3,377,876 Cost

# **Right Arm**

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

  - 1. Roll Again

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

  - 6. Roll Again

# **Right Torso**

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

#### 1. Hip

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

5. Heat Sink

6. Heat Sink

### **Mech Data**

Type: **HBK-4P Hunchback** 

Tonnage: **50** 

Movement Points

Walking: 4 Running: 6

Technology Base: Inner Sphere 2572

Jumping:

#### Weaning Inventory

	Meahone maci	LUIJ					
# Type	- L-oc	Ht	D	Mn	S	M	L
6 Medium Laser	RT	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 Small Laser	Н	1	3	0	1	2	3

#### **Total Single Heat Sinks: 23** 000000000000 000000000

# **Auto Eject**

Operational

Disabled **Warrior Data** 

10

6

Dead

Name: Piloting Skill: Gunnery Skill:

# **Heat Scale**

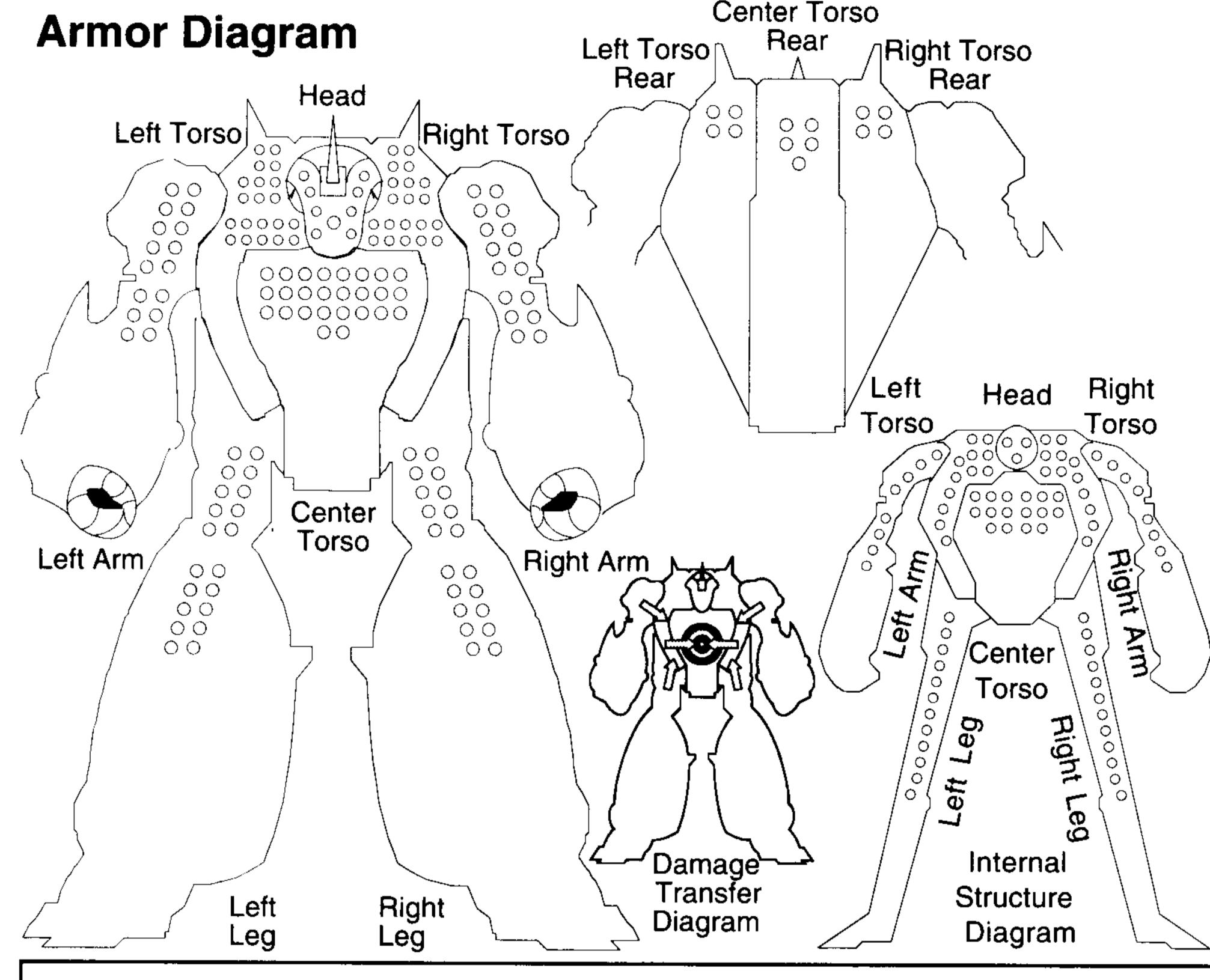
- 30 SHUTDOWN

Hits Taken

Conscious #

- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- 15 -3 Movement Points 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire

Movement Points



# **Critical Hit Table**

#### . Shoulder

2. Upper Arm Actuator

**Left Arm** 

- Lower Arm Actuator
- 4. Hand Actuator
  - 5. Medium Laser
    - 6. Medium Laser

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

#### **Left Torso**

- 1. Heat Sink
- 2. Heat Sink
- 3. Heat Sink
- 4. Heat Sink
  - 5. SRM 6
  - 6. SRM 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

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

#### **Center Torso**

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

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

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

$\circ \circ$
00
$\circ$

#### Cost 3,446,876

# **Right Arm**

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

- 6. Roll Again

- 2. Heat Sink
- 3. Heat Sink
- 4. SRM 6
- 3. Roll Again

  - 5. Roll Again
  - 6. Roll Again

### **Right Leg**

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

- - 4. Hand Actuator
  - Medium Laser
  - 6. Medium Laser
  - 1. Roll Again
- - 5 Roll Again

# Right Torso

- Heat Sink

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

- 4. Foot Actuator

# **Mech Data**

Jumping:

# Type

SRM 6

SRM 6

Type: **HBK-4SP Hunchback** Tonnage: **50** 

Technology Base: Inner Sphere

Movement Points 2572

Walking: Running:

#### **Weapons Inventory** Ht Loc -

- D Mn S SRM 6
- 2 Medium Laser 2 Medium Laser
- l Small Laser

Ammo Type Rounds

30

# **Total Single Heat Sinks: 19**

000000000

00000 0000

Operational

**Auto Eject** 

# **Warrior Data**

Name: Gunnery Skill: Piloting Skill:

# Dead 10

Disabled

# **Heat Scale**

30 SHUTDOWN

Hits Taken

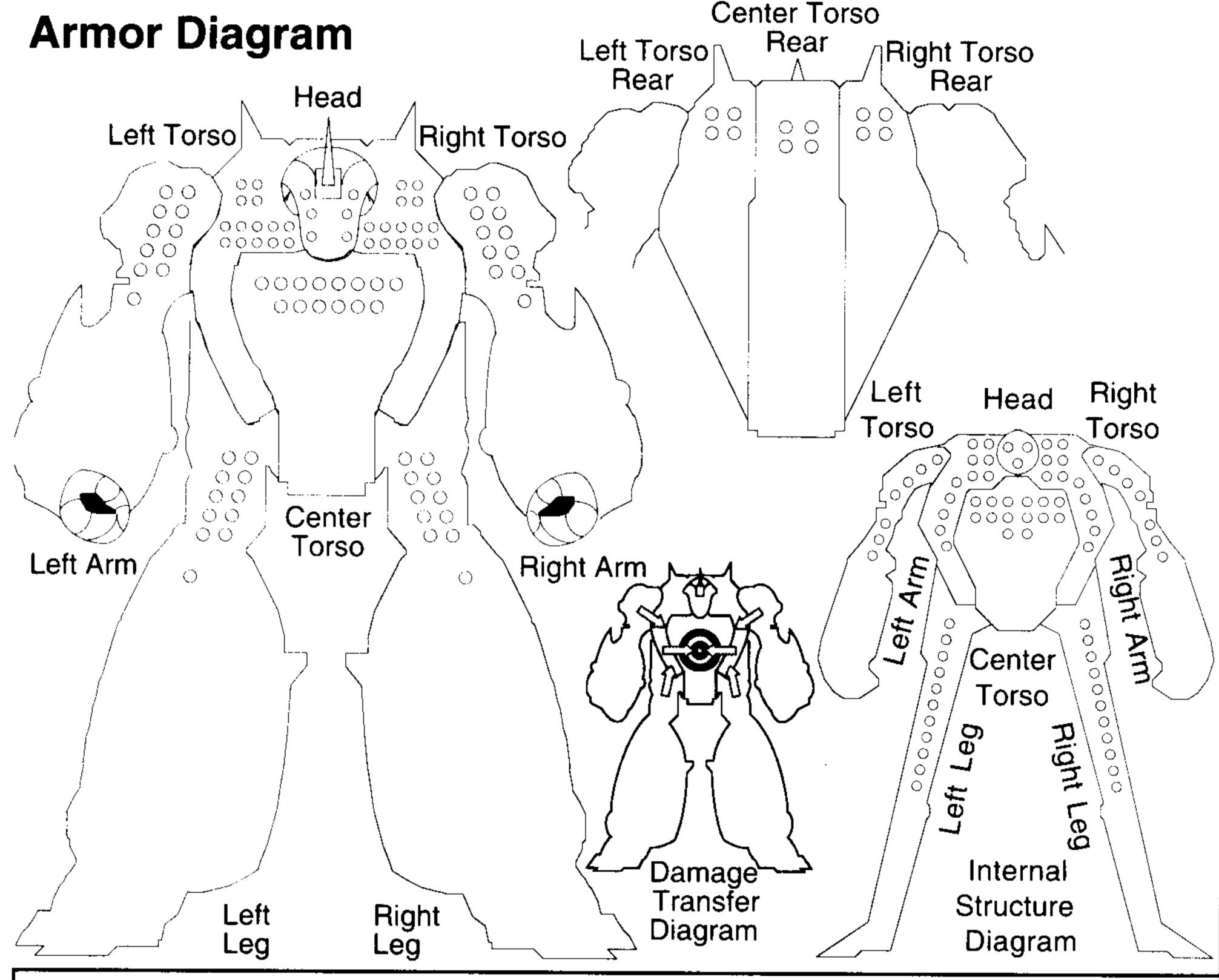
Conscious # |

- 29 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- -5 Movement Points 24 +4 Modifier to Fire
- Ammo Explosion, avoid on 6+
- Shutdown, avoid on 8+
- -4 Movement Points 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+ 17 +3 Modifier to Fire
- 15 -3 Movement Points
- Shutdown, avoid on 4+ +2 Modifier to Fire
- -2 Movement Points
- +1 Modifier to Fire

Movement Points



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# **Left Arm**

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

#### **Left Torso**

- . Heat Sink
- 2. Heat Sink
- Boll 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. Boll Again

### **Left Leg**

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

# **Critical Hit Table**

#### Head

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

### **Center Torso**

- . Engine
- 2. Engine
- 3. Engine
- 4. Gyro
- - 5. Gyro
  - 6. Gyro
  - 1. Gyro
- 2. Engine
- 3. Engine
- 4. Engine
- 5. Ammo (AC 10) 10
- 6. Ammo (AC 10) 10

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

#### 3,129,390 Cost

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

- 1. Heat Sink

- **1-3** 3. Autocannon 10
  - - 5. Autocannon 10
    - 6. Autocannon 10

  - 4. Roll Again

  - 6. Roll Again

# Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 5. Jump Jet
- 6. Jump Jet

# **Right Arm**

- . Hatchet
- 3. Roll Again

  - 5 Roll Again
  - 6. Roll Again

# **Right Torso**

- 2. Heat Sink
- 4. Autocannon 10

  - . Autocannon 10
  - 2. Autocannon 10
- 3. Autocannon 10

  - 5. Roll Again

  - 4. Foot Actuator

### **Mech Data**

Type: **HCT-3F Hatchetman** 

Tonnage: 45

Running:

# Type

1 Autocannon 10

Movement Points Walking:

Inner Sphere

Technology Base:

3023

Jumping: **Weapons Inventory** 

Loc-D Mn S M

1 Medium Laser 1 Medium Laser 6 1 Hatchet

Ammo Type Rounds 20 Autocannon 10

# **Total Single Heat Sinks: 11** 00000

Operational

Disabled

Dead

**Warrior Data** 

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

3

10

**Auto Eject** 

# **Heat Scale**

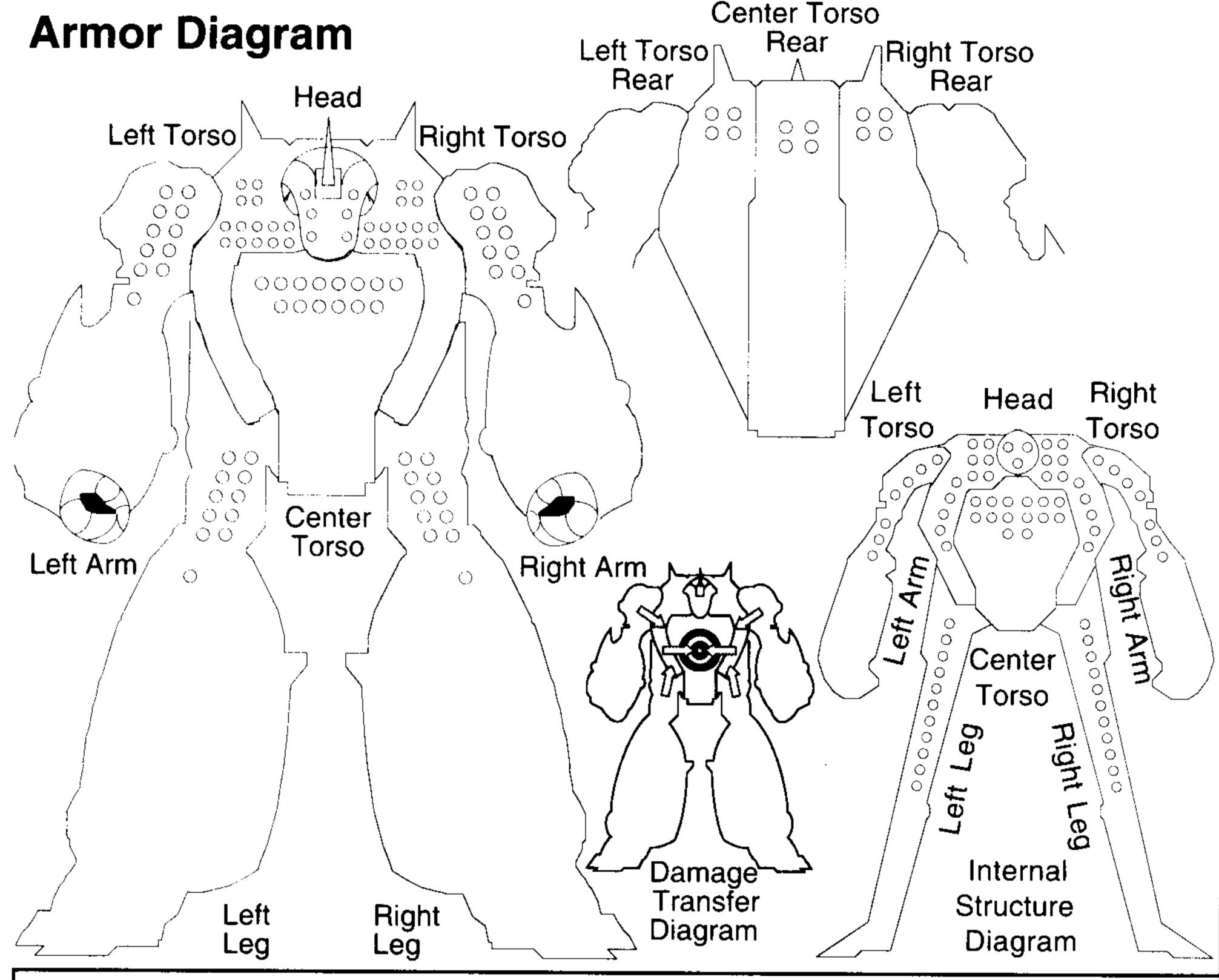
- 30 SHUTDOWN

Conscious #

- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+

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





# **Left Arm**

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

#### **Left Torso**

- . Heat Sink
- 2. Heat Sink
- Boll 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. Boll Again

### **Left Leg**

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

# **Critical Hit Table**

#### Head

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

### **Center Torso**

- . Engine
- 2. Engine
- 3. Engine
- 4. Gyro
- - 5. Gyro
  - 6. Gyro
  - 1. Gyro
- 2. Engine
- 3. Engine
- 4. Engine
- 5. Ammo (AC 10) 10
- 6. Ammo (AC 10) 10

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

#### 3,129,390 Cost

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

- 1. Heat Sink

- **1-3** 3. Autocannon 10
  - - 5. Autocannon 10
    - 6. Autocannon 10

  - 4. Roll Again

  - 6. Roll Again

# Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 5. Jump Jet
- 6. Jump Jet

# **Right Arm**

- . Hatchet
- 3. Roll Again

  - 5 Roll Again
  - 6. Roll Again

# **Right Torso**

- 2. Heat Sink
- 4. Autocannon 10

  - . Autocannon 10
  - 2. Autocannon 10
- 3. Autocannon 10

  - 5. Roll Again

  - 4. Foot Actuator

### **Mech Data**

Type: **HCT-3F Hatchetman** 

Tonnage: 45

Running:

# Type

1 Autocannon 10

Movement Points Walking:

Inner Sphere

Technology Base:

3023

Jumping: **Weapons Inventory** 

Loc-D Mn S M

1 Medium Laser 1 Medium Laser 6 1 Hatchet

Ammo Type Rounds 20 Autocannon 10

# **Total Single Heat Sinks: 11** 00000

Operational

Disabled

Dead

**Warrior Data** 

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

3

10

**Auto Eject** 

# **Heat Scale**

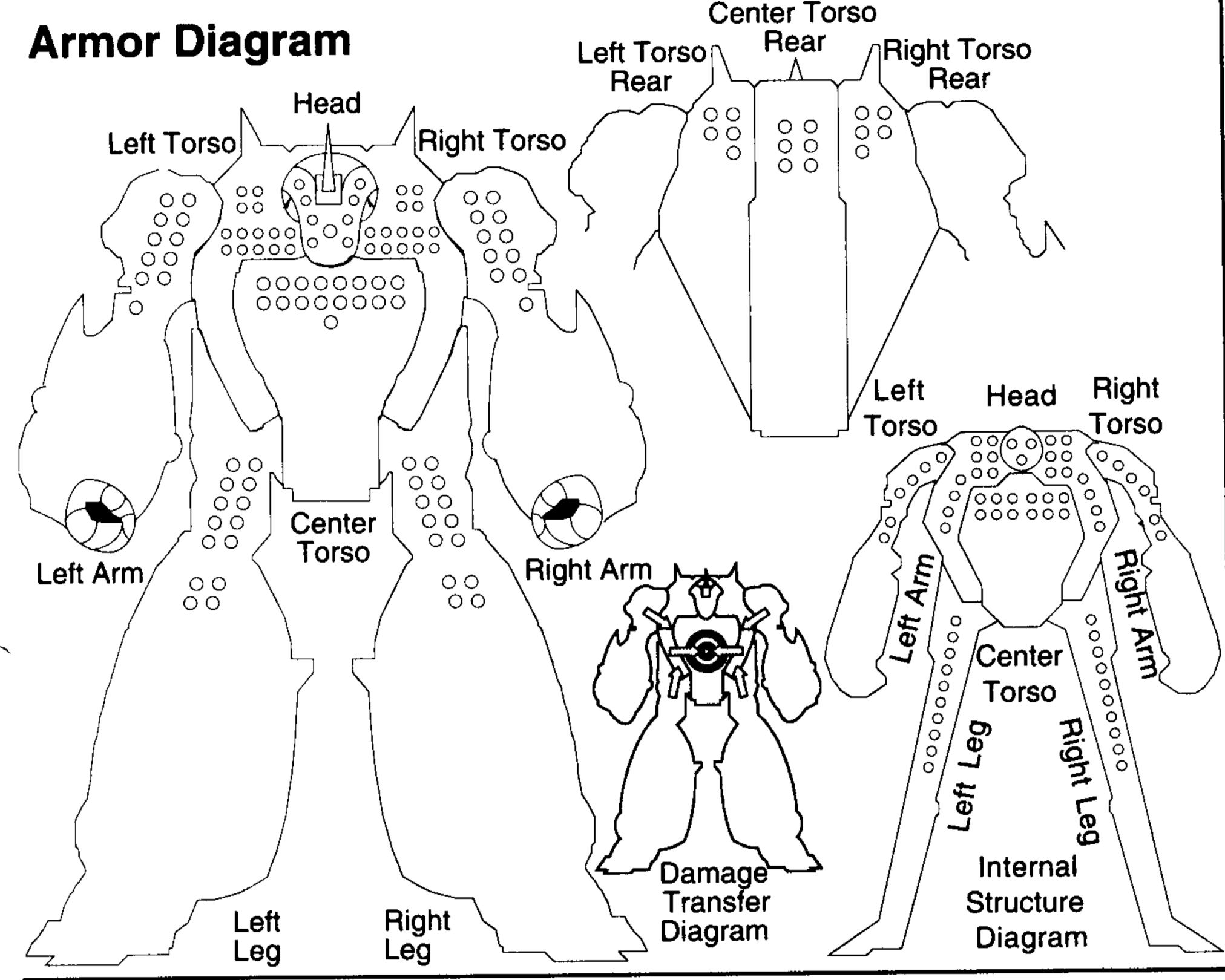
- 30 SHUTDOWN

Conscious #

- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+

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





### Head

- 1. Life Support
- 3. Cockpit
- 4. Roll Again

#### **Center Torso**

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

**Left Arm** 

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Hand Actuator

5. Roll Again

6. Roll Again

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

1. Large Laser

2. Large Laser

**Left Torso** 

1. Shoulder

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

### **Left Leg**

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

# **Critical Hit Table**

- 2. Sensors

- 5. Sensors
- 6. Life Support

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

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

  - 5. Heat Sink
  - 6. Heat Sink
  - Engine Lite  $\wedge \wedge \wedge$

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

#### 3,205,160 Cost

# **Right Arm**

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

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

- 6. Roll Again

# **Right Torso**

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

  - 1. Roll Again
- 2. Roll Again
- 3. Roll Again
  - 4. Roll Again
  - 5. Roll Again
  - 6. 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: **HER-4K Hermes II**

Tonnage: 40 **Movement Points** 

> Walking: 6 Running: Jumping:

Technology Base: Inner Sphere 2798

#### **Weapons Inventory**

- D Mn S M # Type Loc 1 Large Laser 10 15 1 Large Laser

- **Total Single Heat Sinks: 11**
- 00000 **Auto Eject**
- Disabled Operational

10

Dead

### **Warrior Data**

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

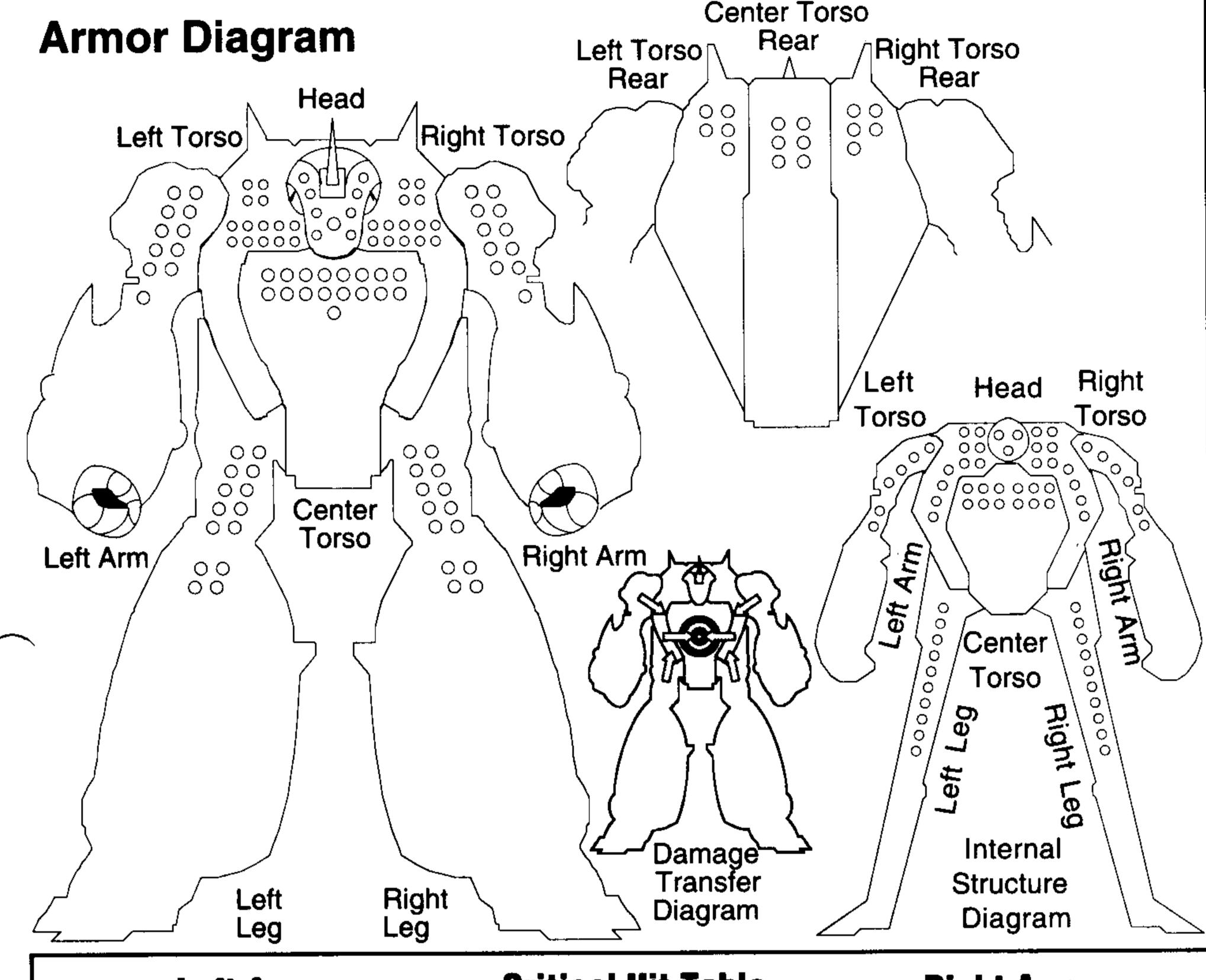
# **Heat Scale**

30 SHUTDOWN 29

Conscious #

000000

- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+ 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- 15 -3 Movement Points
- 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- -1 Movement Points
- CORPORATION



# **Left Arm**

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator 1-3
  - 4. Flamer
  - 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. Ammo (MG) 200
- 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. Roll Again
  - 5. Roll Again
  - 6. Roll Again

### **Left Leg**

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

# **Critical Hit Table**

### Head

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

#### **Center Torso**

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

Life Support

**Engine Hits** 000 Gyro Hits  $\circ$ Sensor Hits  $\circ$ 

#### 3,263,214 Cost

# **Right Arm**

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

  - 5. Roll Again

  - 6. Roll Again

# **Right Torso**

- 1. Medium Laser
- 2. Medium Laser
- 3. Machine Gun
- 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

# **Right Leg**

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

# **Mech Data**

### Type: **HER-2M Hermes II**

Tonnage: 40 Movement Points

Walking: Running: 11 Jumping:

Technology Base: Inner Sphere 2798

### **Weapons Inventory**

		•				
# Type	LQC Ht	D	Mn	S	М	L
2 Medium Laser	RT 3	5	0	3	6	9
1 Medium Laser	RA 3	5	0	3	6	9
2 Machine Gun	RT 0	2	0	1	2	3
1 Flamer	LA 3	2	0	1	2	3

Ammo Type Rounds 100 Machine Gun

#### **Total Single Heat Sinks: 11** 000000

**Auto Eject** Operational

00000

Disabled

10

Dead

# **Warrior Data**

Name: Piloting Skill: Gunnery Skill: 6 Hits Taken

# **Heat Scale**

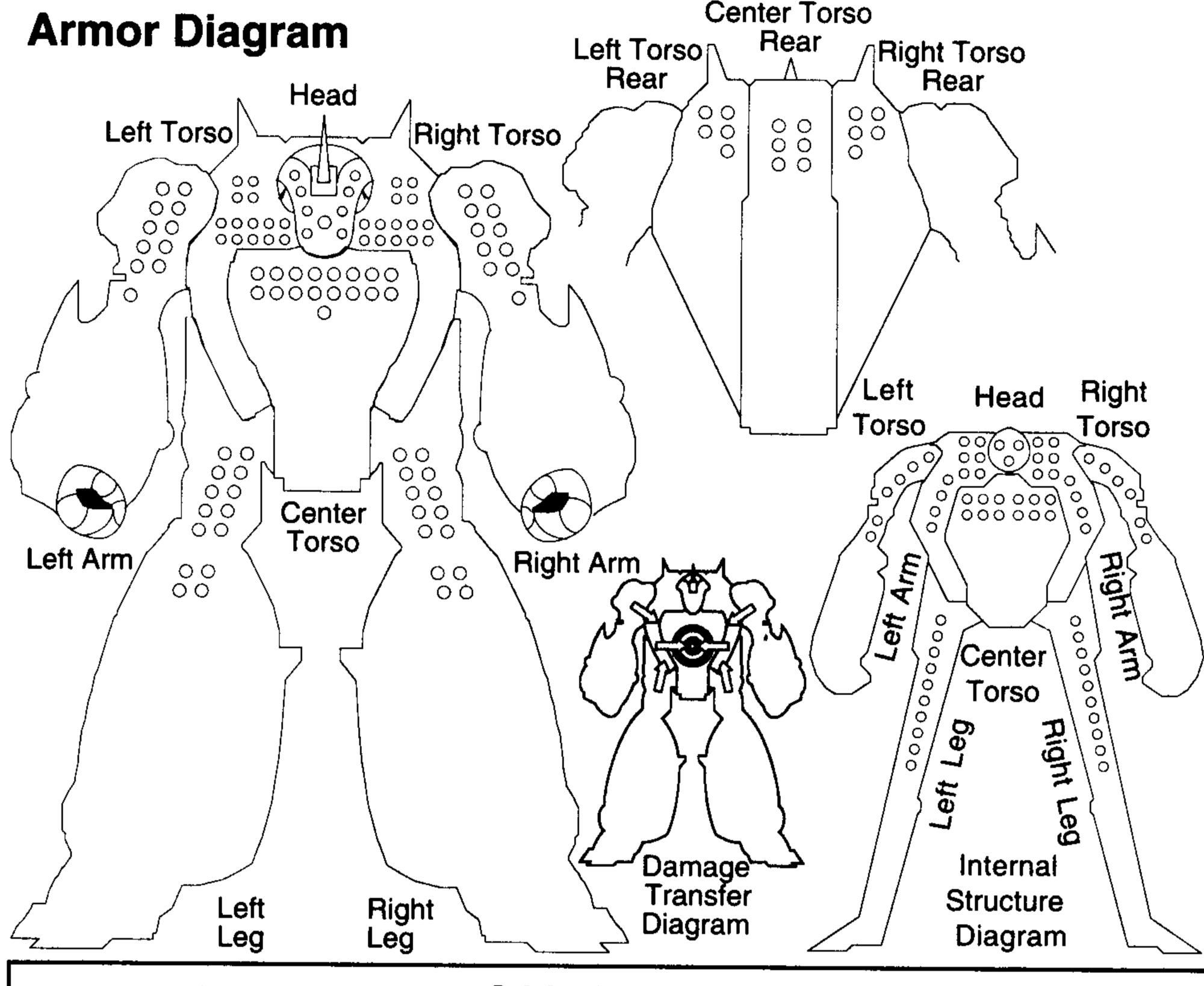
30 SHUTDOWN

Conscious #

- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- 15 -3 Movement Points 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- -1 Movement Points







#### **Left Arm Critical Hit Table Right Arm** 1. Shoulder . Shoulder 2. Upper Arm Actuator 2. Upper Arm Actuator Head 3. Lower Arm Actuator 3. Lower Arm Actuator 1. Life Support 1-3 4. Flamer 4. Hand Actuator 2. Sensors 5. Roll Again 5. Medium Laser 3. Cockpit 6. Roll Again 6. Roll Again 4. Roll Again 1. Roll Again 5. Sensors 1. Roll Again 2. Roll Again 2. Roll Again 6. Life Support 3. Roll Again 3. Roll Again **Center Torso** 4. Roll Again 4. Roll Again 1. Engine 5. Roll Again 5. Roll Again 2. Engine 6. Roll Again 6. Roll Again 3. Engine **Left Torso Right Torso** 4. Gyro 1. Heat Sink 5. Gyro 1. Autocannon 5 2. Ammo (AC 5) 20 6. Gyro 2. Autocannon 5 3. Roll Again 3. Autocannon 5 1. Gyro 4. Roll Again 4. Autocannon 5 2. Engine 5. Roll Again 5. Roll Again 3. Engine 4-6 6. Roll Again 6. Roll Again 4. Engine 1. Roll Again 5. Roll Again 1. Roll Again

6. Roll Again

**Engine Hits** 

Sensor Hits

Life Support

Cost

Gyro Hits

000

3,165,680

00

00

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

1. Hip

Right Leg

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Roll Again

6. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

1. Hip

**Left Leg** 

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Roll Again

6. Roll Again

Ammo Type		Rounds			<del></del>	
Autocannon 5	•	noulius 20				
Total Sin	_	at Sin	ks: 1	D		
□ Operatio	nal	Auto	Eject		Disable	d
Name:	1	Warrio	r Dat	a		
Gunnery Skil	1:		_Pilot	ing Skill		
Hits Taken	1	2	3	4	5	
Conscious #	3	5		10	] ]]	1
25 -5 Mov 24 +4 Mod 23 Ammo 22 Shutdov 19 Ammo I 18 Shutdov 17 +3 Mod 16 15 -3 Mov 14 Shutdov 14 +2 Mod 12 11 -2 Mov 9 +1 Mod 7	ement Personance of the Person	Fire on, avoid on 8+ Fire oints oints oints oints oints oints oints oints oints				

**Mech Data** 

**Weapons Inventory** 

Loc-

Ht

Technology Base:

D Mn

Inner Sphere

2798

Dead

Type: **HER-2S Hermes II** 

**Movement Points** 

Walking: 6

Running: 9

Jumping:

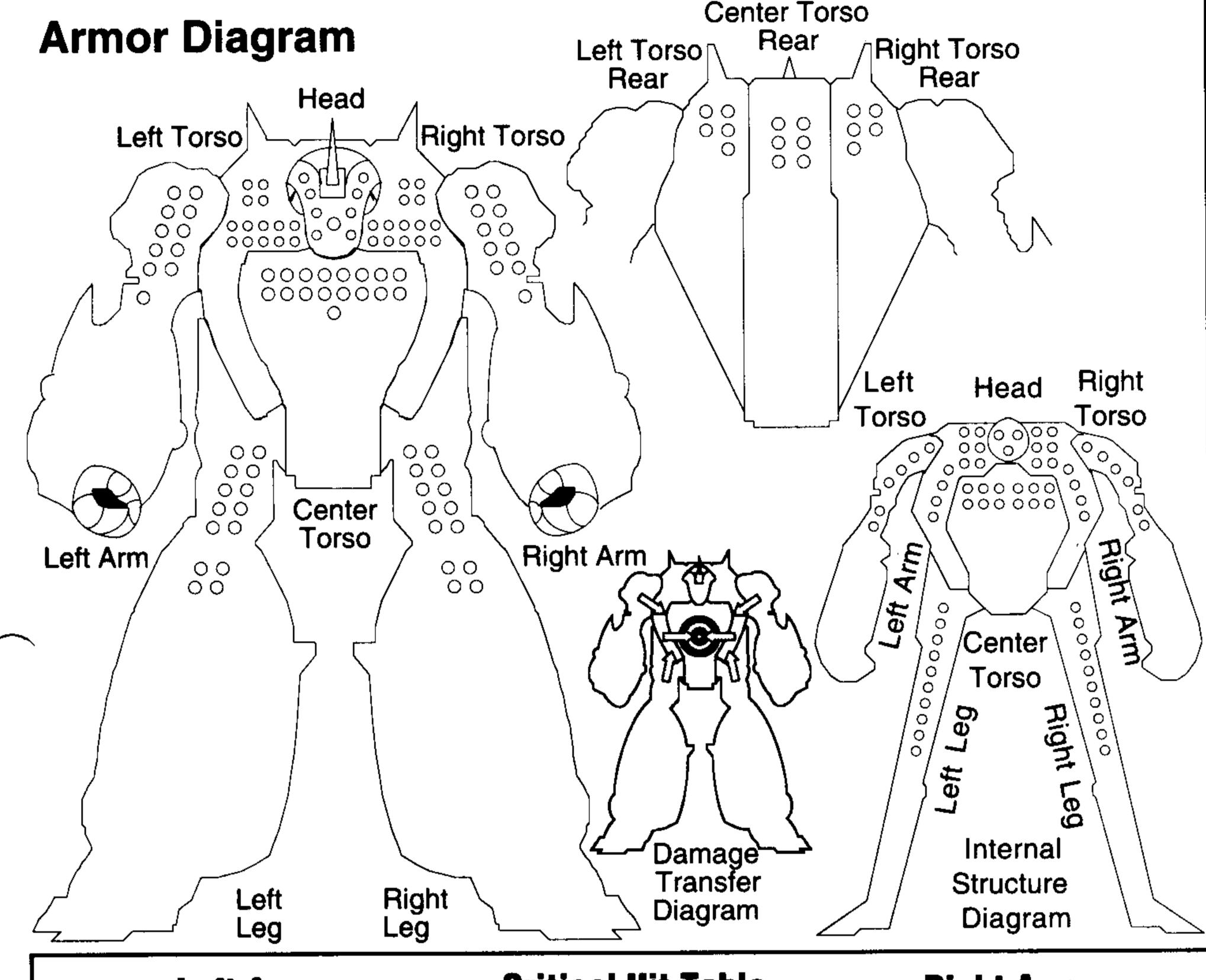
# Type

1 Flamer

1 Autocannon 5

1 Medium Laser

Tonnage: **40** 



# **Left Arm**

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator 1-3
  - 4. Flamer
  - 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. Ammo (MG) 200
- 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. Roll Again
  - 5. Roll Again
  - 6. Roll Again

### **Left Leg**

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

# **Critical Hit Table**

### Head

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

#### **Center Torso**

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

Life Support

**Engine Hits** 000 Gyro Hits  $\circ$ Sensor Hits  $\circ$ 

#### 3,263,214 Cost

# **Right Arm**

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

  - 5. Roll Again

  - 6. Roll Again

# **Right Torso**

- 1. Medium Laser
- 2. Medium Laser
- 3. Machine Gun
- 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

# **Right Leg**

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

# **Mech Data**

### Type: **HER-2M Hermes II**

Tonnage: 40 Movement Points

Walking: Running: 11 Jumping:

Technology Base: Inner Sphere 2798

### **Weapons Inventory**

		•				
# Type	LQC Ht	D	Mn	S	М	L
2 Medium Laser	RT 3	5	0	3	6	9
1 Medium Laser	RA 3	5	0	3	6	9
2 Machine Gun	RT 0	2	0	1	2	3
1 Flamer	LA 3	2	0	1	2	3

Ammo Type Rounds 100 Machine Gun

#### **Total Single Heat Sinks: 11** 000000

**Auto Eject** Operational

00000

Disabled

10

Dead

# **Warrior Data**

Name: Piloting Skill: Gunnery Skill: 6 Hits Taken

# **Heat Scale**

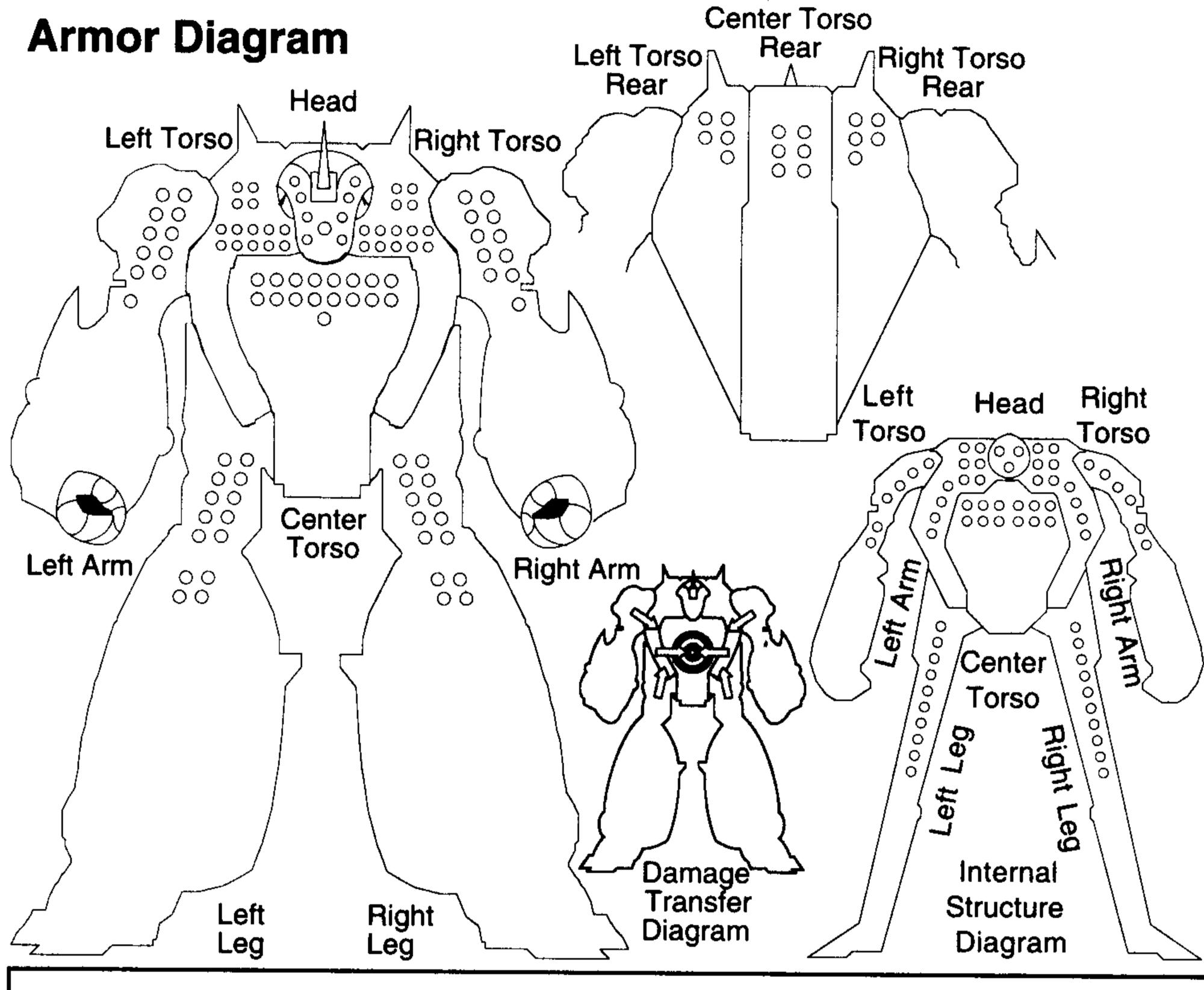
30 SHUTDOWN

Conscious #

- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- 15 -3 Movement Points 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- -1 Movement Points







#### **Left Arm Critical Hit Table Right Arm** 1. Shoulder . Shoulder 2. Upper Arm Actuator 2. Upper Arm Actuator Head 3. Lower Arm Actuator 3. Lower Arm Actuator 1-3 1. Life Support 4. Flamer 4. Hand Actuator 2. Sensors 5. Roll Again 5. Medium Laser 3. Cockpit 6. Roll Again 6. Roll Again 4. Roll Again 1. Roll Again 5. Sensors 1. Roll Again 2. Roll Again 6. Life Support 2. Roll Again 3. Roll Again 3. Roll Again **Center Torso** 4. Roll Again 4. Roll Again 1. Engine 5. Roll Again 5. Roll Again 2. Engine 6. Roll Again 6. Roll Again 3. Engine **Left Torso Right Torso** 4. Gyro 1. Heat Sink 1. Autocannon 5 5. Gyro 2. Ammo (AC 5) 20 6. Gyro 2. Autocannon 5 3. Roll Again 3. Autocannon 5 1. Gyro 4. Roll Again 4. Autocannon 5 2. Engine 5. Roll Again 5. Roll Again 3. Engine 4-6 6. Roll Again 6. Roll Again

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

1. Hip

**Left Leg** 

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Roll Again

6. Roll Again

#### 4. Engine 5. Roll Again 1. Roll Again 6. Roll Again 2. Roll Again 3. Roll Again **Engine Hits** 000 4. Roll Again Gyro Hits 00 5. Roll Again Sensor Hits 00 6. Roll Again Life Support Right Leg 1. Hip 2. Upper Leg Actuator Cost 3,165,680 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again

	Movement Poin Walking: <b>6</b> Running: <b>9</b>			In	ner 27	Sph '98	ere		
	Jumping: 0	·	<del>" -                                   </del>						
	# Type	<b>apons</b> Lo		<b>tory</b> Ht	ח	Mn	C	h #	ı
	1 Autocannon 5	RT	U <sup>z</sup>	1	5		_	12	18
	1 Medium Laser	RA		3	5	0	3	6	9
	1 Flamer	LA		3	2	0	1	2	3
·									
		Rounds					•		
$\rangle$	Autocannon 5	20							
	Total Single He	at Sinl	(g· 1f	<u> </u>					
	000000000	ut VIIII	.J. IL	•					
		Auto	Eject						
	☐ Operational				<b>]</b> [	Disal	bled	l	;
۱.		Warrio	r Dat	a			•		
	Name:			<b>-</b>	· · · ·				
	Gunnery Skill:	· · · · · · · · · · · · · · · · · · ·	_Piloti	ng S	kill:	•			<del></del>
	Hits Taken 1	2	3	4		5		6	
	Conscious # 3	5		10	<u>.</u> i	11		De	ad
		Heat S	Scal	e					
	30 SHUTDOWN								
	29 28 Ammo Explosio	n. avoid	on 8+						
	27								
	26 Shutdown, avoi 25 -5 Movement P		-						
	24 +4 Modifier to F								
	23 Ammo Explosio		on 6+						
	22 Shutdown, avoi	a on 8+							
	20 -4 Movement Po	oints							ľ
	19 Ammo Explosio 18 Shutdown, avoid	-	on 4+						

**Mech Data** 

Technology Base:

Type: **HER-2S Hermes II** 

Tonnage: **40** 

BATTLETECH is a registered Trademark of FASA Corporation. Copyright 1996. Permission to photocopy for personal use.

-3 Movement Points

13 +2 Modifier to Fire

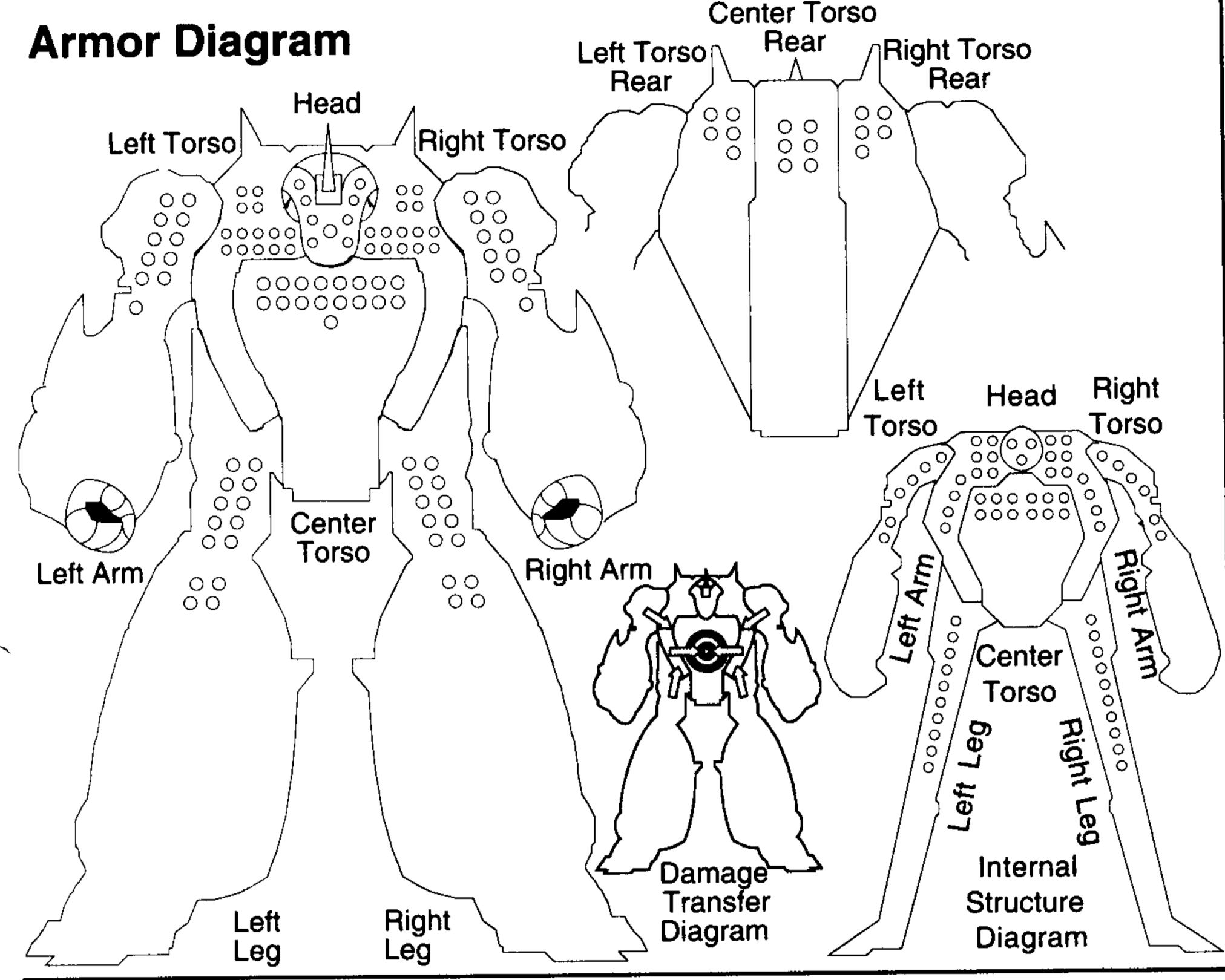
10 -2 Movement Points

8 +1 Modifier to Fire

-1 Movement Points

CORPORATION

Shutdown, avoid on 4+



### Head

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

#### **Center Torso**

- **Left Torso**
- 1. Large Laser

**Left Arm** 

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Hand Actuator

5. Roll Again

6. Roll Again

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

1. Shoulder

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

### **Left Leg**

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

# **Critical Hit Table**

- 4. Roll Again

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

  - 5. Heat Sink
  - 6. Heat Sink

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

3,205,160 Cost

# **Right Arm**

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

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

  - 5. Roll Again

  - 6. Roll Again

# **Right Torso**

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

  - 1. Roll Again 2. Roll Again
- 3. Roll Again
- - 4. Roll Again
  - 5. Roll Again
  - 6. 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: **HER-4K Hermes II**

Tonnage: 40 **Movement Points** 

Jumping:

Walking: 6 Running:

Technology Base: Inner Sphere 2798

#### **Weapons Inventory**

D Mn S M # Type Loc 1 Large Laser 10 15 1 Large Laser

#### **Total Single Heat Sinks: 11** 000000

Conscious #

00000

# **Auto Eject**

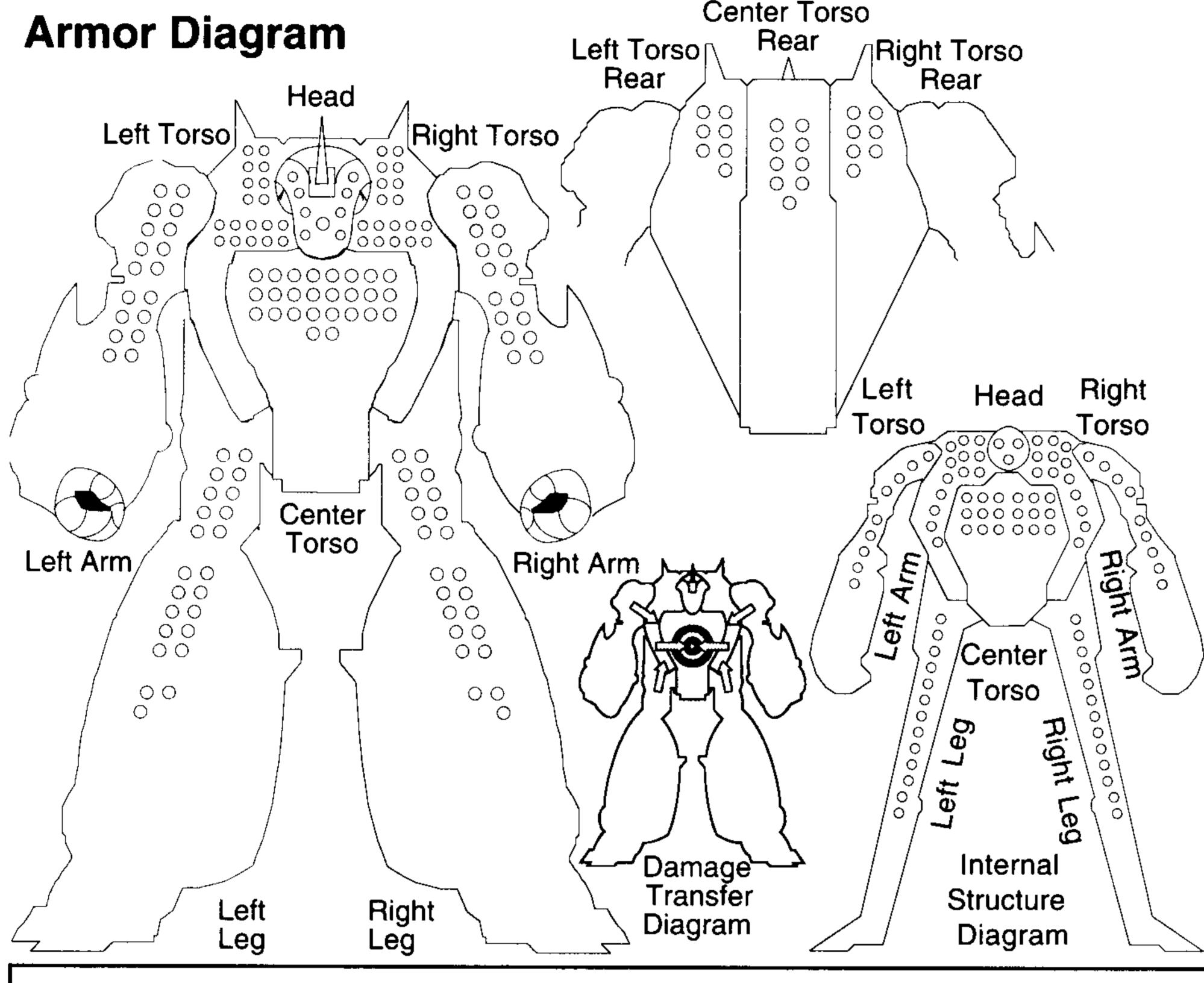
Disabled Operational

#### **Warrior Data**

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

# **Heat Scale**

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



# **Left Arm**

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

#### **Left Torso**

- 1. Ammo (LRM 5) 24
- 2. Ammo (SRM 6) 15
- 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. Roll Again
- 6. Roll Again

# **Critical Hit Table**

#### Head

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

### **Center Torso**

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

Life Support

Engine Hits 000 Gyro Hits  $\bigcirc$ Sensor Hits  $\bigcirc$ 

#### 4,699,808 Cost

# **Right Arm**

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

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

  - 6. Roll Again

# **Right Torso**

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

### **Mech Data**

Type: KTO-18 Kintaro

Tonnage: **55** 

Movement Points Walking:

Technology Base: Inner Sphere 3025

Running: Jumping:

Weapons Inventory									
# Type	Loc -	Ht		Mn	S	М	L		
1 LRM 5	LA	2	1	6	7	14	21		
1 SRM 6	RT	4	2	0	3	6	9		
1 SRM 6	LA	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 SRM 6	CT	4	2	0	3	6	9		

Ammo Type Rounds LRM 5 24 SRM 6 45

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

Operational

Disabled

**Warrior Data** 

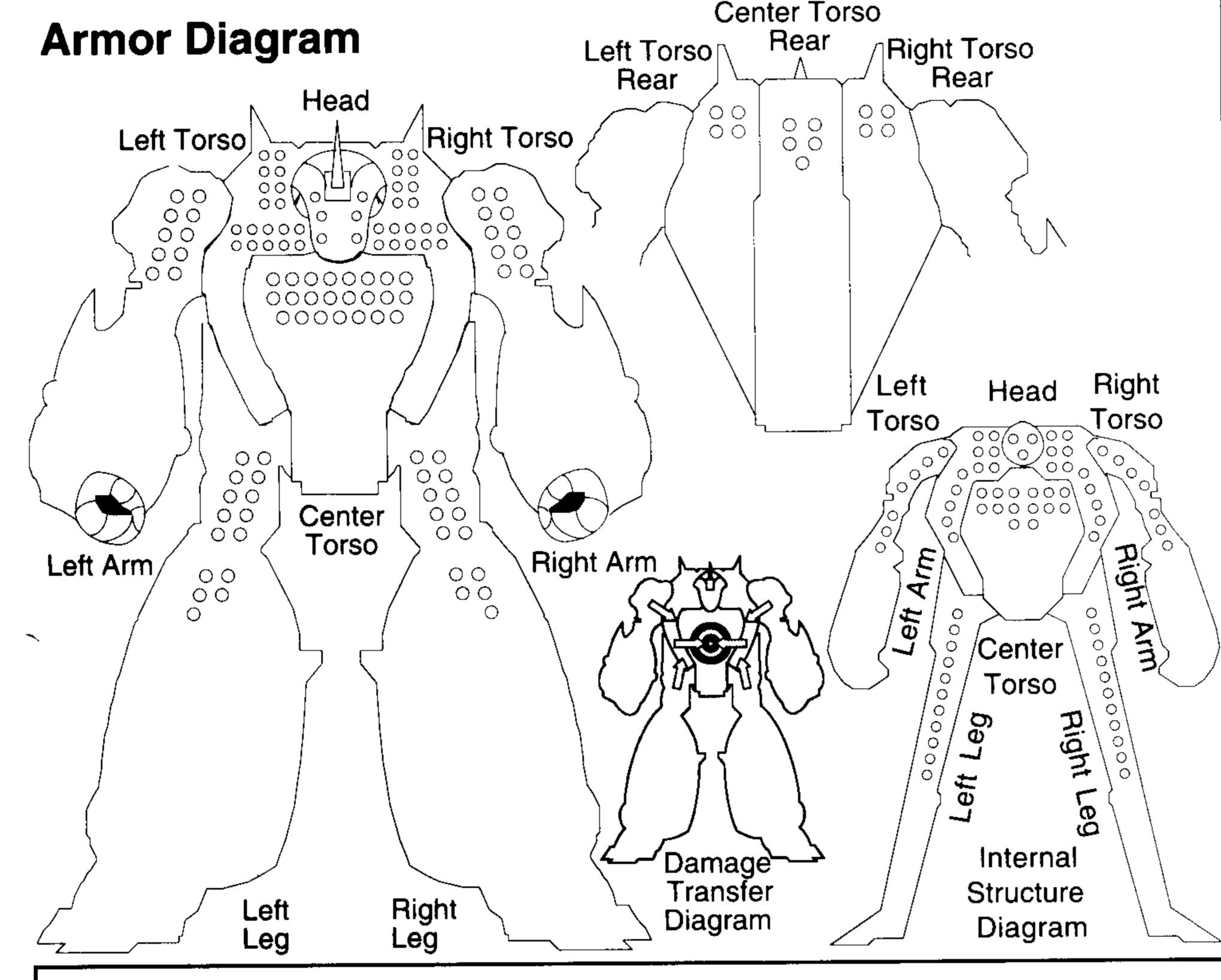
**Auto Eject** 

Name: Gunnery Skill: Piloting Skill:

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

# **Heat Scale**

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



### **Left Arm**

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

#### **Left Leg**

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

## **Critical Hit Table**

### Head

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

#### **Center Torso**

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

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

4,067,540 Cost

## **Right Arm**

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

  - 4. Roll Again
  - 5 Roll Again

  - 6. Roll Again

## **Right Torso**

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

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

## **Right Leg**

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

## **Mech Data**

Type: PXH-1 Phoenix Hawk

Tonnage: 45

# Type

1 Large Laser

1 Medium Laser

1 Medium Laser

Movement Points Walking: 6

Technology Base: Inner Sphere 3025

Running: 9 Jumping:

**Weapons Inventory** 

- Ht D Mn S M F0C
- 1 Machine Gun Machine Gun

Ammo Type Rounds 200 Machine Gun

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

Operational

**Auto Eject** ☐ Disabled

Dead

### **Warrior Data**

Name: Piloting Skill: **Gunnery Skill:** 

## **Heat Scale**

30 SHUTDOWN

Hits Taken

Conscious # |

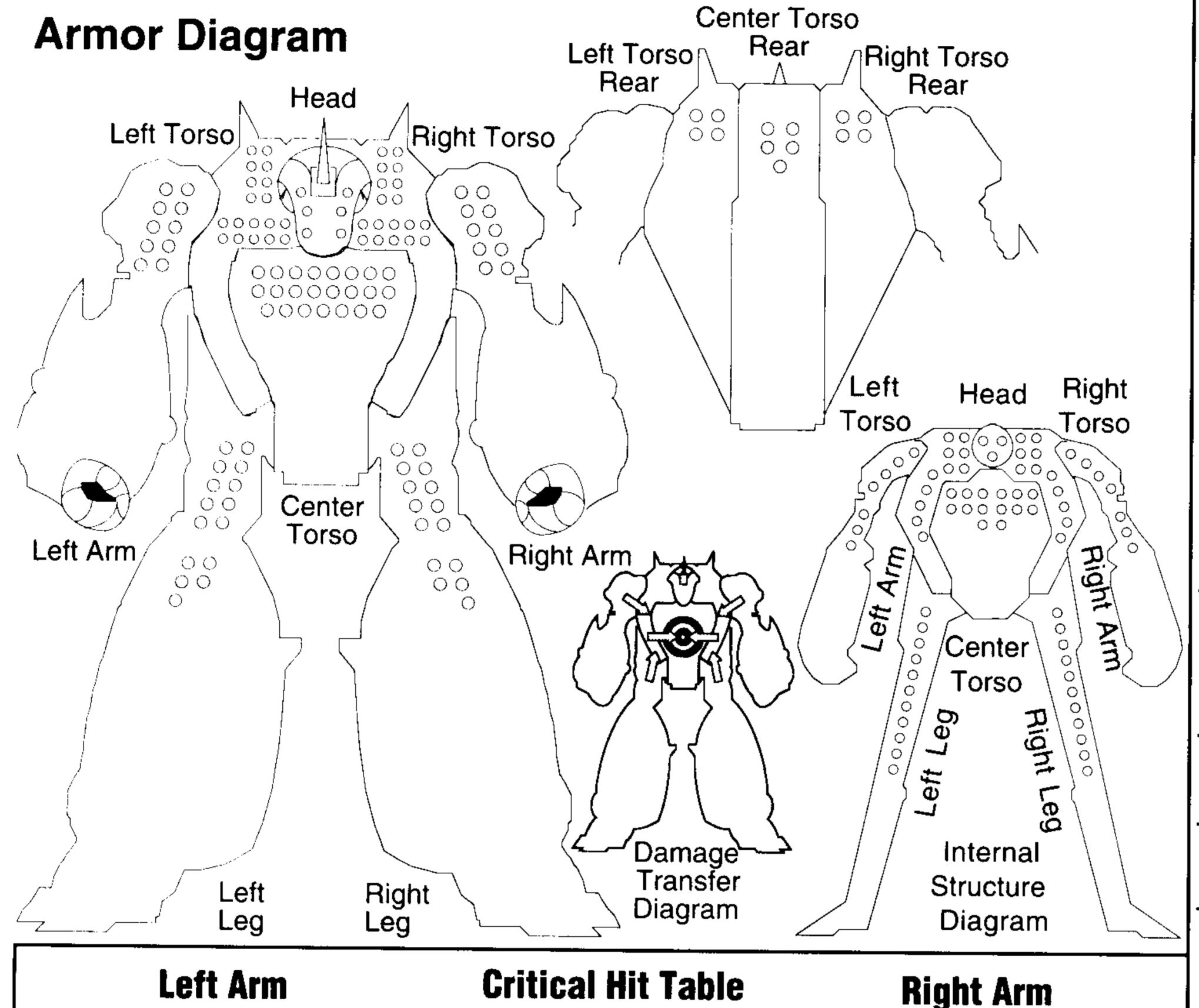
- 29
- Ammo Explosion, avoid on 8+
- 27
- 26 Shutdown, avoid on 10+
- -5 Movement Points
- +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+
- -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- 15 -3 Movement Points
- 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire

-2 Movement Points

- 8 +1 Modifier to Fire
- Movement Points

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- 2. Upper Arm Actuator 3. Lower Arm Actuator

  - 6. Life Support

### **Center Torso**

- 1. Engine
- 3. Engine

- 2. Roll Again

1. Shoulder

4. Hand Actuator

5. Medium Laser

6. Rell Again

1. Boll Again

2 Roll Ayain

3. Roll Again.

4. Boll Again

5 Roll Ayain

6. Roll Again

1. Jump Jet

2. Jump Jet

3. Jump Jet

4 Roll Again

5. Roll Again

6. Roll Again

1. Roll Again

**Left Torso** 

1-3

3. Roll Again

4-6

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

### **Left Leg**

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

6 Roll Again

## **Critical Hit Table**

#### Head

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

- 2. Engine

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

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

#### 4,057,390 Cost

6. Roll Again **Right Leg** 

1. Shoulder

Upper Arm Actuator

3. Lower Arm Actuator

4. Hand Actuator

1. Medium Laser

5. Large Laser

6. Large Laser

2 Roll Again

3. Roll Again

4. Roll Again

5 Roll Again

6. Roll Again

1. Jump Jet

2. Jump Jet

3. Jump Jet

4 Roll Again

5. Roll Again

6. Roll Again

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

**Right Torso** 

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

**Mech Data** 

Type: PXH-1D Phoenix Hawk

Tonnage: **45** Movement Points

> Walking: Running:

Jumping: 6

Medium Laser

Technology Base: Inner Sphere 3025

**Weapons Inventory** 

LA

# Type Loc 1 Large Laser RA Medium Laser

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

0000000 00000

#### **Auto Eject**

Operational

Disabled

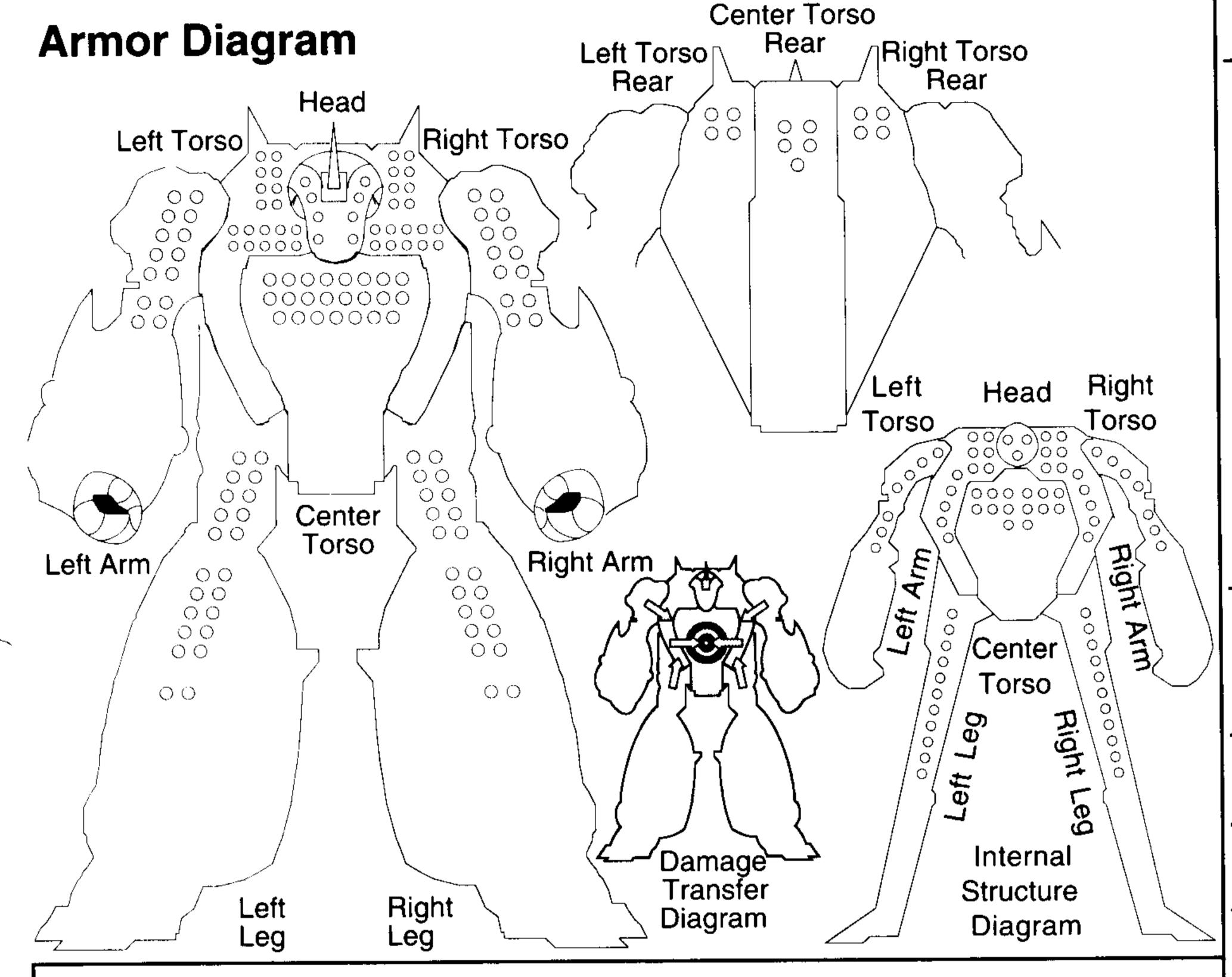
**Warrior Data** 

Name: Gunnery Skill: Piloting Skill:

Hits Taken Dead Conscious # 10

## **Heat Scale**

- 30 SHUTDOWN
- 29
- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- -3 Movement Points
- Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points
- +1 Modifier to Fire
- Movement Points



## **Critical Hit Table**

#### Head

- 1. Life Support

- 6. Life Support

#### **Center Torso**

- . Engine

- - 6. Gyro
  - 1. Gyro
- 2. Engine
- 5, Roll Again

**Left Torso** 

**Left Arm** 

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Hand Actuator

Medium Laser

6. Roll Again

1. Boll Again

2 Roll Ayain

3. Roll Again

4. Roll Again

5 Roll Again

6. Boll Again

1. Roll Again

2. Roll Again

3. Roll Again

4 Roll Again

1-3

1. Shoulder

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

## **Left Leg**

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

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

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

  - 3. Engine
- - 4. Engine
  - 5. Heat Sink
  - 6. Small Laser

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

#### 3,628,553 Cost

## **Right Arm**

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

  - 6. Large Laser
  - Medium Laser.

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

  - 5 Roll Again

  - 6. Roll Again

## **Right Torso**

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

### Right Leg

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

## Type: PXH-1K Phoenix Hawk

Tonnage: 45

Technology Base: Inner Sphere Movement Points Walking: 6 3025

**Mech Data** 

Running: Jumping:

Small Laser

**Weapons Inventory** 

D Mn S # Type Loc 1 Large Laser 1 Medium Laser 1 Medium Laser

**Total Single Heat Sinks: 13** 00000000

00000

Operational

**Auto Eject** 

■ Disabled

**Warrior Data** 

Name: Piloting Skill: Gunnery Skill: Hits Taken

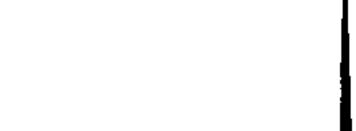
6 Dead 10 11

## **Heat Scale**

- 30 SHUTDOWN

Conscious #

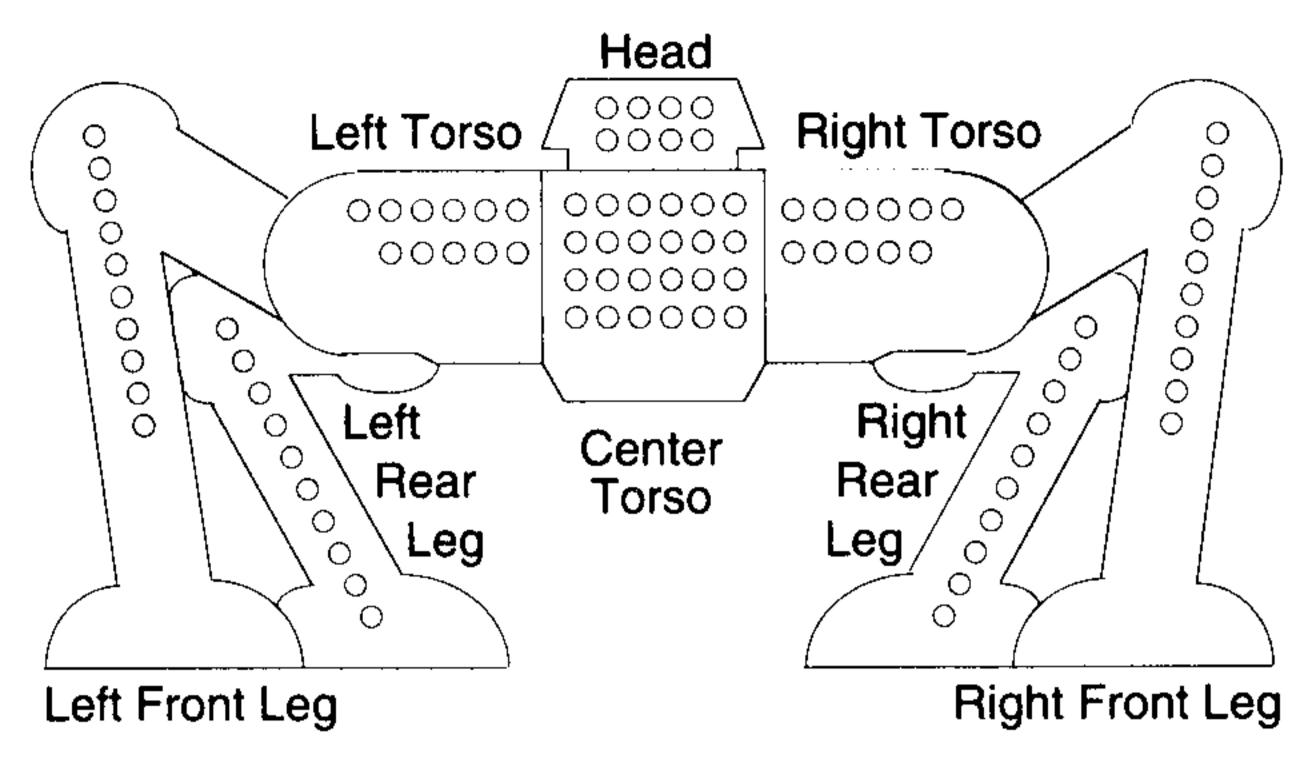
- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+ 18 Shutdown, avoid on 6+
- +3 Modifier to Fire
- -3 Movement Points 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- -1 Movement Points

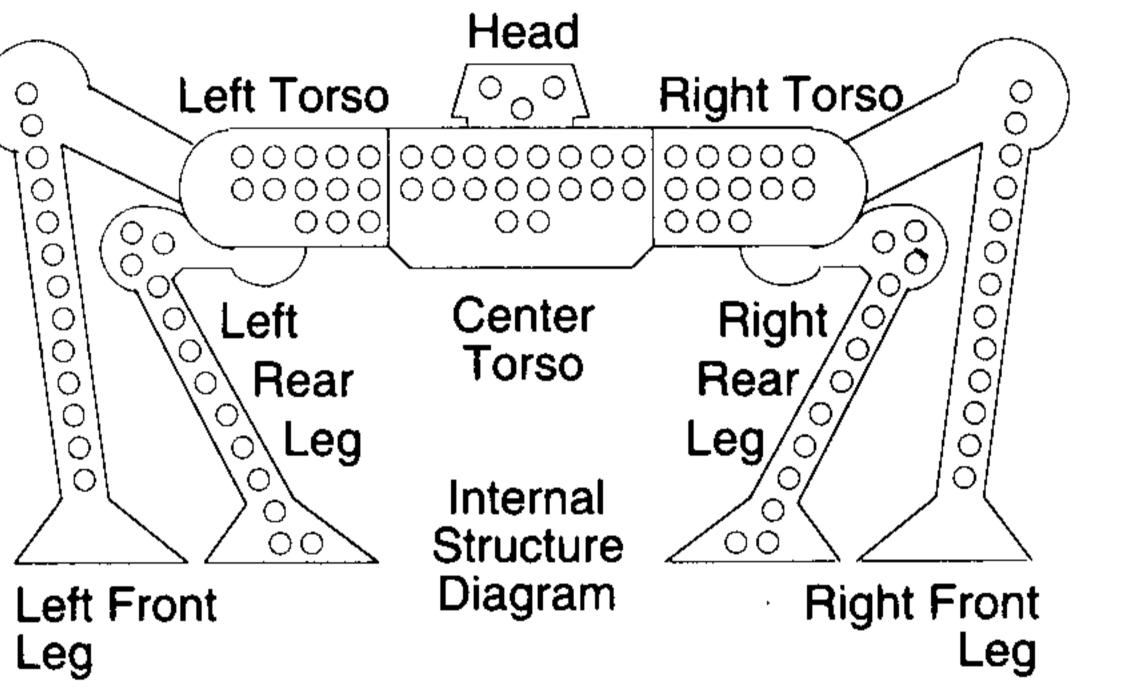


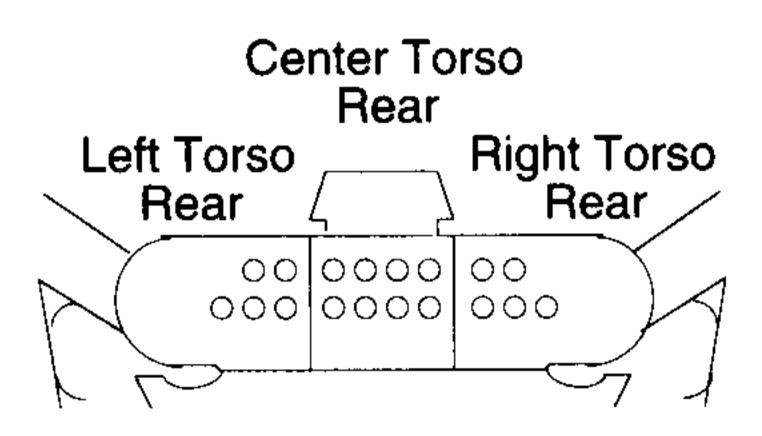




## **Armor Diagram**







Damage

Transfer

Diagram

## **Critical Hit Table**

### **Left Front Leg**

- 1. Hip
- 2. Upper Leg Actuator

**Left Torso** 

1. Ammo (SRM 6) 15

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

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Ayain

#### Head

- 1. Life Support
- 3. Cockpit

- 6. Life Support

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

## **Left Rear Leg**

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

- 2. Sensors
- 4. Roll Again
- 5. Sensors

#### **Center Torso**

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

  - 6. Gyro

  - 1. Gyro 2. Engine

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

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

#### 5,201,800 Cost

## **Right Front Leg**

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

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

  - 6. Roll Again

## Right Rear Leg

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

#### **Mech Data**

Inner Sphere

2944

Type: **SCP-1N Scorpion** 

Tonnage: **55** 

Technology Base: **Movement Points** Walking:

Running: Jumping:

### **Weapons inventory**

Ht D Mn # Type Loc RT 1 PPC RT 6 I SRM 6

Ammo Type	Rounds	
SRM 6	15	

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

000000000

## **Auto Eject**

Operational Disabled

#### **Warrior Data**

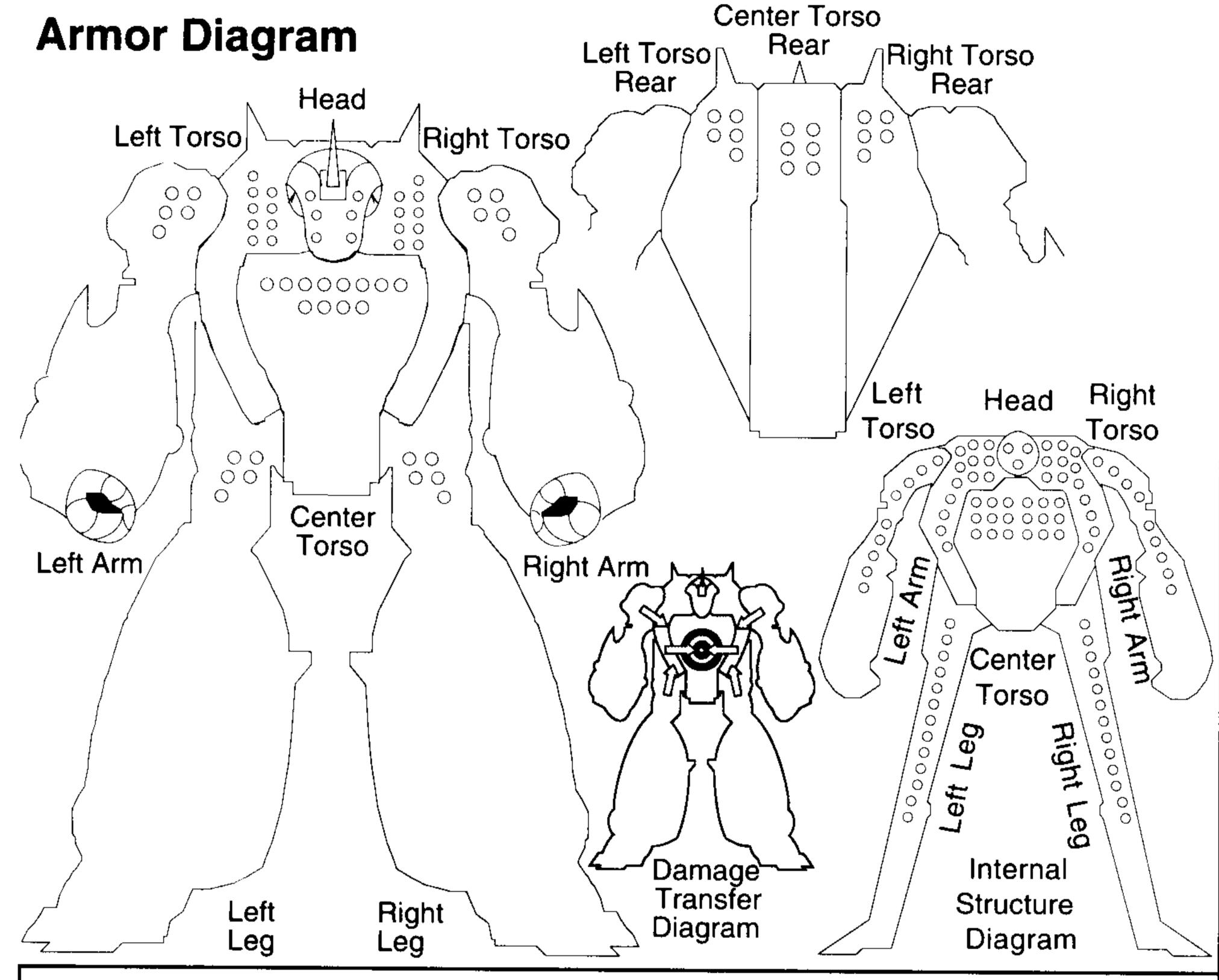
Name: Piloting Skill: **Gunnery Skill:** 

Hits Taken Dead 10 Conscious #

## **Heat Scale**

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





## **Left Arm**

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

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

### **Left Torso**

- 1. Jump Jet
- 2. Autocannon 5
- . Autocannon 5
- 1-3 4. Autocannon 5

  - 5. Autocannon 5
  - 6. Ammo (AC 5) 20
  - 1. Ammo (SRM 2) 50
- 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. SRM 2
- 5. Sensors
- 6. Life Support

#### **Center Torso**

- 1. Engine
- 2. Engine
- 3. Engine
- - 4. Gyro
  - 5. Gyro
  - 6. Gyro
  - 1. Gyro
  - 2. Engine
- 3. Engine
- 4. Engine
- 5. Jump Jet
- 6. SRM 2
- Engine Hits 000 Gyro Hits  $\bigcirc$ Sensor Hits  $\bigcirc$ Life Support

#### 4,617,658 Cost

## **Right Arm**

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

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

- 1-3 3. Heat Sink

  - 5. LRM 5

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

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

- 6. Roll Again
- 1. Rell Again
- - 4. Roll Again

## **Right Torso**

- . Jump Jet
- 2. Heat Sink
- 4. Heat Sink
- 6. Ammo (LRM 5) 24

- - 6. Roll Agam

## **Right Leg**

- 6 Roll Again

#### **Mech Data**

- Type: **SHD-2D Shadow Hawk**
- Tonnage: **55**
- Movement Points

Jumping:

# Type

1 LRM 5

SRM 2

SRM 2

LRM 5

SRM 2

1 Autocannon 5

Medium Laser

- Walking: Running:
- Inner Sphere

Technology Base:

- 2550
- **Weapons Inventory** Loc \* Ht D Mn S M
- Medium Laser
- Ammo Type Rounds Autocannon 5 20

24

100

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

- 00000 **Auto Eject** 
  - ☐ Disabled
- **Warrior Data** Name:
- Gunnery Skill: Piloting Skill: Hits Taken Dead 10 Conscious #

## **Heat Scale**

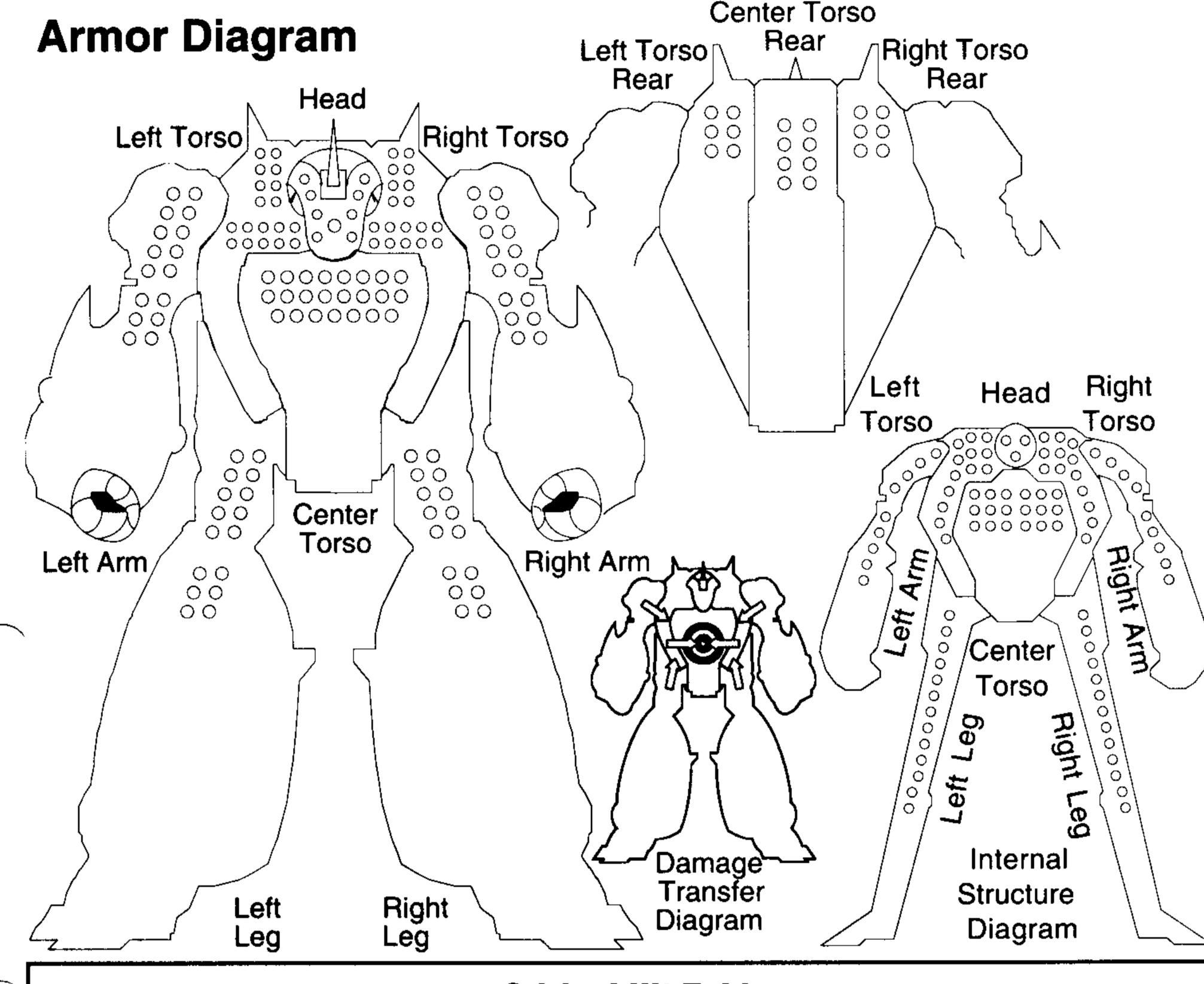
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Operational

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







## **Critical Hit Table**

2. Upper Arm Actuator

**Left Arm** 

- 3. Lower Arm Actuator 1-3
- 4. Hand Actuator

1. Shoulder

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

#### 1. Jump Jet

- 2. Autocannon 5
- . Autocannon 5
- 4. Autocannon 5
  - 5. Autocannon 5
- 6. Ammo (AC 5) 20
- 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. SRM 2
- 5. Sensors
- 6. Life Support

#### **Center Torso**

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

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

  - 5. Jump Jet
  - 6. Ammo (SRM 2) 50

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

#### 4,539,383 Cost

## **Right Arm**

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

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

  - 5. Roll Again
  - 6. Roll Again

### **Right Torso**

- 1. Jump Jet
- 2. Heat Sink
- 3. LRM 5
- 4. Ammo (LRM 5) 24
  - 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. Roll Again
- 6. Roll Again

## **Mech Data**

## Type: SHD-2H Shadow Hawk

Tonnage: **55** Movement Points

Walking: **5** 

Technology Base: Inner Sphere 2550

Running: Jumping:

1 Medium Laser

### **Weapons Inventory**

# Type D Mn S 201 1 Autocannon 5 LRM 5 SRM 2

Ammo Type Rounds Autocannon 5 LRM 5 SRM 2 50

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

00000

## **Auto Eject**

Disabled Operational

#### **Warrior Data**

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

10

## **Heat Scale**

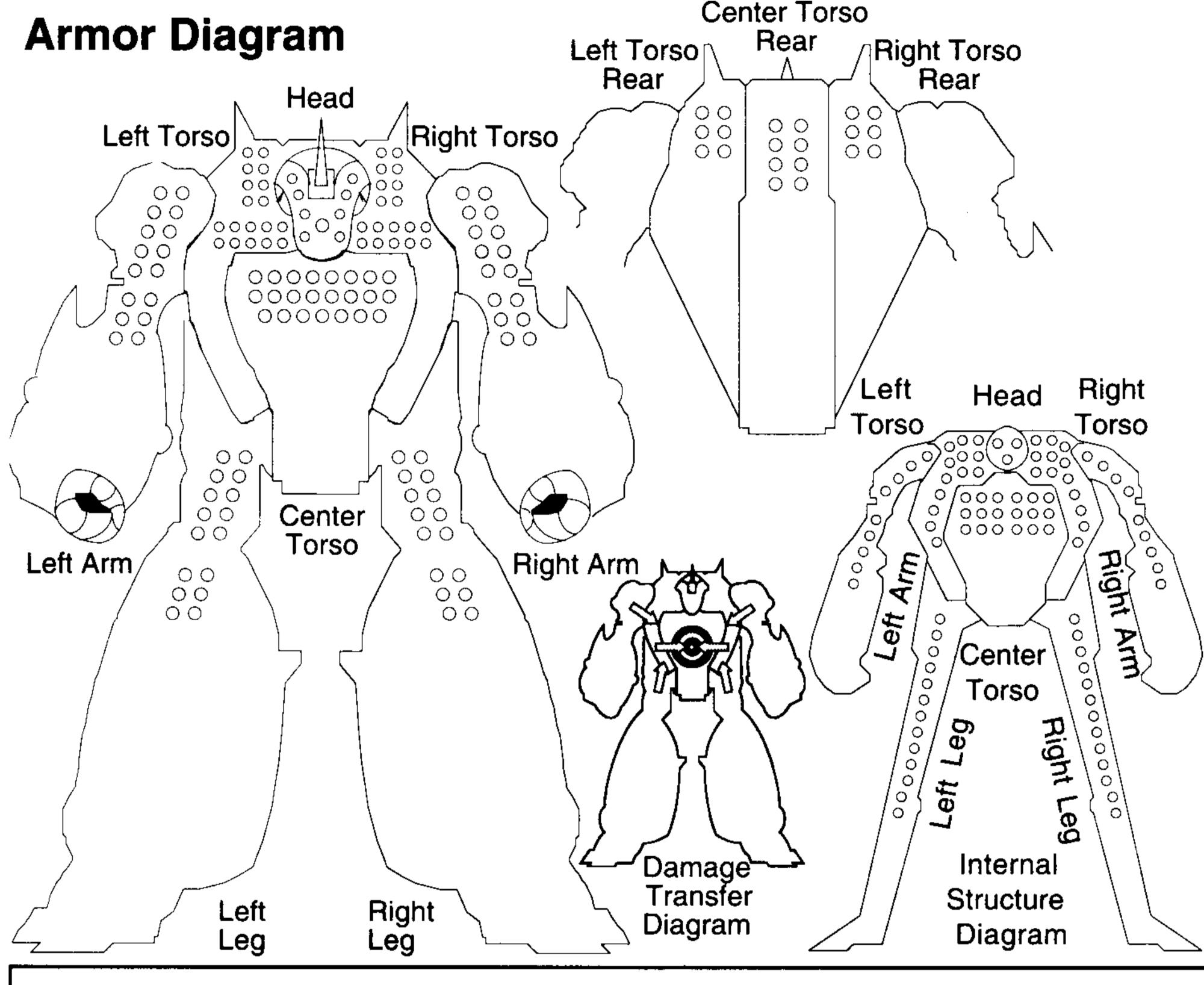
30 SHUTDOWN

Conscious #

- 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+
- -4 Movement Points
- Ammo Explosion, avoid on 4+ 18 Shutdown, avoid on 6+
- +3 Modifier to Fire
- -3 Movement Points Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- -1 Movement Points
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#### **Critical Hit Table Right Arm** 1. Shoulder

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

#### **Center Torso**

Head

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

  - 5. Gyro
  - 6. Gyro
  - 1. Gyro
- 2. Engine
- 3. Engine
  - 4. Engine
  - 5. Jump Jet
  - 6. Roll Again
  - Engine Hits 000 Gyro Hits  $\circ$ Sensor Hits 00Life Support

#### **Left Leg**

**Left Arm** 

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Hand Actuator

5. Roll Again

6. Roll Again

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

1. Jump Jet

2. Heat Sink

6. Roll Again

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

3. PPC

4. PPC

5. PPC

1-3

4-6

**Left Torso** 

Shoulder

1-3

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

6. Heat Sink

4,505,283 Cost

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

  - 6. Roll Again

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

### Right Torso

- 1. Jump Jet
- 2. Heat Sink
- 3. LRM 5
- - 4. Ammo (LRM 5) 24
  - 5. Roll Again
  - 6. Roll Again
  - 1. Roll Again
  - 2. Roll Again
- 3. Roll Again
- 4. Roll Again
  - 5. Roll Again

  - 6. Roll Again

#### Right Leg

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

### Name: Gunnery Skill:

Operational

000000000

Piloting Skill: Hits Taken 10 Conscious #

**Auto Eject** 

**Warrior Data** 

Rounds

**Total Single Heat Sinks: 17** 

00

24

**Mech Data** 

**Weapons Inventory** 

Loc 1

Ht

10 10

Technology Base:

Inner Sphere

2550

D Mn S

Disabled

6

Dead

6 12 18

Type: SHD-2K Shadow Hawk

Tonnage: **55** 

Movement Points

Walking:

Running:

Jumping:

# Type

1 PPC

1 LRM 5

Ammo Type

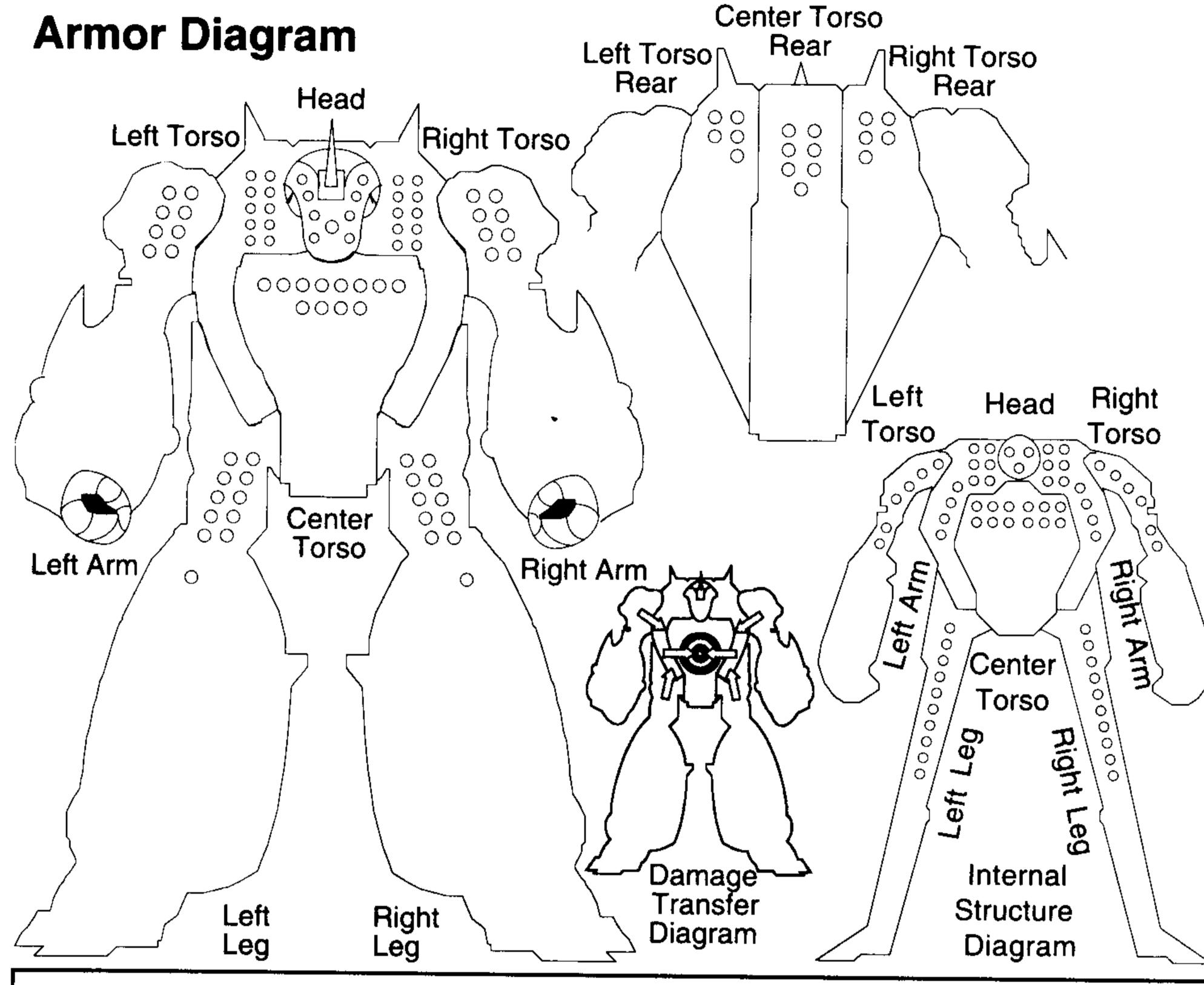
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LRM 5

### **Heat Scale**

- 30 SHUTDOWN
- Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- -5 Movement Points
- +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- Shutdown, avoid on 8+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire

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



## **Left Arm**

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

### **Left Torso**

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

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

#### **Left Leg**

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

## **Critical Hit Table**

### Head

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

#### **Center Torso**

- 1. Engine
- 2. Engine
- 3. Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro
- l. Gyro
- 2. Engine
- 3. Engine
- - 4. Engine
  - 5. Roll Again
  - 6. Roll Again
  - **Engine Hits** 000 Gyro Hits  $\circ$ Sensor Hits  $\circ$

# Life Support

#### 3,117,730 Cost

#### **Right Arm** 1. Shoulder

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

  - 1. Roll Again
  - 2. Roll Again

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

  - 6. Roll Again

## **Right Torso**

- Small Laser
- 2. SRM 2
- 3. Ammo (SRM 2) 50
  - 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**

Technology Base:

Inner Sphere

3025

#### Type: **STN-3K Sentinel**

Tonnage: **40** 

Movement Points Walking: 6

Running: Jumping:

**Weapons Inventory** 

# Type D Mn S Loc -1 Small Laser

1 Autocannon 5 1 SRM 2

Ammo Type Rounds Autocannon 5 SRM 2 50

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

## **Auto Eject**

Operational Disabled

### **Warrior Data**

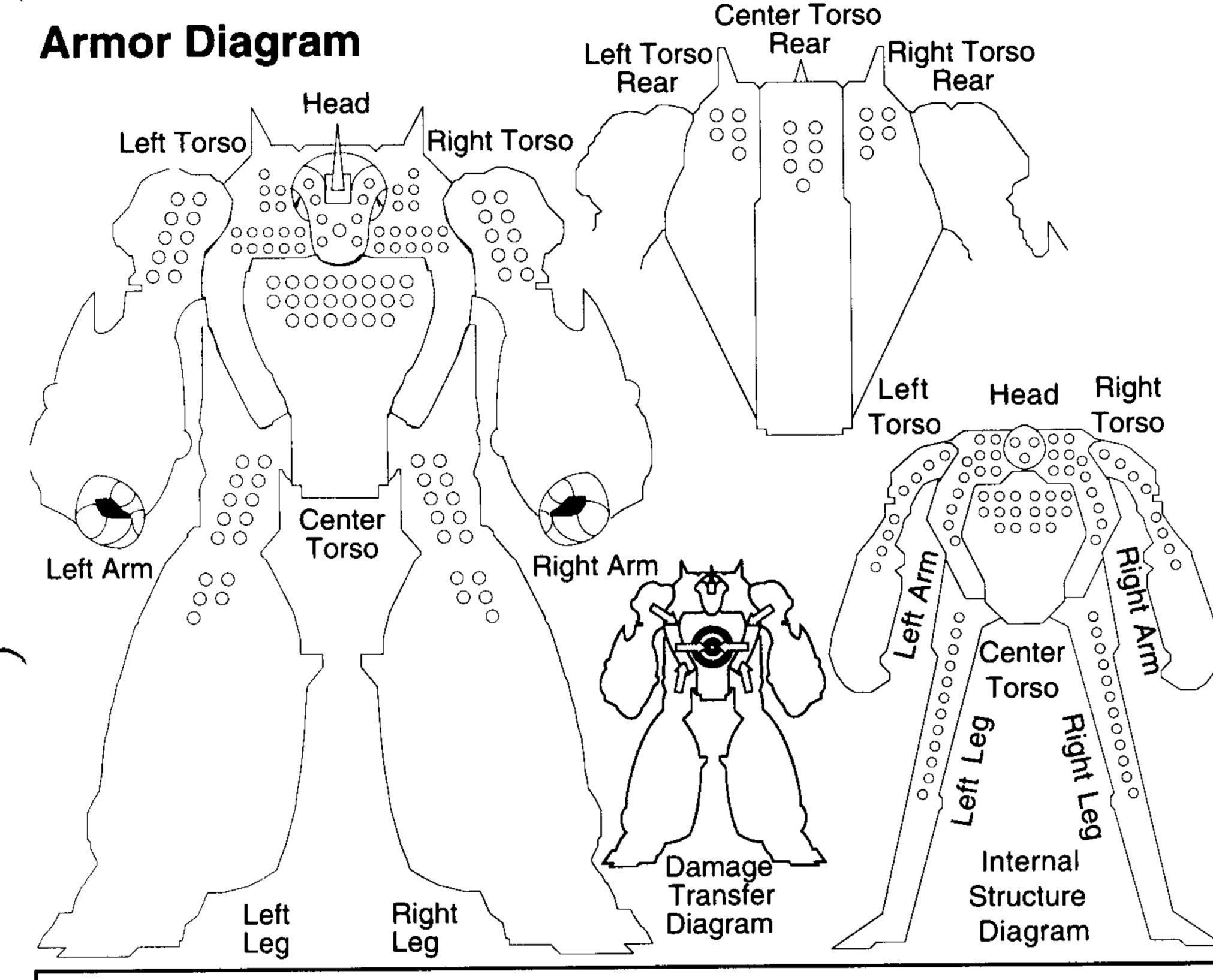
Name: Gunnery Skill:

Piloting Skill: Hits Taken Dead Conscious # 10

## **Heat Scale**

- 30 SHUTDOWN
- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- 4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- 15 -3 Movement Points
- 14 Shutdown, avoid on 4+
- +2 Modifier to Fire
- -2 Movement Points
  - +1 Modifier to Fire

1 Movement Points



## **Critical Hit Table**

- 1. Shoulder
- 2. Upper Arm Actuator

**Left Arm** 

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

### **Left Torso**

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

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

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

4,383,501 Cost

- **Right Arm**
- . Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Medium Laser
  - 5. Medium Laser

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

  - 6. Roll Again

## **Right Torso**

- 1. LRM 15
- 2. LRM 15
- , <u>3</u>. LRM 15
- 4. Ammo (LRM 15) 8

  - 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. Jump Jet
- 6. Jump Jet

**Mech Data** 

Type: **TBT-5J Trebuchet** 

Tonnage: **50 Movement Points** Walking:

Running:

Jumping:

Technology Base: Inner Sphere 2780

Wea	pons	Inventor	y

DMn S M L # Type Foc 14 I LRM 15 Medium Laser 2 Medium Laser

Ammo Type Rounds LRM 15

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

Operational

00000

☐ Disabled

10

Dead

#### **Warrior Data**

**Auto Eject** 

Name: Piloting Skill: Gunnery Skill: Hits Taken

## **Heat Scale**

30 SHUTDOWN

Conscious #1

29

28 Ammo Explosion, avoid on 8+

26 Shutdown, avoid on 10+

25 -5 Movement Points

24 +4 Modifier to Fire

23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+

20 -4 Movement Points

19 Ammo Explosion, avoid on 4+

18 Shutdown, avoid on 6+

17 +3 Modifier to Fire

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

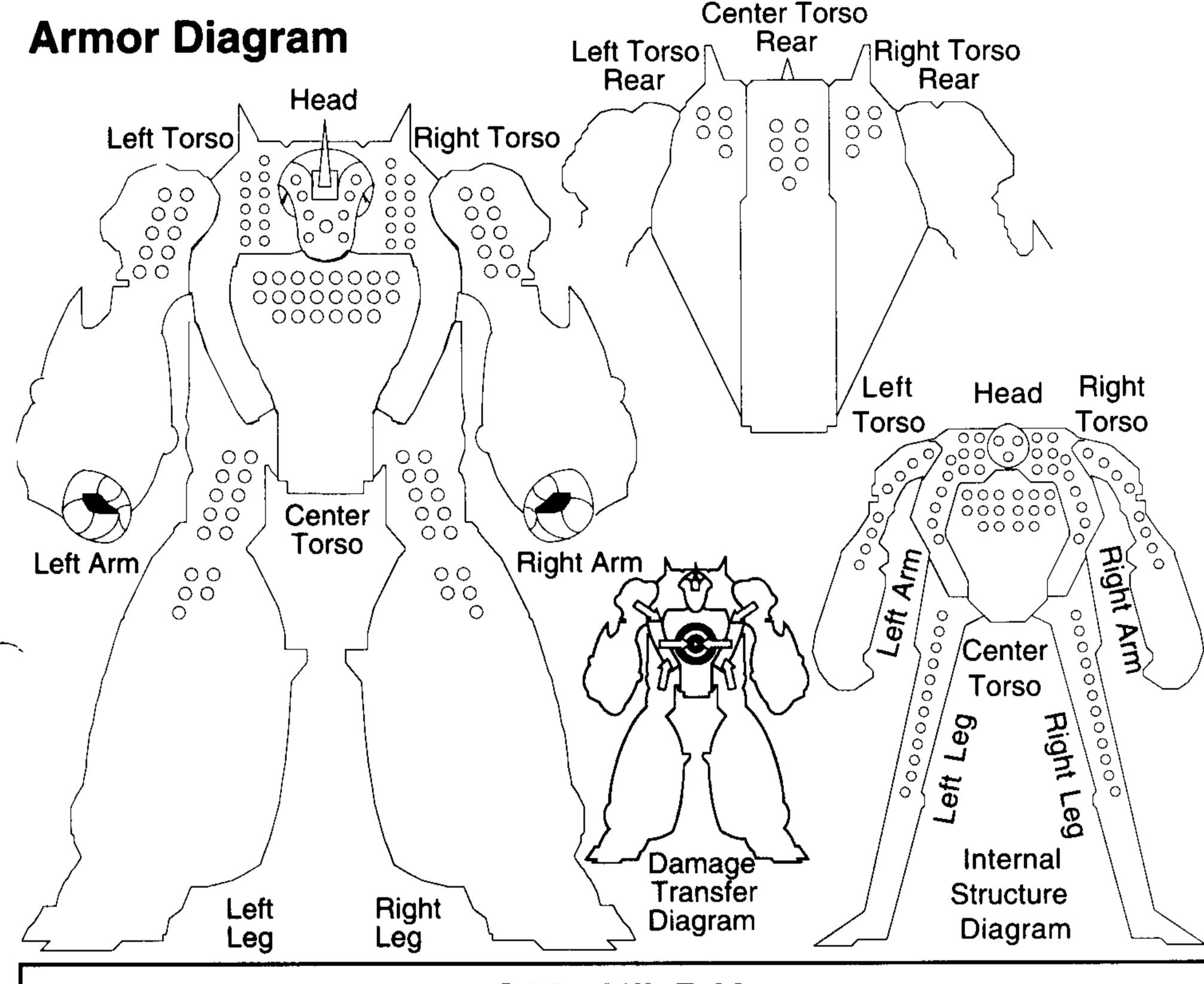
13 +2 Modifier to Fire

-2 Movement Points

8 +1 Modifier to Fire

**Movement Points** 





## **Left Arm**

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

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

#### **Left Torso**

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

### **Left Leg**

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

## **Critical Hit Table**

#### Head

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

#### **Center Torso**

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

#### 4,085,001 Cost

- 5. Roll Again
- 6. Roll Again

## **Right Arm**

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. SRM 2
- 5. Ammo (SRM 2) 50
- 6. Roll Again
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5 Roll Again
- 6. Roll Again

### **Right Torso**

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

## **Mech Data**

### Type: **TBT-7K Trebuchet**

Tonnage: **50** Movement Points

Walking: 5 Running: Jumping:

# Type

I PPC

1 SRM 2

Technology Base: Inner Sphere 3025

### **Weapons Inventory**

- D Mn S M Loc LAutocannon 5
  - RA

Ammo Type Rounds 20 Autocannon 5 SRM 2 50

#### **Total Single Heat Sinks: 11** 000000

- **Auto Eject**
- Disabled Operational **Warrior Data**

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

## **Heat Scale**

10

Dead

- 30 SHUTDOWN

Conscious #

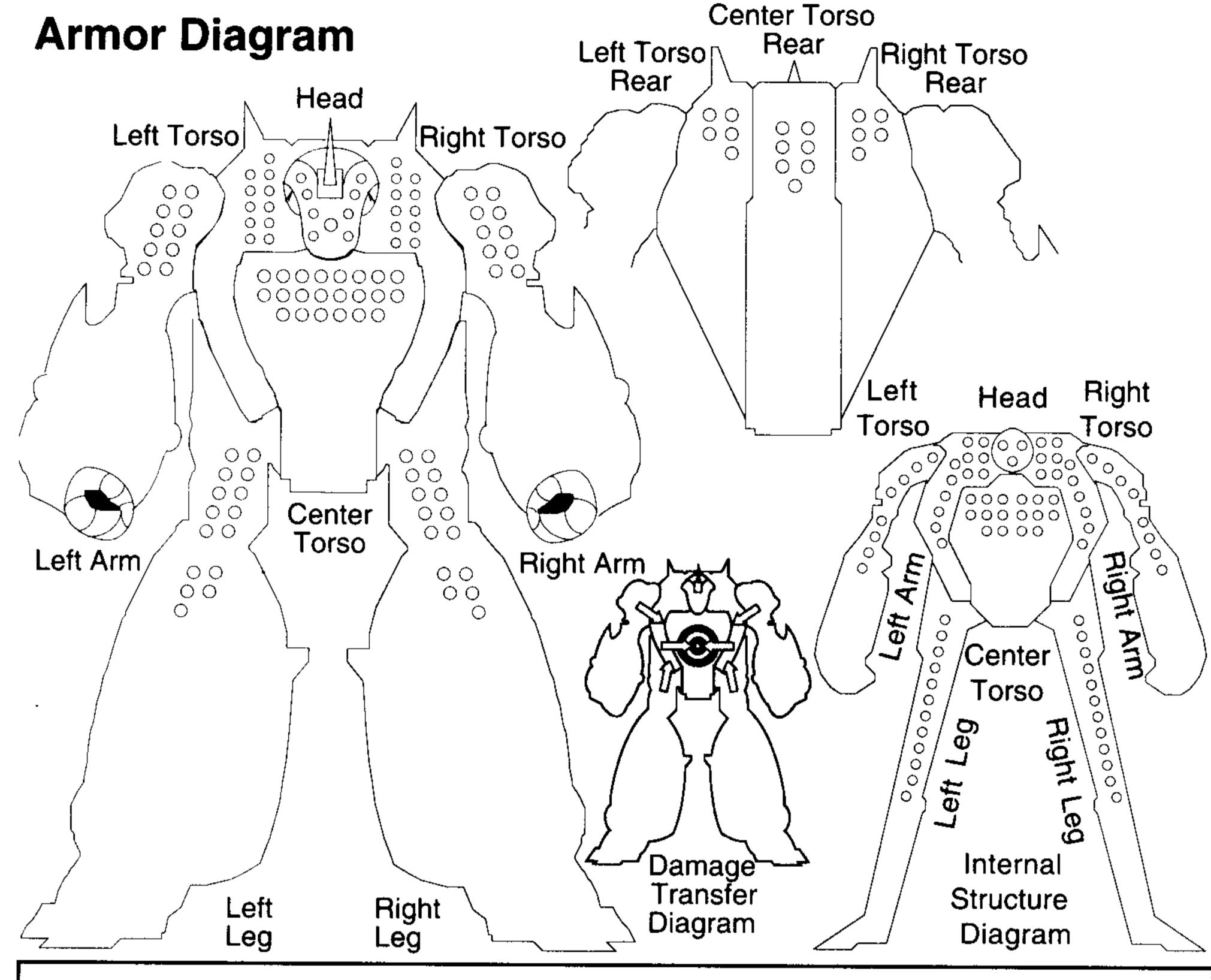
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- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid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

8 +1 Modifier to Fire

- 1 Movement Points
  - CORPORATION

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## **Left Arm**

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

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

  - 4. Foot Actuator

## **Critical Hit Table**

#### Head

- 4. Roll Again

- 2. Engine

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

- 6 Roll Again

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

Cost

4,293,501

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

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

#### **Center Torso**

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

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

## **Right Leg**

**Right Arm** 

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Medium Laser

5. Medium Laser

6. Roll Again

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5 Roll Again

6. Roll Again

1. LRM 15

2. LRM 15

5. Roll Again

6. Roll Again

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

1-3 3. LRM 15

**Right Torso** 

4. Ammo (LRM 15) 8

1. Shoulder

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

### **Mech Data**

### Type: **TBT-5N Trebuchet**

Tonnage: **50** 

Movement Points

Walking: 5 Running: 8

Jumping:

Technology Base: Inner Sphere

2780

Disabled

10

Dead

### Weapons Inventory

•••	supona mro	uturj					
# Type	Loc-	Ht	D	Mn	S	М	L
1 LRM 15	LA	5	1	6	7	14	21
1 LRM 15	RT	5	1	6	7	14	21
1 Medium Laser	LA	3	5	0	3	6	9
2 Medium Laser	RA	3	5	0	3	б	9

Ammo Type Rounds LRM 15 16

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

## **Auto Eject**

Operational

**Warrior Data** 

Gunnery Skill: Piloting Skill: Hits Taken

## **Heat Scale**

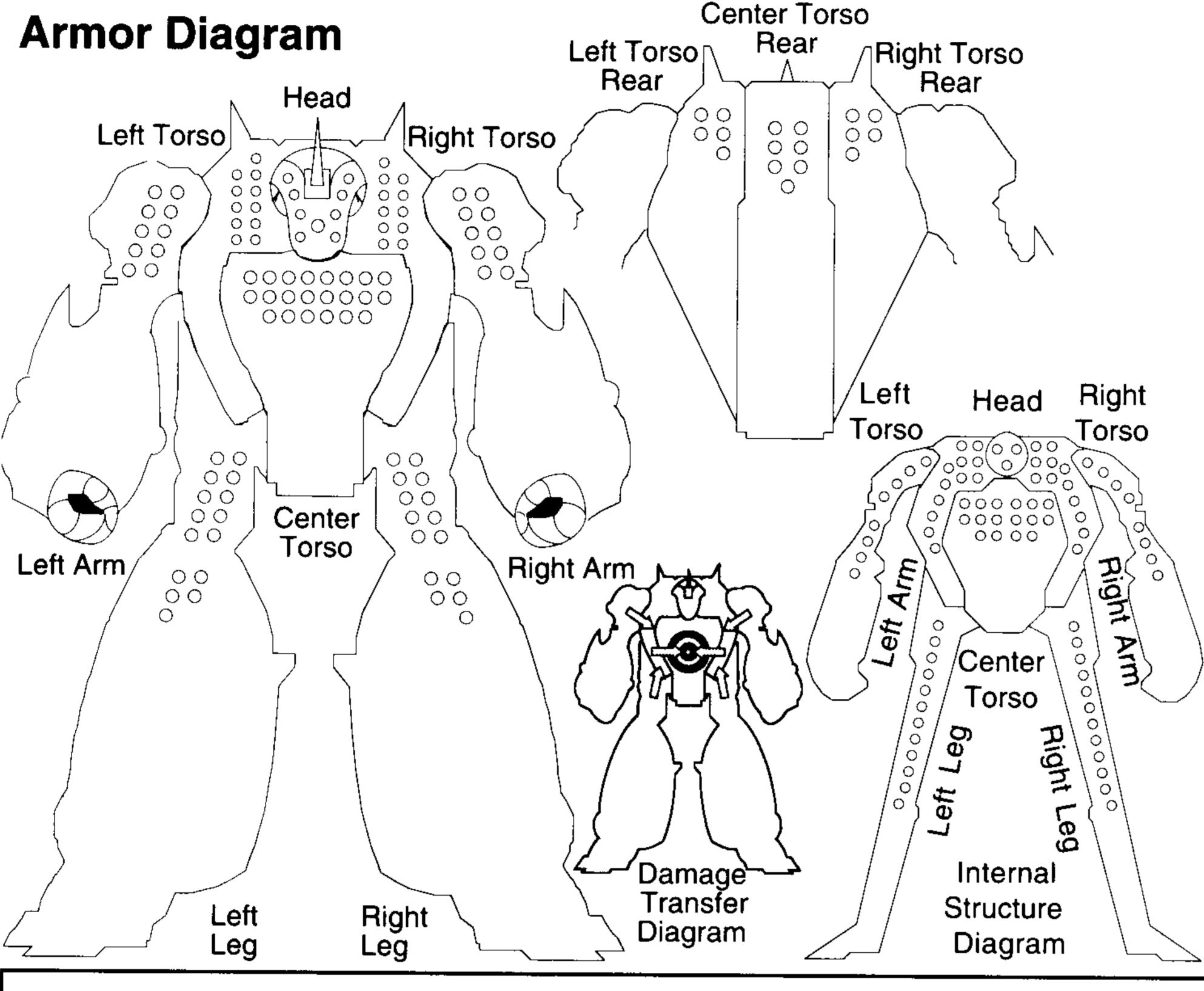
30 SHUTDOWN

Conscious #

29

Name:

- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- 15 -3 Movement Points 14 Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- Movement Points



## **Critical Hit Table**

- 1. Engine
- 3. Engine
- - 5. Gyro

- 4. Engine
- - Casina Lita

Cost

#### **Left Leg**

**Left Arm** 

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Hand Actuator

1. Medium Laser

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

1. Heat Sink

2. Heat Sink

4. Roll Again

5. Roll Again

6. Roll Again

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

**Left Torso** 

3. Ammo (SRM 6) 15

Shoulder

5. SRM 6

6. SRM 6

- 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**

- 2. Engine
- 4. Gyro

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

- 5. Roll Again
- 6 Roll Again

Engine Hits	000
Gyro Hits	00
Sensor Hits	00
Life Support	
<u> </u>	

4,023,501

### **Right Arm**

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

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

  - 6. Roll Again

## Right Torso

- 1. Heat Sink
- 2. Heat Sink
- 3. SRM 6
- 4. SRM 6

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

## **Right Leg**

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

### **Mech Data**

Type: **TBT-5S Trebuchet** 

Tonnage: **50** 

Movement Points

Jumping:

# Type

1 SRM 6

SRM 6

Walking: 5 Running:

Technology Base: Inner Sphere

2780

**Weapons Inventory** 

Ht Loc. D Mn RT

Medium Laser 2 Medium Laser

Ammo Type Rounds SRM 6 30

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

**Auto Eject** 

0000 000

Operational

Disabled

10

Dead

**Warrior Data** 

Name: Piloting Skill: Gunnery Skill: Hits Taken 6

## **Heat Scale**

30 SHUTDOWN

Conscious # |

- 29
- Ammo Explosion, avoid on 8+
- Shutdown, avoid on 10+
- -5 Movement Points
- +4 Modifier to Fire
- Ammo Explosion, avoid on 6+
- Shutdown, avoid on 8+
- -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- +3 Modifier to Fire
- -3 Movement Points
- 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- -1 Movement Points

Center Torso **Armor Diagram** Rear /|Right Torso Left Torso Rear Rear Head 000 00 000 00 Right Torso Left Torso 100 NoT-000 000 00 00 0000000 00 Right Left Head Torso Torso 00,  $\circ$ N 000 0000 Center  $\circ$ Torso Hight Right Arm Left Arm, Left Arm 8 Center 0 Torso Right Leg Internal Damage<sup>-</sup>

#### Transfer Structure Right Left Diagram Diagram Leg Leg **Critical Hit Table Right Arm Left Arm** 1. Shoulder 1. Shoulder 2. Upper Arm Actuator 2. Upper Arm Actuator Head 3. Lower Arm Actuator 3. Lower Arm Actuator 1. Life Support 1-3 4. Flamer 4. Machine Gun 2. Sensors 5. Roll Again. 5. Roll Again 3. Cockpit 6. Roll Again 6. Roll Again 4. Roll Again 1. Roll Again 1. Roll Again 5. Sensors 2. Roll Again 6. Life Support 2. Roll Again 3. Roll Again 3. Roll Again **Center Torso** 4. Roll Again 4. Roll Again 1. Engine 5. Roll Again 5. Roll Again 2. Engine 6. Roll Again 6. Roll Again 3. Engine **Right Torso Left Torso** 4. Gyro 1. Jump Jet 5. Gyro 1. Jump Jet 2. Jump Jet 2. Jump Jet 6. Gyro 3. Heat Sink 3. Medium Laser 1. Gyro 4. Autocannon 2 4. Ammo (MG) 200 2. Engine 5. Ammo (AC 2) 45 5. Roll Again 3. Engine 6. Roll Again 6. Roll Again 4. Engine 1. Roll Again 1. Roll Again 5. Jump Jet 2. Roll Again 2. Roll Again 6. Jump Jet

**Engine Hits** 

Sensor Hits

Life Support

Cost

Gyro Hits

000

3,462,900

 $\circ$ 

 $\circ$ 

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

1. Hip

**Left Leg** 

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Roll Again

6. Roll Again

### Technology Base: Tonnage: 40 Movement Points Inner Sphere Walking: 3025 Running: Jumping: **Weapons Inventory** # Type D Mn Loc 16 24 1 Autocannon 2 Medium Laser 1 Flamer 1 Machine Gun Ammo Type Rounds 45 Autocannon 2 200 Machine Gun **Total Single Heat Sinks: 10** 000000000 **Auto Eject** Disabled Operational **Warrior Data** Name: Piloting Skill: Gunnery Skill: 6 Hits Taken Dead 10 Conscious # **Heat Scale**

**Mech Data** 

Type: VL-2T Vulcan

## 30 SHUTDOWN 29 28 Ammo Explosion, avoid on 8+ 26 Shutdown, avoid on 10+ 25 -5 Movement Points 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+ -4 Movement Points 19 Ammo Explosion, avoid on 4+ 18 Shutdown, avoid on 6+ 17 +3 Modifier to Fire -3 Movement Points Shutdown, avoid on 4+ +2 Modifier to Fire -2 Movement Points 8 +1 Modifier to Fire Movement Points

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

1. Hip

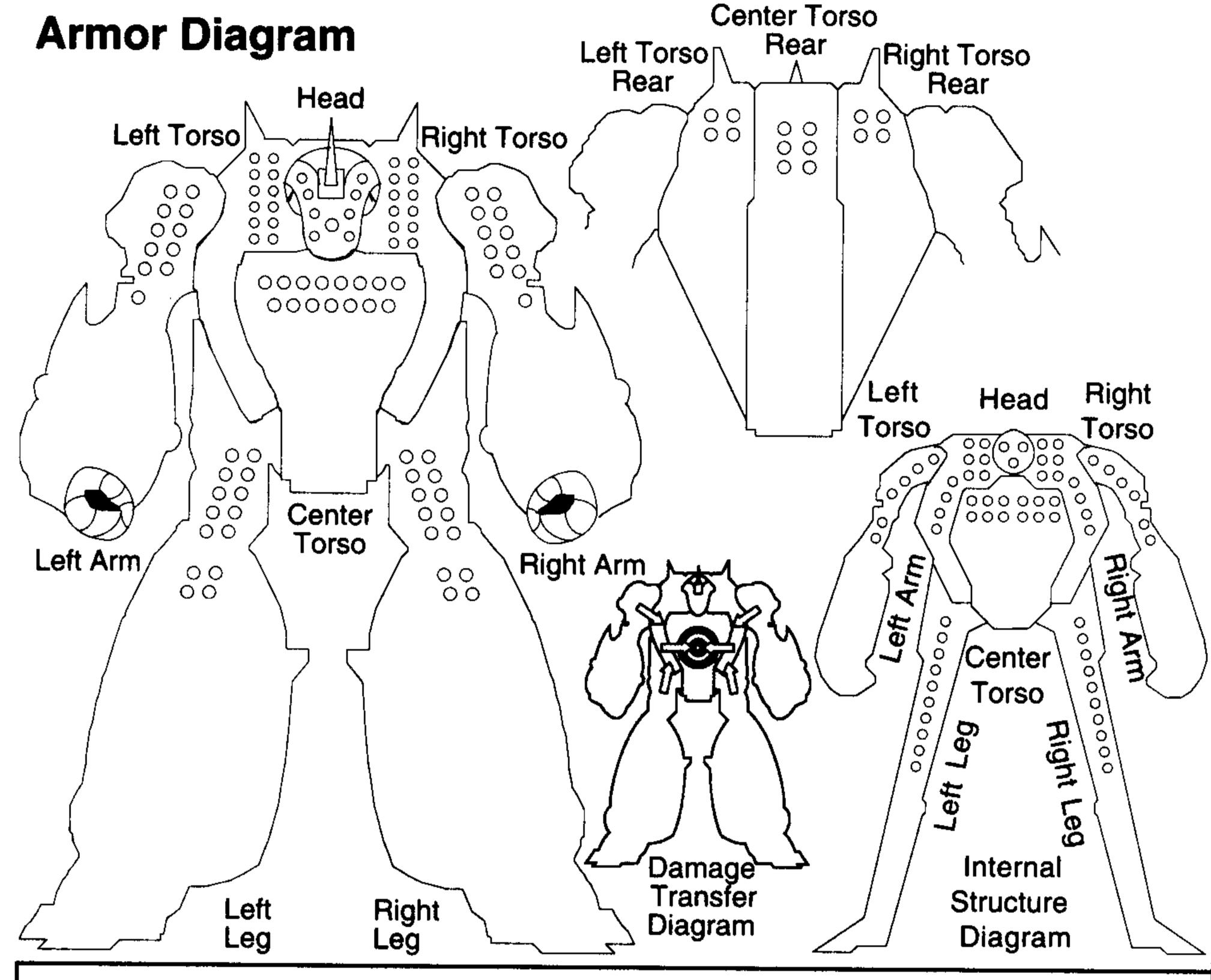
**Right Leg** 

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Roll Again



## **Left Arm**

- Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Machine Gun
- 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. Jump Jet
- 2. Jump Jet
- 3. Heat Sink
- 1-3 4. Medium Laser
  - 5. Ammo (MG) 200
  - 6. Roll Again

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

  - 4. Roll Again
  - 5. Roll Again

  - 6. Roll Again

### **Left Leg**

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

## **Critical Hit Table**

### Head

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

#### **Center Torso**

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

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

#### 3,558,100 Cost

## **Right Arm**

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

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

### **Right Torso**

- 1. Jump Jet
- 2. Jump Jet
- 3. Medium Laser
- 4. Medium Laser

  - Medium Laser
  - 6. Roll Again

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

### **Mech Data**

Type: VL-5T Vulcan

Tonnage: **40** 

**Movement Points** 

Jumping:

# Type

Walking: Running: Technology Base: Inner Sphere

3025

**Weapons Inventory** 

- Loc -D Mn S 1 Medium Laser 3 Medium Laser
- 1 Flamer Machine Gun

Ammo Type Rounds Machine Gun 200

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

Operational

00000

Disabled

10

6

Dead

**Warrior Data** 

**Auto Eject** 

Name: **Gunnery Skill:** Piloting Skill:

## **Heat Scale**

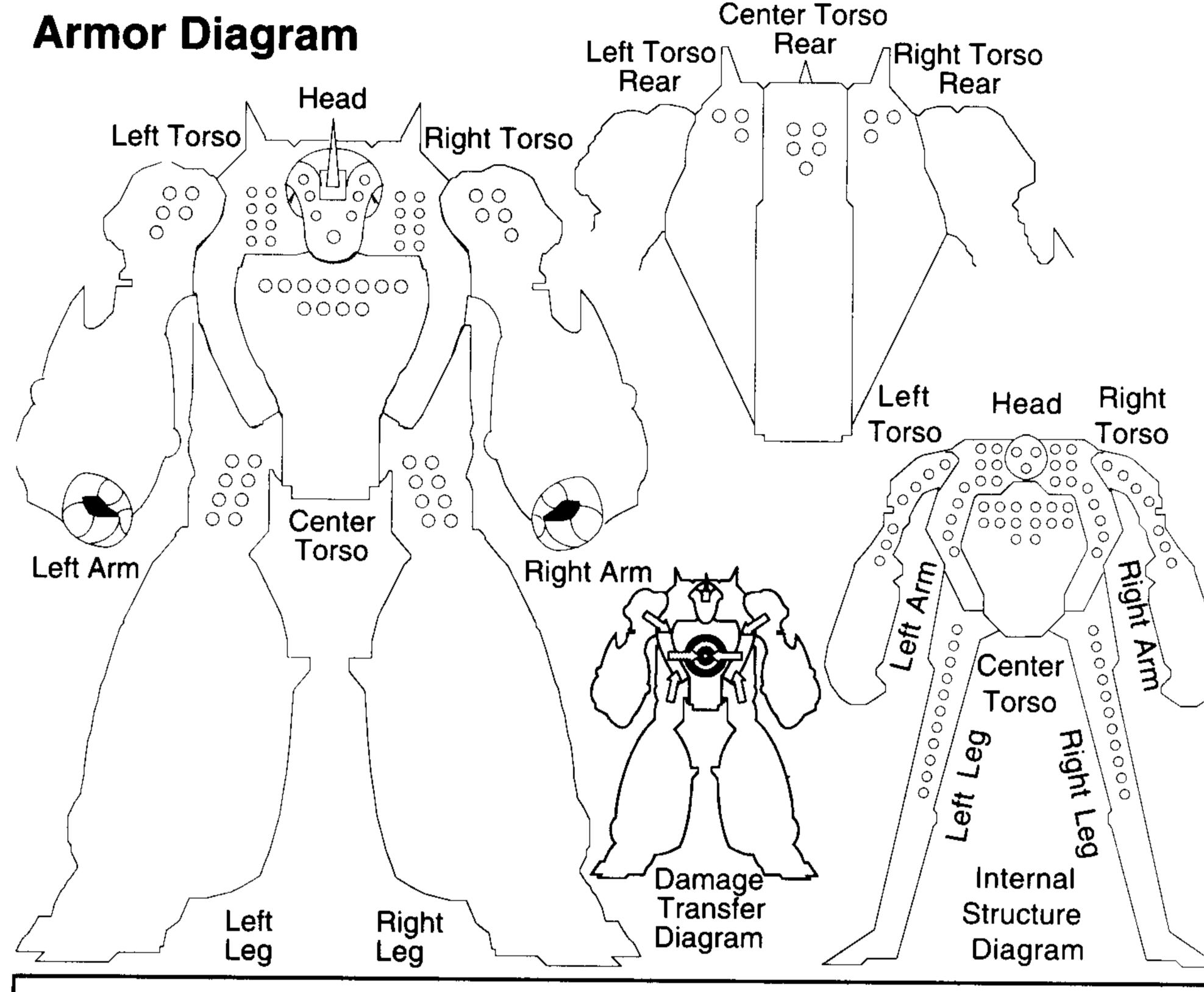
30 SHUTDOWN

Hits Taken

Conscious #

- 29
- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire 23 Ammo Explosion, avoid on 6+
- 22 Shutdown, avoid on 8+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- +3 Modifier to Fire
- -3 Movement Points
- 14 Shutdown, avoid on 4+ +2 Modifier to Fire
- -2 Movement Points
- +1 Modifier to Fire
  - -1 Movement Points





#### **Left Arm** 1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Small Laser 6. Roll Again 1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again **Left Torso** 1. Heat Sink 2. Heat Sink 3. LRM 5 1-3 4. Ammo (LRM 5) 24 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	Actuato
2	Lowerton	Astusta

3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet

6. Jump Jet

## **Critical Hit Table**

### Head 1. Life Support

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

## **Center Torso**

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

Life Support

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

3,864,033 Cost

## **Right Arm**

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

## Right Torso

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

## **Right Leg**

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

### **Mech Data**

Type: VND-1AA Vindicator

Tonnage: **45** Movement Points Walking: 5

Technology Base: Inner Sphere 2826

Running: Jumping:

**Weapons Inventory** 

# Type	Loc -	Ht	D	Mn	S	Μ	L
1 LRM 5	LT	2	1	6	7	14	21
1 PPC	RA	10	10	3	6	12	18
1 Medium Laser	Н	3	5	0	3	6	Ć
1 Small Laser	LA	1	3	0	1	2	3

Ammo Type	Rounds
LRM 5	24

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

Operational

00000

☐ Disabled

### **Warrior Data**

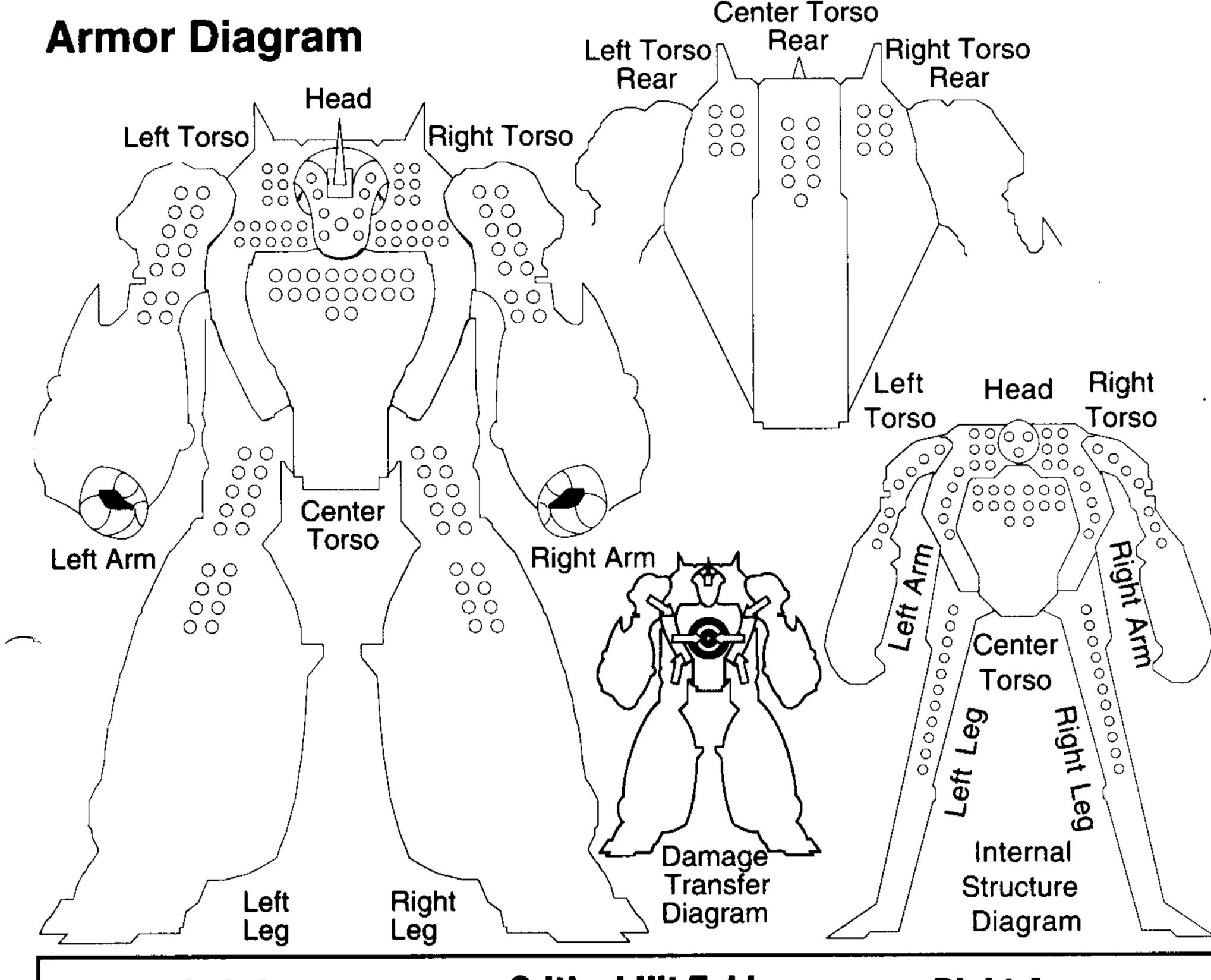
**Auto Eject** 

Name: Gunnery Skill: Piloting Skill:

Hits Taken Dead Conscious # 10

Heat	Scale

- 30 SHUTDOWN
- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- -3 Movement Points
- Shutdown, avoid on 4+ 13 +2 Modifier to Fire
- 10 -2 Movement Points
- 8 +1 Modifier to Fire
- 1 Movement Points



## **Left Arm**

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

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

#### **Left Torso**

- 1. Heat Sink
- 2. Heat Sink
- 3. Heat Sink
- 4. Heat Sink
- 5. LRM 5
- 6. Ammo (LRM 5) 24
- 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. Roll Again

## **Critical Hit Table**

### Head

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

#### **Center Torso**

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

  - 6. Jump Jet

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

#### 3,181,083 Cost

## **Right Arm**

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

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

  - 5 Roll Again
- 6. Roll Again

## **Right Torso**

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

**Mech Data** 

## Type: VND-1R Vindicator

Tonnage: **45** Movement Points

Walking: Running: Jumping:

Technology Base: Inner Sphere 2826

#### **Weapons Inventory**

	vupuna mitvi	v. j	r				
# Type	Loc	Ht	D	Mn	S	М	L
1 LRM 5	LT	2	1	6	7	14	21
1 PPC	RA	10	10	3	6	12	18
1 Medium Laser	Н	3	5	0	3	6	9
1 Small Laser	LA	1	3	0	1	2	3

Ammo Type Rounds 24 LRM 5

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

Operational

00000

## **Auto Eject**

Disabled

10

Dead

11

**Warrior Data** 

Name: Piloting Skill: Gunnery Skill: 6 Hits Taken

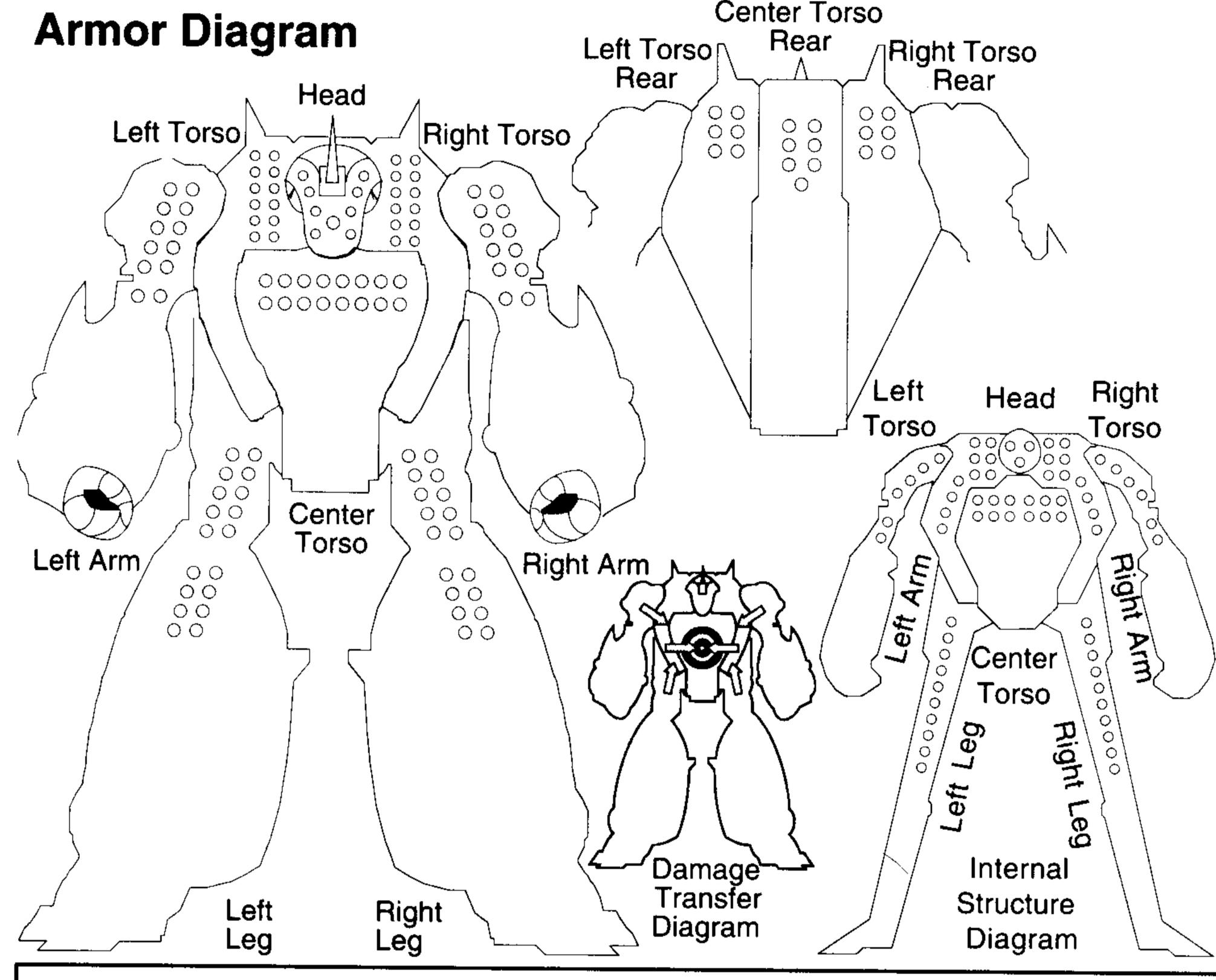
## **Heat Scale**

30 SHUTDOWN

Conscious #

- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+
- 20 -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- -3 Movement Points
- 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- Movement Points





## **Left Arm**

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

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

## 1. Hip

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

## **Critical Hit Table**

#### Head

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

#### **Center Torso**

- 1. Engine
- 2. Engine
- 3. Engine
- - 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. Engine
- 3. Engine
  - 4. Engine
    - 5. Roll Again
  - 6 Roll Again
  - Engine Hits 000 Gyro Hits  $\bigcirc$ Sensor Hits  $\bigcirc$

## Life Support

2,912,934 Cost

## **Right Arm**

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

  - 6. Roll Again

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

- 4. LRM 10
  - 5. Ammo (LRM 10) 12

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

- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 5. Jump Jet

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

## **Right Torso**

- . Heat Sink
- 2. Heat Sink
- 3. LRM 10
- - 6. Rell Again
  - 1. Roll Again

  - 3. Roll Again

  - 6. Rell Again

## **Right Leg**

- 1. Hip
- 4. Foot Actuator
- 6. Jump Jet

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

- # Type LRM 10 LRM 10 Medium Laser
- Medium Laser Medium Laser

**Mech Data** 

Technology Base:

Inner Sphere

2610

Type: WTH-1 Whitworth

Movement Points

Walking:

Running:

Jumping:

Tonnage: **40** 

Ammo Type Rounds

24

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

**Auto Eject** 

**Warrior Data** 

Disabled

10

Dead

Name: Gunnery Skill: Piloting Skill: Hits Taken

## **Heat Scale**

30 SHUTDOWN

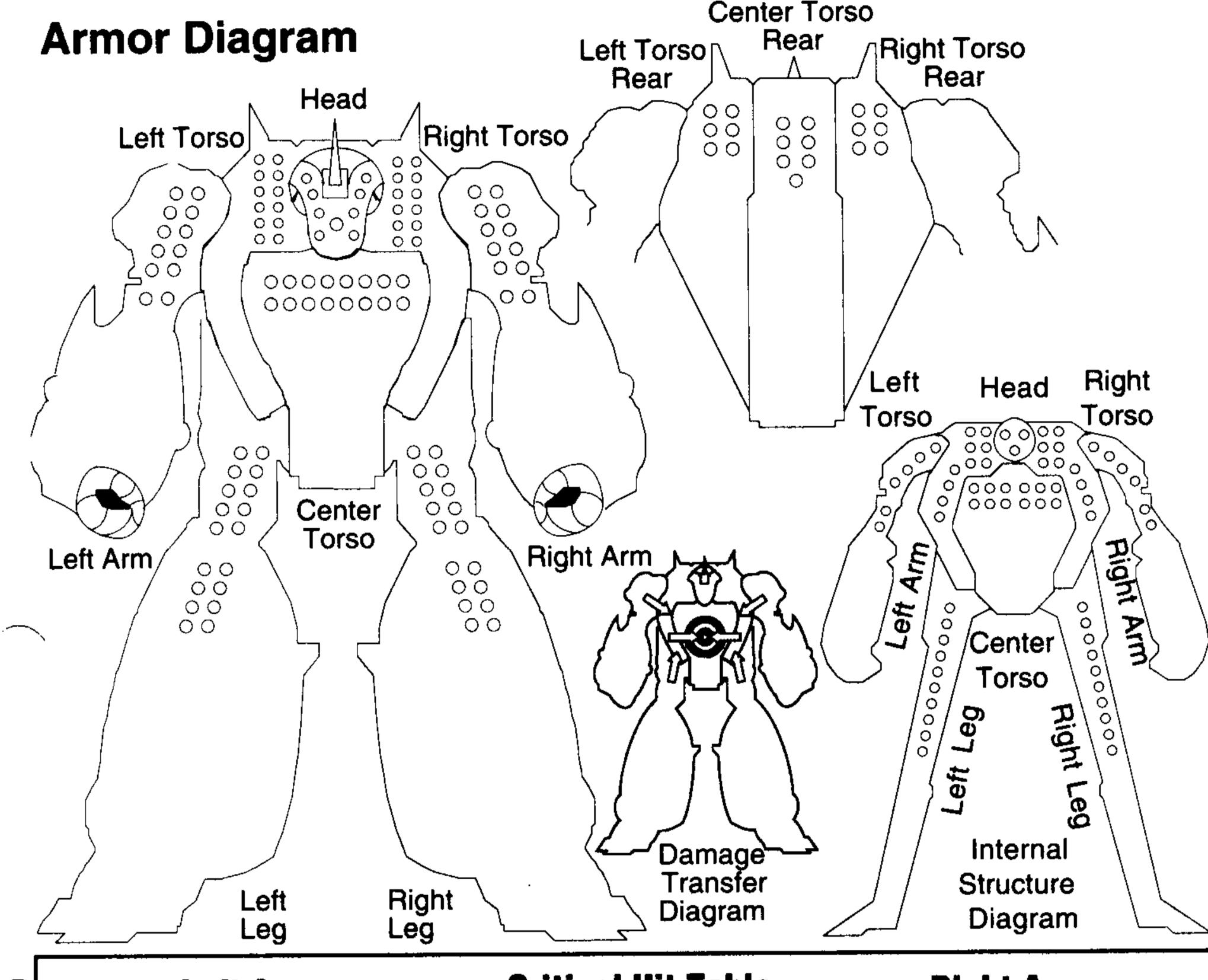
Operational

Conscious #

LRM 10

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





## **Left Arm**

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

## **Critical Hit Table**

#### Head

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

#### **Center Torso**

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

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

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

#### Cost 2,859,734

## **Right Arm**

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

## Right Torso

- 1. Heat Sink
- 2. Heat Sink
- 3. Heat Sink 4. SRM 6
- - 5. SRM 6

    - 6. Ammo (SRM 6) 15
    - 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

### **Mech Data**

Type: WTH-1S Whitworth

Tonnage: 40

1 Medium Laser

Movement Points Walking:

Technology Base: Inner Sphere 3025

Running: Jumping:

#### **Weapons Inventory**

Ht D Mn # Type Loc SRM 6 I SRM 6 1 Medium Laser 1 Medium Laser

Ammo Type	Rounds
SRM 6	30

#### **Total Single Heat Sinks: 14** 00000000

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#### **Auto Eject** □ Disabled Operational

## **Warrior Data**

Name: Piloting Skill: **Gunnery Skill:** 

Hits Taken Dead 10 Conscious #

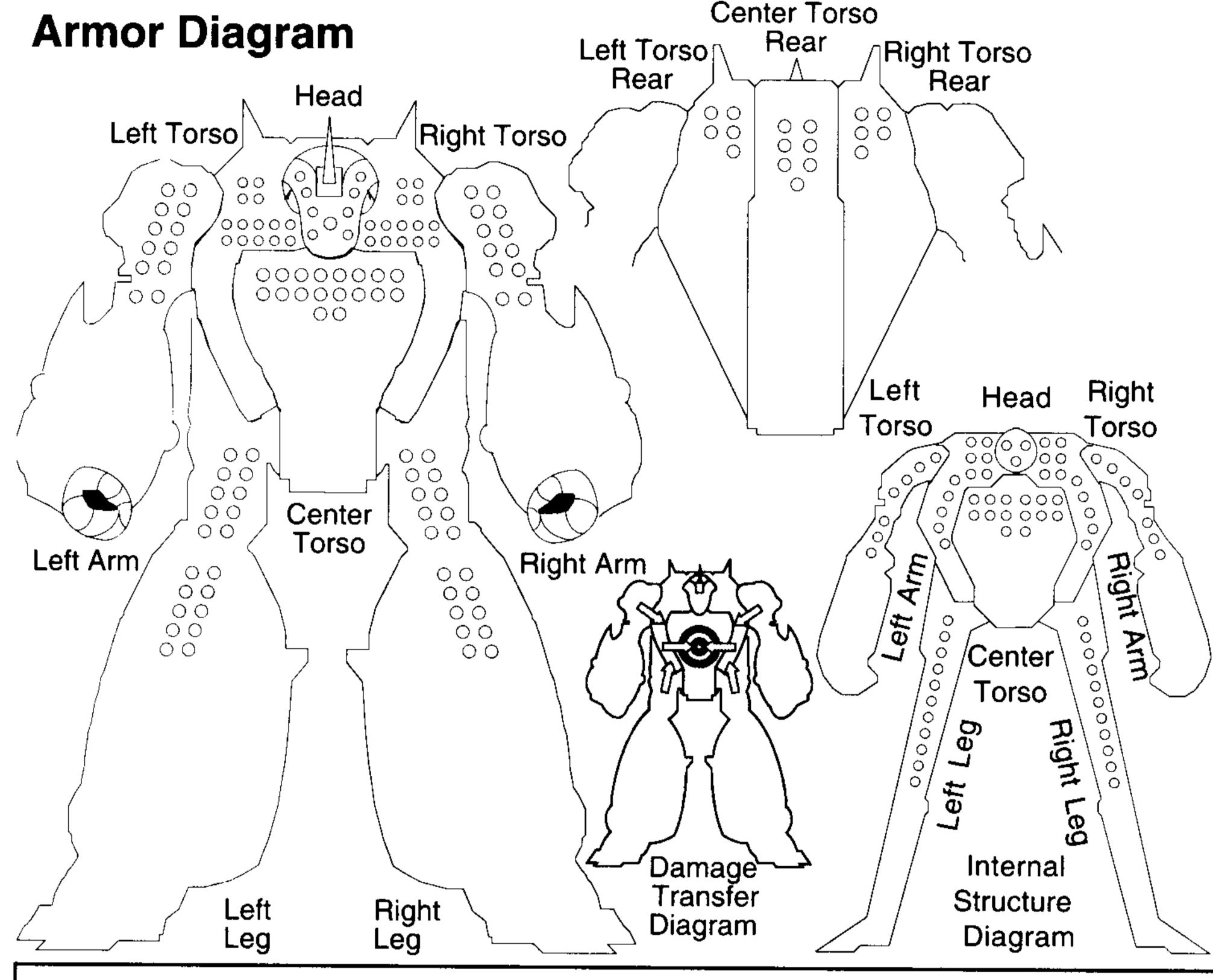
## **Heat Scale**

- 30 SHUTDOWN
- 28 Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+ 22 Shutdown, avoid on 8+
- -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- 17 +3 Modifier to Fire
- -3 Movement Points
- 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire
- -2 Movement Points
- 8 +1 Modifier to Fire
- -1 Movement Points



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

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

## Head

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

### **Center Torso**

- 2. Engine

- 4. Gyro

  - 2. Engine
- 3. Engine

- 6. LRM 10

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

Cost

3,241,765

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

## **Critical Hit Table**

- . Life Support

- 4. Heat Sink
- 5. Sensors

- 1. Engine
- 3. Engine

- 5. Gyro
- 6. Gyro
- 1. Gyro

- 4. Engine
- 5. LRM 10

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

**Right Leg** 

**Right Arm** 

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Hand Actuator

5. Large Laser

6. Large Laser

1. Small Laser

2. Small Laser

3. Roll Again

4. Roll Again

5 Roll Again

6. Roll Again

1. Heat Sink

2. Heat Sink

3. Jump Jet

4. SRM 6

5. SRM 6

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

6. Ammo (SRM 6) 15

**Right Torso** 

1. Shoulder

- 4. Foot Actuator
- 5. Jump Jet
- 6. Roll Again

## **Movement Points**

Type: **WVE-6N Wyvern** Tonnage: **45** 

Walking:

Jumping:

Running: 6

Technology Base: Inner Sphere 3025

Disabled

10

Dead

## **Weapons Inventory**

**Mech Data** 

mouhous misen	····					1
Loc	Ht	DI	Mn	S	М	L
CT	4	1	6	7	14	21
RA	8	8	0	5	10	15
RA	1	3	0	1	2	3
RT	4	2	0	3	6	9
	Loc- CT RA RA	CT 4 RA 8 RA 1	Loc- Ht D   CT 4 1 RA 8 8 RA 1 3	Loc- Ht D Mn CT 4 1 6 RA 8 8 0 RA 1 3 0	Loc- Ht D Mn S CT 4 1 6 7 RA 8 8 0 5 RA 1 3 0 1	Loc- Ht D Mn S M CT 4 1 6 7 14 RA 8 8 0 5 10 RA 1 3 0 1 2

Ammo Type Rounds LRM 10 SRM 6

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

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#### **Auto Eject** Operational

**Warrior Data** Name:

Gunnery Skill: Piloting Skill: Hits Taken

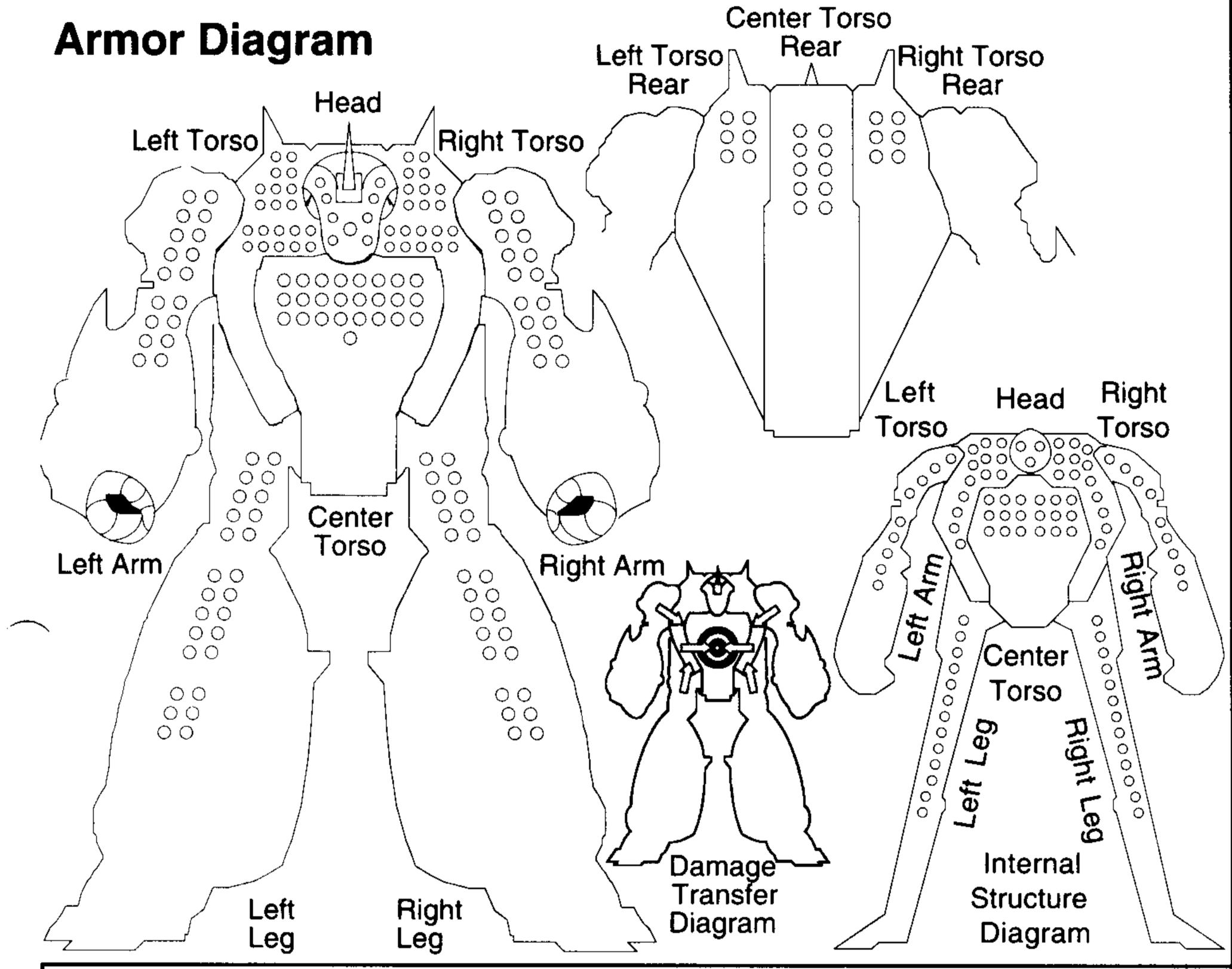
## **Heat Scale**

30 SHUTDOWN

Conscious #

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





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

## 1. Shoulder

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

## **Right Torso**

- 1. Ammo (SRM 6) 15
- 2. Ammo (SRM 6) 15
- 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. Heat Sink
- 6 Roll Again

Tonnage: 55 Movement Poir Walking: 5 Running: 6 Jumping: 6	5 }	Technology Base: Inner Sphere 3025						
# Type	eapons inve	Ht		Mn			L	
1 Large Laser 1 Medium Laser	RA H	8 3	8 5	0	3	10 6	15 9	
1 Medium Laser	RA	3	5	0	3	6	9	
1 Small Laser	RA	1		0	1	2	3	
1 SRM 6	LT	4	2	0	3	6	9	
Ammo Type SRM 6	Rounds 30							
Total Single Heat Sinks: 14								
Auto Eject  Operational Disabled								
Warrior Data Name:								
Gunnery Skill:	Pi	oting S	kill:	: .				
Hits Taken 1	2 3	4		5		(	3	
Conscious # 3	5 7	10	)	11	ļ	De	ad	
	Heat Sca	ale						

**Mech Data** 

Type: WVR-6K Wolverine

Gunnery Skill: Piloting Skill:					l:	
Hits Taken	1	2	3	4	5	6
Conscious #	3	5	7	10	11	Dead
30 SHUTD( 29	OWN	Heat				

30	SHUTDOWN
29	
28	Ammo Explosion, avoid on 8+
27	
	Shutdown, avoid on 10+
25	-5 Movement Points
	+4 Modifier to Fire
_	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	<ul><li>-4 Movement Points</li></ul>
	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	
	Shutdown, avoid on 4+
-	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
_5	-1 Movement Points
<b>A</b>	·

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#### 2. Upper Arm Actuator 3. Lower Arm Actuator 1-3 4. Hand Actuator 5. Roll Ayain 6. Roll Again 1. Roll Again 2. Roll Again 3. Roll Again. 4. Boll Again 5. Roll Again 6. Roll Again **Left Torso** 1. SRM 6 2. SRM 6 3. Roll Again 1-3 4 Roll Again 5. Roll Again 6. Roll Again 1. Roll Again 2. Roll Again 3. Bull Again 4 Roll Again 5 Roll Again 6. Roll Again

**Left Leg** 

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Heat Sink

6 Roll Again

1. Hip

**Left Arm** 

Shoulder

#### **Center Torso** 1. Engine 2. Engine 3. Engine 1-3 4. Gyro 5. Gyro 6. Gyro 1. Gyro 2. Engine 3. Engine 4. Engine 5. Heat Sink 6 Roll Again **Engine Hits** 000 Gyro Hits $\bigcirc$ Sensor Hits $\bigcirc$ Life Support 4,514,196 Cost

Head

1. Life Support

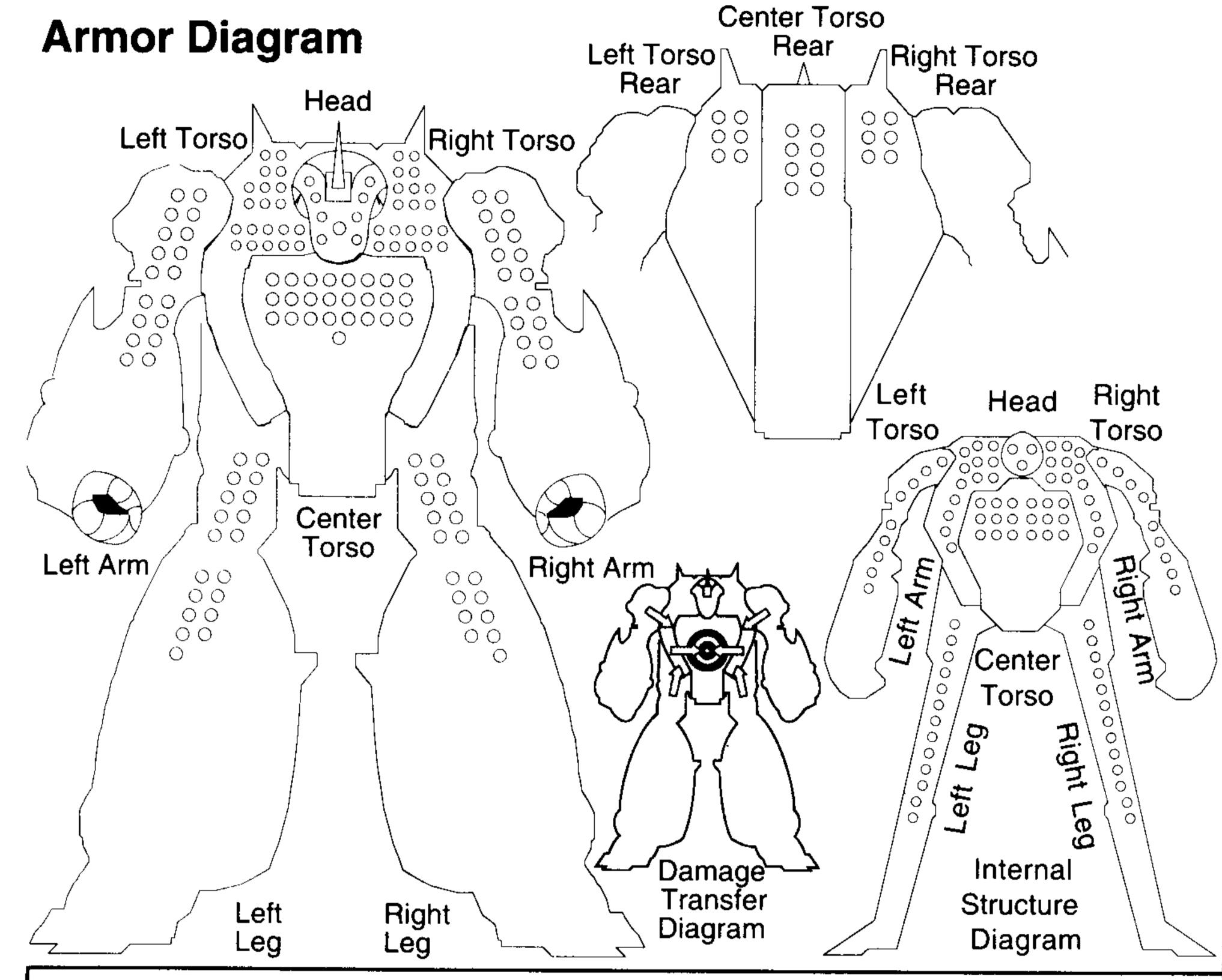
4. Medium Laser

6. Life Support

2. Sensors

3. Cockpit

5. Sensors



## **Left Arm**

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

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

#### **Left Torso**

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

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

### **Left Leg**

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

## **Critical Hit Table**

### Head

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

#### **Center Torso**

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

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

  - 5. Jump Jet
  - 6 Roll Again

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

#### 4,865,658 Cost

## **Right Arm**

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

## **Right Torso**

- 1. Heat Sink
- 2. Jump Jet
- **1-3** 3. Jump Jet 4. Ammo (SRM 6) 15

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

### Right Leg

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

### **Mech Data**

### Type: WVR-6M Wolverine

Tonnage: **55** 

Movement Points Walking:

Inner Sphere 3025

Technology Base:

Running: Jumping:

### **Weapons Inventory**

# Type Loc \* D Mn 1 Large Laser Medium Laser I Medium Laser SRM 6

Ammo Type Rounds SRM 6 15

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

00000

### **Auto Eject**

Operational Disabled

#### **Warrior Data**

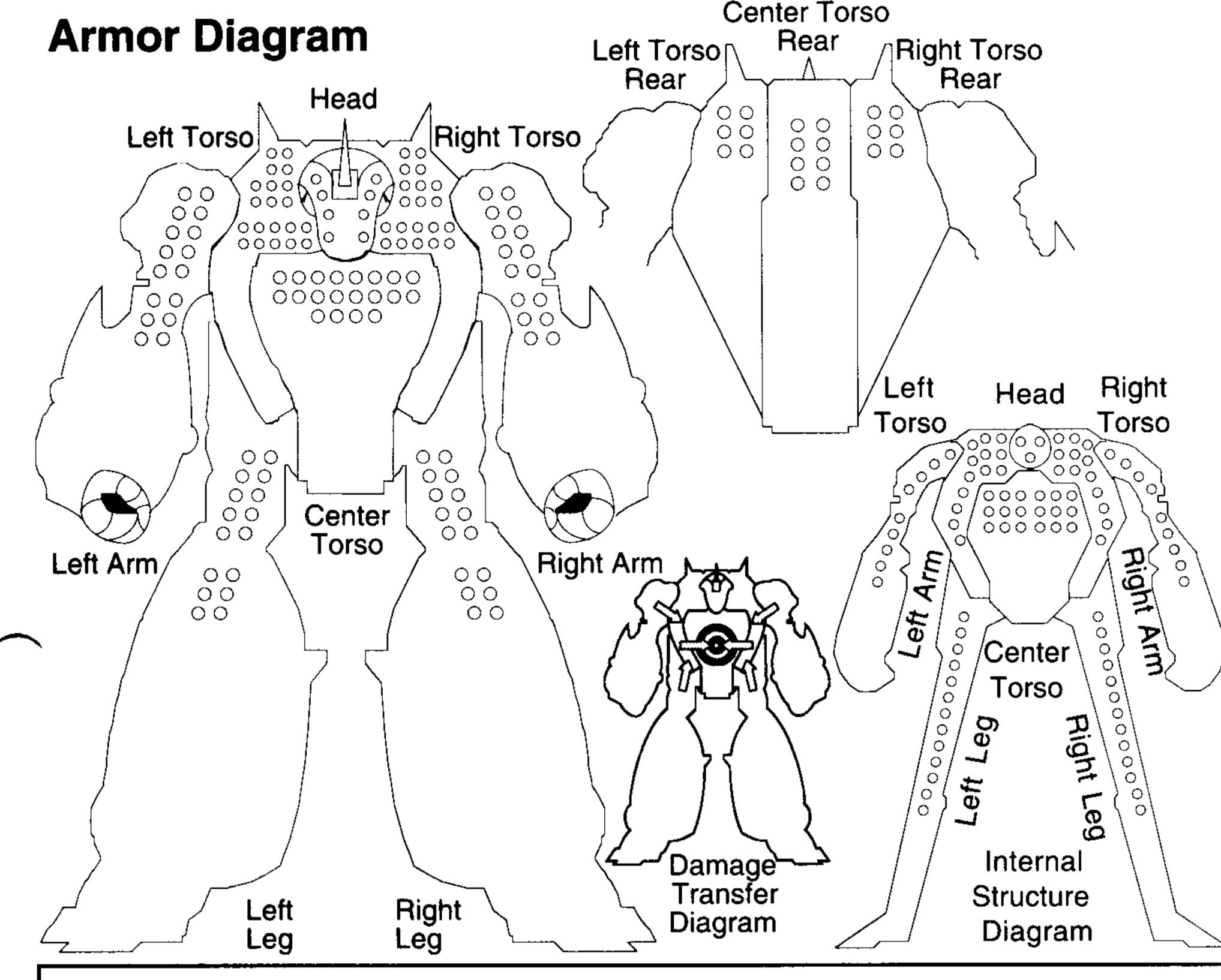
Name: Gunnery Skill: Piloting Skill:

Hits Taken Dead 10 Conscious #

## **Heat Scale**

- 30 SHUTDOWN
- Ammo Explosion, avoid on 8+
- 26 Shutdown, avoid on 10+
- 25 -5 Movement Points
- 24 +4 Modifier to Fire
- 23 Ammo Explosion, avoid on 6+
- Shutdown, avoid on 8+
- 21
- -4 Movement Points
- 19 Ammo Explosion, avoid on 4+
- 18 Shutdown, avoid on 6+
- +3 Modifier to Fire
- -3 Movement Points
- 14 Shutdown, avoid on 4+ 13 +2 Modifier to Fire
- -2 Movement Points
- +1 Modifier to Fire

Movement Points



### **Left Arm**

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

## **Left Torso**

- 1. SRM 6
- 2. SRM 6
- 3. Ammo (SRM 6) 15
  - 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. Jump Jet
- 6. Jump Jet

## **Critical Hit Table**

#### Head

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

#### **Center Torso**

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

#### 000 Gyro Hits $\circ$ Sensor Hits $\odot$ Life Support

#### 4,827,683 Cost

## **Right Arm**

- 1. Shoulder
- 2. Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
  - 5. Autocannon 5
  - 6. Autocannon 5
  - 1. Autocannon 5
  - 2. Autocannon 5
- 3. Ammo (AC 5) 20
  - 4. Roll Again

    - 5 Roll Again
    - 6. Roll Again

## **Right Torso**

- 1. Heat Sink
- 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. Jump Jet 6. Jump Jet

### **Mech Data**

### Type: WVR-6R Wolverine

Tonnage: **55** Movement Points

Running:

Walking: 5

Inner Sphere

Technology Base:

2932

Jumping:

#### **Weapons Inventory**

- # Type D Mn S Autocannon 5 SRM 6
- 1 Medium Laser

Ammo Type Rounds 20 Autocannon 5 SRM 6

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

Operational

00000

Disabled

### **Warrior Data**

**Auto Eject** 

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

### **Heat Scale**

30 SHUTDOWN

Conscious #

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

