

Right Arm (CASE) 1. Shoulder 2. **Upper Arm Actuator** Endo Steel 1-3 4. Endo Steel 5. Endo Steel Endo Steel **LRM 15** 1. LRM 15 2. Artemis IV FCS 4-6 Ammo (LRM 15) 8

Ammo (LRM 15) 8

Right Torso (CASE)

Roll Again

XL Engine

5.

Center Torso 1. XL Engine

Life Support

Anti-Missile System

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

Head

3.

4.

1. Life Support

Sensors

Cockpit

Sensors

Shoulder

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ultra AC/20

Ultra AC/20

Ultra AC/20

Left Torso

XL Engine

XL Engine

Endo Steel

Endo Steel

Endo Steel

Ferro-Fibrous

Ferro-Fibrous

Ultra AC/20 (Cont)

Upper Leg Actuator

Lower Leg Actuator

Double Heat Sink

Double Heat Sink

Foot Actuator

Left Leg

Hip

Upper Arm Actuator

Ammo (Ult AC/20) 5

Ammo (Ult AC/20) 5

Ammo (Ult AC/20) 5

1.

2.

5.

1.

2.

5.

2.

6.

1.

2.

3.

5.

1-3

4-6

1-3

4-6

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

Jump Jet

Jump Jet

Engine Hits OOO
Gyro Hits OO
Sensor Hits OO
Life Support O

Battle Value: **2,935**Weapon Value: **3,644 / 3,485**Cost, C-Bills: **37,530,595**

XL Engine Ferro-Fibrous 1-3 MASC MASC MASC 6. 1. MASC Ammo (AMS) 24 ER PPC 3. 4-6 ER PPC 4. -Jump Jet Jump Jet Right Leg Hip **Upper Leg Actuator Lower Leg Actuator Foot Actuator** 5. Double Heat Sink Double Heat Sink

'MECH DATA

Type: Executioner Mk1 C

Mass: 95 tons

Movement Points: Tech, Config. & Level:

Walking: 4 Clan

Running: 6 [8] Biped OmniMech Jumping: 4 Level 2 / 3050

 Weapons Inventory:
 (hexes)

 Qty
 Type
 Loc
 Ht Dmg
 Min Sht Med
 Lng

 1 LRM 15 w/ Artemis IV RA
 5 1/hit
 - 7 14 21

 1 Ultra AC/20
 LA
 7 20 - 4 8 12

 1 ER PPC
 RT 15 15 - 7 14 23

 1 Anti-Missile System HD
 1 2d6 - - - - -

 Ammo Type:
 Rounds:
 BV:

 LRM 15
 16
 74

 Ultra AC/20
 15
 185

 Anti-Missile System
 24
 27

Auto Eject: V

☐ Operational ☐ Disabled

Weapon Heat: (35)

WARRIOR DATA

HEAT SCALE

30	Shutdown
29	\Box
28	Ammo Explosion, avoid on 8+
27	₹ 1
20	Shutdown, avoid on 10+
2	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
2	Shutdown, avoid on 8+
2	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
10	5
1:	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	2
11	
10	-2 Movement Points
9	
8	
_ 7	
6	
_ 5	1 Movement Points
4	_
3	- 1000 ma
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1	
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