

Right Arm 1. Shoulder

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

- 1-3 4. Gvro
 - - 5. Gyro
- Ferro-Fibrous

Left Torso (CASE)

1-3 Ferro-Fibrous

XL Engine

1. XL Engine

Left Arm

Shoulder

Ferro-Fibrous

Ferro-Fibrous

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Upper Arm Actuator

ER Medium Laser

Medium Pulse Laser

1.

2.

1.

2.

2.

1.

1-3

4-6

- Ferro-Fibrous Ferro-Fibrous 6.
- **ECM Suite**
- 2. **LRM 15**
- **LRM 15** 4-6
 - Artemis IV FCS
 - Ammo (LRM 15) 8 Ammo (LRM 15) 8

Left Leg

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

Head

- 1. Life Support
- Sensors 2.
- 3. Cockpit
- Anti-Missile System
- 4.
- Sensors
- Life Support

Center Torso

- XL Engine 1.
- XL Engine 2.
- XL Engine

- Gyro
- 1. Gyro
- XL Engine 2. XL Engine
- 4. XL Engine
 - Endo Steel
 - Ferro-Fibrous

Engine Hits OOO Gyro Hits OO Sensor Hits OO Life Support

Battle Value: 2,101 Weapon Value: 3,100 / 2,680

Cost, C-Bills: 18,466,000

- Endo Steel 1-3
 - 4. Endo Steel
 - 5. **ER Medium Laser**
 - **Medium Pulse Laser**
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso (CASE)

- XL Engine
- XL Engine
- Endo Steel
- 1-3 Endo Steel
 - Endo Steel
 - Endo Steel

 - Ammo (AMS) 24
 - 2. Streak SRM 6
 - Streak SRM 6
 - Streak SRM 6
 - Streak SRM 6
 - Ammo (Streak 6) 15

Right Leg

Hip

4-6

- **Upper Leg Actuator**
- **Lower Leg Actuator**
- **Foot Actuator**
- 5. Roll Again
- Roll Again

WARRIOR DATA

Disabled

'MECH DATA

Biped OmniMech

(hexes)

5

10 15

> 8 12

8 12

14 21

12

6

Loc Ht Dmg Min Sht Med Lng

Level 2 / 3050

7

4 2/hit -

5 1/hit -

BV:

22

63

27

Weapon Heat:

(32)

0 -

1 2d6

Movement Points: Tech, Config. & Level:

RA

RT

LT

Rounds:

15

16

24

Total Heat Sinks: 12 Double (24)

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Type: Mad Dog Mk1 B

Mass: 60 tons

Weapons Inventory:

1 Medium Pulse Laser RA

1 ER Medium Laser LA

1 Medium Pulse Laser LA

1 LRM 15 w/ Artemis IV LT

1 Anti-Missile System HD

Anti-Missile System

Walking: 6

Running: 9

Jumping: 0

1 ER Medium Laser

2 Streak SRM 6

1 ECM Suite

Ammo Type:

LRM 15

Streak SRM 6

Auto Eject:

Operational

Qty Type

Name: _ Gunnery Skill: Piloting Skill: Hits Taken 2 3 4 6 10 11 Dead Consciousness #

HEAT SCALE

	Chartelesses
30	Shutdown
29 28	Amma Evaluaian avaid an 0
27	Ammo Explosion, avoid on 8+
	Chutdaum avaid an 40.
26 25	Shutdown, avoid on 10+ -5 Movement Points
24	+4 Modifier to Fire
23	
23	Ammo Explosion, avoid on 6+ Shutdown, avoid on 8+
21	Silutuowii, avoiu oii o+
20	-4 Movement Points
19	
18	Ammo Explosion, avoid on 4+ Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	+3 Modifier to Fire
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	+2 Modifier to Fire
11	
10	-2 Movement Points
9	2 Movement i onto
8	+1 Modifier to Fire
7	11 mountor to 1 no
6	
5	-1 Movement Points
4	
3	M
2	M COMP
1	4×Menored.
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