

Right Arm (CASE) 1. Shoulder

- 2. **Upper Arm Actuator**
- Endo Steel 1-3

 - 5. Endo Steel
 - Endo Steel

 - 2.
- 4-6
 - Ammo (Ult AC/5) 20

- XL Engine
- 1-3
 - 4. Gvro
- Ammo (AMS) 24 1.
- **LRM 15** 5.

XL Engine

Ferro-Fibrous

Left Arm

Shoulder

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

ER PPC

ER PPC

Roll Again

Roll Again

Left Torso (CASE)

Upper Arm Actuator

1.

2.

1.

2.

3.

2.

1-3

1-3

4-6

LRM 15 6.

1. XL Engine

- Artemis IV FCS 1.
- 2. Ammo (LRM 15) 8
- Ammo (LRM 15) 8 4-6
- Roll Again 4.
 - Roll Again
 - Roll Again

Left Leg

- **Upper Leg Actuator**
- **Lower Leg Actuator** 3.
- **Foot Actuator**
- Double Heat Sink
- 5. Double Heat Sink

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

Head

- Anti-Missile System 4.
- 5. Sensors
- Life Support

Center Torso

- XL Engine 1.
- XL Engine 2.

- 5. Gyro
- Gyro
- Gyro
- 2.
- XL Engine
- XL Engine
- 4. XL Engine
 - Double Heat Sink 5.
 - Double Heat Sink

4-6 Engine Hits OOO Gyro Hits OO

Sensor Hits OO Life Support Battle Value: 2,330

Weapon Value: 3,178 / 2,921 Cost, C-Bills: 24,715,469

- - 4. Endo Steel

 - Endo Steel 1.
 - Endo Steel

 - Ultra AC/5 3.
 - Ultra AC/5
 - 5. Ultra AC/5

Right Torso (CASE)

- XL Engine
- XL Engine
- Endo Steel 3. 1-3
 - **LRM 15**
 - LRM 15
 - Artemis IV FCS
 - 1.
 - Ammo (LRM 15) 8 Ammo (LRM 15) 8
 - 2.
 - Roll Again 3.
 - 4. Roll Again
 - Roll Again
 - Roll Again

Right Leg

- Hip
- **Upper Leg Actuator**
- **Lower Leg Actuator**
- **Foot Actuator**
- 5. Double Heat Sink
- Double Heat Sink

'MECH DATA

Type: Timber Wolf Mk1 C

Mass: 75 tons

1 LRM 15 w/ Artemis IV RT

Operational

6

5

4

3

Movement Points: Tech, Config. & Level:

Walking: 5 Clan

Running: 8 **Biped OmniMech** Jumping: 0 Level 2 / 3050

(hexes) Weapons Inventory: Loc Ht Dmg Min Sht Med Lng Qty Type 1 Ultra AC/5 RA - 7 14 1 1 ER PPC - 7 14 23 LA 15 15

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

5 1/hit - 7 14

21

1 Anti-Missile System HD 1 2d6 Ammo Type: Rounds: BV: Ultra AC/5 20 21 **LRM 15** 32 115 Anti-Missile System 24

Total Heat Sinks: 15 Double (30) 000000000 00000

Weapon Heat: Auto Eject: (28)Disabled

WARRIOR DATA

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

HEAT SCALE

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

-1 Movement Points