



šÍ äãè Ááóá

Type: **Ambassador MBSDR-I**
 Mass: **15 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **11** Inner Sphere
 Running: **17** Biped 'Mech
 Jumping: **2** Level 3 / 2700

Weapons Inventory: (hexes)
 Qty Type Loc Ht Dmg Min Sht Med Lng

Total Heat Sinks: 10 Single
 | | | | | | | | | |

Auto Eject: Operational Disabled
 Weapon Heat: (0)

× áòèéí ò Ááóá

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Èááò Óááìá

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

WZK GAMES

Àòèéááì Èéò Óááìá

Left Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

Head

- Life Support
- Sensors
- Cockpit
- Single Heat Sink
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

Right Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

Right Torso

- Single Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

Left Torso

- Single Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

4-6

Engine Hits			
Gyro Hits			
Sensor Hits			
Life Support			

Battle Value: **143**
 Weapon Value: **0 / 0**
 Cost, C-Bills: **1.289.725**