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Type: **Apollo APL-1J**
 Mass: **15 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **0** Level 3 / 2600

Weapons Inventory: (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|--------------|-----|----|-----|-----|-----|-----|-----|
| 1 | Medium Laser | RA | 3 | 5 | - | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 | - | 3 | 6 | 9 |
| 1 | Machine Gun | CT | 0 | 2 | - | 1 | 2 | 3 |

Ammo Type: Machine Gun Rounds: 200 BV: 2

Total Heat Sinks: 10 Single

Auto Eject: Operational Disabled **Weapon Heat: (6)**

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Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

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| | |
|----|-----------------------------|
| 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

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Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Head

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

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Machine Gun
- Ammo (MG) 200

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

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

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

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

1-3

- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

| | | | |
|--------------|---|---|---|
| Engine Hits | i | i | i |
| Gyro Hits | i | i | |
| Sensor Hits | i | i | |
| Life Support | i | | |

Battle Value: **316**
 Weapon Value: **127 / 127**
 Cost, C-Bills: **962.550**

Left Leg

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

Right Leg

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