



Matchmaker PLG-1F
 Type: **Matchmaker PLG-1F**
 Mass: **100 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **2** Level 1 / 2700

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 | Autocannon/20 | RT | 7 | 20 | - | 3 | 6 | 9 |
| 1 | Autocannon/20 | LT | 7 | 20 | - | 3 | 6 | 9 |
| 2 | Flamer | CT | 3 | 2 | - | 1 | 2 | 3 |
| 1 | Medium Laser | HD(R) | 3 | 5 | - | 3 | 6 | 9 |

Ammo Type: Autocannon/20 Rounds: 20 BV: 99

Total Heat Sinks: 16 Single

Auto Eject: Operational Disabled Weapon Heat: (29)

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

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

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Single Heat Sink
- Medium Laser

1-3: Roll Again
 2: Roll Again
 3: Roll Again
 4-6: Roll Again
 5: Roll Again
 6: Roll Again

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Single Heat Sink
- Medium Laser

1-3: Roll Again
 2: Roll Again
 3: Roll Again
 4-6: Roll Again
 5: Roll Again
 6: Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Medium Laser (R)
- Sensors
- Life Support

Center Torso

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

1-3: Gyro
 2: Fusion Engine
 3: Fusion Engine
 4-6: Fusion Engine
 4: Flamer
 5: Flamer
 6: Flamer

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

Battle Value: 1.452
 Weapon Value: 1.336 / 1.336
 Cost, C-Bills: 9.506.000

Left Torso

- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20

1-3: Autocannon/20
 4-6: Autocannon/20

Right Torso

- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20

1-3: Autocannon/20
 4-6: Autocannon/20

Left Leg

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

Right Leg

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