



Status: **VALIDATED**

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- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Single Heat Sink
 - Medium Laser
- 1-3
1, Roll Again
2, Roll Again
4-6
3, Roll Again
4, Roll Again
5, Roll Again
6, Roll Again
- Left Torso**
- Autocannon/20
 - Autocannon/20
 - Autocannon/20
 - Autocannon/20
 - Autocannon/20
 - Autocannon/20
- 1-3
1, Autocannon/20
2, Autocannon/20
4-6
3, Autocannon/20
4, Autocannon/20
5, Ammo (AC/20) 5
6, Ammo (AC/20) 5
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Single Heat Sink
 - Jump Jet

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Medium Laser (R)
 - Sensors
 - Life Support
- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
1, Gyro
2, Fusion Engine
3, Fusion Engine
4, Fusion Engine
5, SRM 4
6, Ammo (SRM 4) 25
- | | | | |
|--------------|---|---|---|
| Engine Hits | i | i | i |
| Gyro Hits | i | i | |
| Sensor Hits | i | i | |
| Life Support | i | | |
- Battle Value: **1.462**
Weapon Value: **1.505 / 1.505**
Cost, C-Bills: **9.630.000**

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- Right Torso**
- Autocannon/20
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 - Autocannon/20
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1, Autocannon/20
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Type: **Pillager PLG-1N**
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
1	SRM 4	CT	3	2/hit	-	3	6	9
1	Medium Laser	HD(R)	3	5	-	3	6	9

Ammo Type: Rounds: BV:
Autocannon/20 20 99
SRM 4 25 6

Total Heat Sinks: 16 Single

Auto Eject: **Weapon Heat:**
 Operational Disabled **(26)**

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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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** Avoid Inferno explosion on..

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

WKGAMES