



**§Í ääè Ááóá**

Type: **Stiletto STL-7D**  
 Mass: **15 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **6** Inner Sphere  
 Running: **9** Biped 'Mech  
 Jumping: **0** Level 3 / 2500

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	CT	3	2/hit	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Ammo Type: SRM 4      Rounds: 25      BV: 8

Total Heat Sinks: 10 Single

Auto Eject:  Operational     Disabled    Weapon Heat: (4)

**× áòèéí ò Ááóá**

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_    Piloting Skill: \_\_\_\_\_

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

**Èááò Óááíá**

\*\* Avoid Inferno explosion on..

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

**WKGAMES**

**Àòèéááí Èéò Óááíá**

**Left Arm**

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

1-3

**Right Arm**

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

1-3

**Head**

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

**Center Torso**

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

1-3

**Right Torso**

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

1-3

**Left Torso**

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

1-3

**Right Leg**

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

1-3

**Left Leg**

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

1-3

Engine Hits	i	i	i
Gyro Hits	i	i	
Sensor Hits	i	i	
Life Support	i		

Battle Value: **249**  
 Weapon Value: **60 / 60**  
 Cost, C-Bills: **974.912**