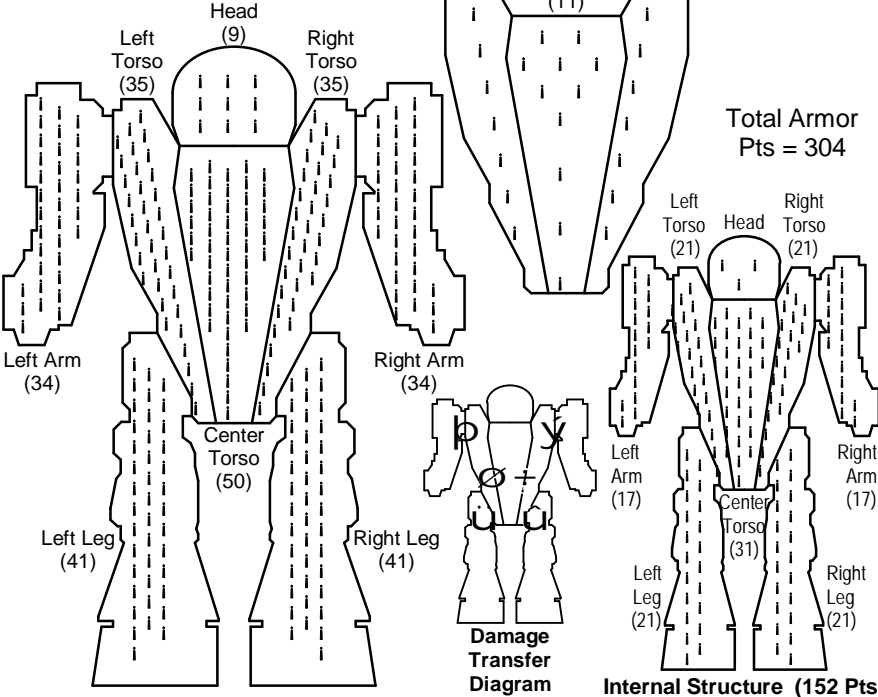


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Status: **VALIDATED**

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<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Medium Laser <p>1-3</p> <ol style="list-style-type: none"> Medium Laser Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> Single Heat Sink Single Heat Sink PPC PPC PPC SRM 4 <p>1-3</p> <ol style="list-style-type: none"> SRM 4 Ammo (SRM 6) 15 Ammo (SRM 4) 25 Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Single Heat Sink 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Single Heat Sink Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine SRM 6 SRM 6 <p>4-6</p>	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Medium Laser <p>1-3</p> <ol style="list-style-type: none"> Medium Laser Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> Single Heat Sink Single Heat Sink Single Heat Sink PPC PPC PPC <p>1-3</p> <ol style="list-style-type: none"> SRM 4 SRM 4 Ammo (SRM 4) 25 Roll Again Roll Again Roll Again <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Single Heat Sink
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Engine Hits | | |
Gyro Hits | |
Sensor Hits | |
Life Support |

Battle Value: **1.446**
 Weapon Value: **1.985 / 1.985**
 Cost, C-Bills: **9.922.000**

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Type: **Titan TI-1A**
 Mass: **100 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0** Level 1 / 2765

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Medium Laser	RA	3	5	-	3	6	9
3	Medium Laser	LA	3	5	-	3	6	9
1	PPC	RT	10	10	3	6	12	18
2	SRM 4	RT	3	2/hit	-	3	6	9
1	PPC	LT	10	10	3	6	12	18
2	SRM 4	LT	3	2/hit	-	3	6	9
1	SRM 6	CT	4	2/hit	-	3	6	9

Ammo Type: SRM 4 (50 rounds), SRM 6 (15 rounds)
Auto Eject: Operational Disabled
Weapon Heat: (54)

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

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