



Status: **VALIDATED**

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- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Medium Pulse Laser
 - Medium Pulse Laser
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Left Torso**
- ER PPC
 - ER PPC
 - ER PPC
 - SRM 4
 - SRM 4
 - Ammo (SRM 6) 15
- 1-3
- Ammo (SRM 4) 25
 - CASE
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support
- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - SRM 6
 - SRM 6
- 4-6
- | | | | |
|--------------|--|--|--|
| Engine Hits | | | |
| Gyro Hits | | | |
| Sensor Hits | | | |
| Life Support | | | |
- Battle Value: **1.564**
 Weapon Value: **2.240 / 2.240**
 Cost, C-Bills: **10.894.000**

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Type: **Titan TI-1AD**
 Mass: **100 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser RA		4	6	-	2	4	6
2	Medium Pulse Laser LA		4	6	-	2	4	6
1	ER PPC	RT	15	10	-	7	14	23
2	SRM 4	RT	3	2/hit	-	3	6	9
2	Medium Pulse Laser RT		4	6	-	2	4	6
1	ER PPC	LT	15	10	-	7	14	23
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 SRM 6 15
Rounds: 50 15
BV: 10 7

Total Heat Sinks: 15 Double (30)

Auto Eject: Operational Disabled
Weapon Heat: (70)

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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	
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