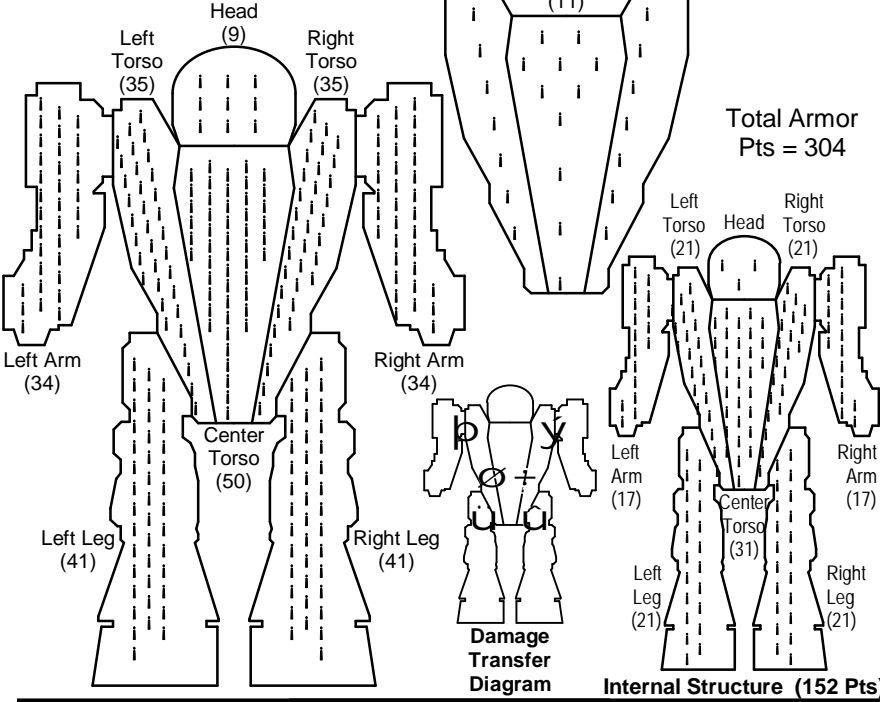


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Status: **VALIDATED**

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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
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Laser
- Medium Laser

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- ER PPC

1-3

- SRM 4
- SRM 4
- Ammo (SRM 4) 25
- CASE
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- 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
- Jump Jet
- SRM 4

4-6

Engine Hits | | |

Gyro Hits | |

Sensor Hits | |

Life Support |

Battle Value: **1.889**
 Weapon Value: **2.460 / 2.460**
 Cost, C-Bills: **11.012.000**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- ER PPC
- ER PPC
- ER PPC
- SRM 4
- SRM 4
- Medium Laser

1-3

- Medium Laser
- Medium Laser
- Ammo (SRM 4) 25
- CASE
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

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

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9
1	ER PPC	RT	15	10	-	7	14	23
2	SRM 4	RT	3	2/hit	-	3	6	9
3	Medium Laser	RT	3	5	-	3	6	9
1	ER PPC	LT	15	10	-	7	14	23
2	SRM 4	LT	3	2/hit	-	3	6	9
1	SRM 4	CT	3	2/hit	-	3	6	9

Ammo Type: SRM 4 Rounds: 50 BV: 14

Total Heat Sinks: 16 Double (32)

Auto Eject: Operational Disabled Weapon Heat: (66)

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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	

WZK GAMES