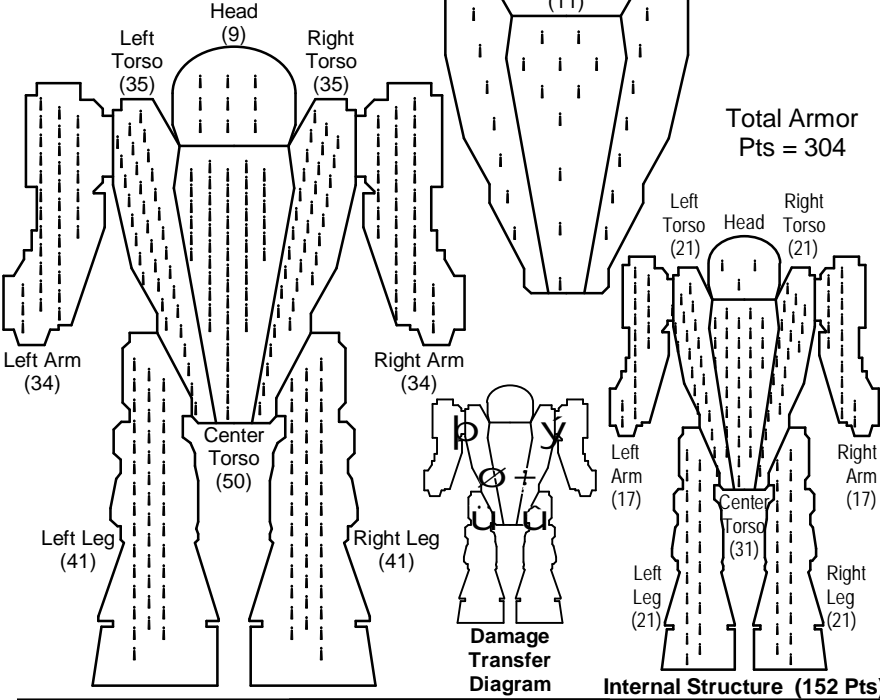


# ÄÜÖÏ ÆÍ ÄÄÈ ÒÄÄÏ ÒÄ ÒÈÄÄÏ

Status: **VALIDATED**

ÄÖÏ ÒÈ ÄÄÄÏ



### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Medium Laser

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### Head

- Life Support
- Sensors
- Cockpit
- Single Heat Sink
- Sensors
- Life Support

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Medium Laser

1-3

- Roll Again
- Roll Again
- Roll Again

4-6

- Roll Again
- Roll Again
- Roll Again

### 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: **1.446**

Weapon Value: **1.985 / 1.985**

Cost, C-Bills: **9.922.000**

### Left Torso

- Single Heat Sink
- Single Heat Sink
- PPC
- PPC
- PPC
- SRM 4

1-3

- SRM 4
- Medium Laser
- Ammo (SRM 6) 15
- Ammo (SRM 4) 25
- Roll Again
- Roll Again

4-6

### Right Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- PPC
- PPC
- PPC

1-3

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

4-6

### Left Leg

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

### Right Leg

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

## Ï ÄÄÈ ÄÄÏ

Type: **Titan II TI-1B**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere

Running: **5** Biped 'Mech

Jumping: **0** Level 1 / 3025

**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	PPC	RT	10	10	3	6	12	18
2	SRM 4	RT	3	2/hit	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	PPC	LT	10	10	3	6	12	18
2	SRM 4	LT	3	2/hit	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	SRM 6	CT	4	2/hit	-	3	6	9

Ammo Type: SRM 4      Rounds: 50      BV: 10

SRM 6                      15                      7

**Total Heat Sinks: 22 Single**

Auto Eject:  Operational     Disabled      **Weapon Heat: (54)**

## × äòèí ò ÄÄÏ

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

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

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

## ÈÄÄÏ ÒÄÄÏ

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

**WZGAMES**