



Left Arm		Right Arm	
1, Shoulder	1, Shoulder	1, Shoulder	1, Shoulder
2, Upper Arm Actuator	2, Upper Arm Actuator	2, Upper Arm Actuator	2, Upper Arm Actuator
3, Lower Arm Actuator	3, Lower Arm Actuator	3, Lower Arm Actuator	3, Lower Arm Actuator
4, Hand Actuator	4, Hand Actuator	4, Hand Actuator	4, Hand Actuator
5, Double Heat Sink	5, Double Heat Sink	5, Double Heat Sink	5, Double Heat Sink
6, Double Heat Sink	6, Double Heat Sink	6, Double Heat Sink	6, Double Heat Sink
Head		Center Torso	
1, Life Support	1, XL Engine	1, XL Engine	1, XL Engine
2, Sensors	2, XL Engine	2, XL Engine	2, XL Engine
3, Cockpit	3, XL Engine	3, XL Engine	3, XL Engine
4, SRM 4	4, Gyro	4, Gyro	4, Gyro
5, Sensors	5, Gyro	5, Gyro	5, Gyro
6, Life Support	6, Gyro	6, Gyro	6, Gyro
Left Torso		Right Torso	
1, XL Engine	1, XL Engine	1, XL Engine	1, XL Engine
2, XL Engine	2, XL Engine	2, XL Engine	2, XL Engine
3, XL Engine	3, XL Engine	3, XL Engine	3, XL Engine
4, ER PPC	4, ER PPC	4, ER PPC	4, ER PPC
5, ER PPC	5, ER PPC	5, ER PPC	5, ER PPC
6, ER PPC	6, ER PPC	6, ER PPC	6, ER PPC
1, SRM 4	1, SRM 4	1, SRM 4	1, SRM 4
2, SRM 4	2, SRM 4	2, SRM 4	2, SRM 4
3, Beagle Active Probe	3, Beagle Active Probe	3, Medium Pulse Laser	3, Medium Pulse Laser
4, Beagle Active Probe	4, Beagle Active Probe	4, Medium Pulse Laser	4, Medium Pulse Laser
5, Roll Again	5, Roll Again	5, Medium Pulse Laser	5, Medium Pulse Laser
6, Roll Again	6, Roll Again	6, Roll Again	6, Roll Again
Left Leg		Right Leg	
1, Hip	1, Hip	1, Hip	1, Hip
2, Upper Leg Actuator	2, Upper Leg Actuator	2, Upper Leg Actuator	2, Upper Leg Actuator
3, Lower Leg Actuator	3, Lower Leg Actuator	3, Lower Leg Actuator	3, Lower Leg Actuator
4, Foot Actuator	4, Foot Actuator	4, Foot Actuator	4, Foot Actuator
5, Jump Jet	5, Jump Jet	5, Jump Jet	5, Jump Jet
6, Ammo (SRM 4) 25	6, Ammo (SRM 4) 25	6, Ammo (SRM 4) 25	6, Ammo (SRM 4) 25

Engine Hits | | |

Gyro Hits | |

Sensor Hits | |

Life Support |

Battle Value: 1.665

Weapon Value: 2.340 / 2.340

Cost, C-Bills: 23.612.000

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Type: **Titan TI-1D**

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 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
3	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	Beagle Active Probe	LT	0	-	-	-	-	4
1	SRM 4	CT	3	2/hit	-	3	6	9
1	SRM 4	HD	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: (76)

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