



Status: **VALIDATED**

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- Left Arm**
- 1, Shoulder
  - 2, Upper Arm Actuator
  - 3, Lower Arm Actuator
  - 4, Hand Actuator
  - 5, Medium Laser
  - 6, Medium Laser
- 1-3
- 1, Medium Laser
  - 2, Roll Again
  - 3, Roll Again
- 4-6
- 4, Roll Again
  - 5, Roll Again
  - 6, Roll Again
- Left Torso**
- 1, Single Heat Sink
  - 2, Single Heat Sink
  - 3, PPC
  - 4, PPC
  - 5, PPC
  - 6, SRM 6
- 1-3
- 1, SRM 6
  - 2, SRM 4
  - 3, Ammo (SRM 6) 15
  - 4, Ammo (SRM 4) 25
  - 5, Roll Again
  - 6, Roll Again
- 4-6
- Left Leg**
- 1, Hip
  - 2, Upper Leg Actuator
  - 3, Lower Leg Actuator
  - 4, Foot Actuator
  - 5, Single Heat Sink
  - 6, Jump Jet

- Head**
- 1, Life Support
  - 2, Sensors
  - 3, Cockpit
  - 4, Single Heat Sink
  - 5, Sensors
  - 6, Life Support
- Center Torso**
- 1, Fusion Engine
  - 2, Fusion Engine
  - 3, Fusion Engine
  - 4, Gyro
  - 5, Gyro
  - 6, Gyro
- 1-3
- 1, Gyro
  - 2, Fusion Engine
  - 3, Fusion Engine
  - 4, Fusion Engine
  - 5, Jump Jet
  - 6, Roll Again
- 4-6
- |              |   |   |   |
|--------------|---|---|---|
| Engine Hits  | i | i | i |
| Gyro Hits    | i | i |   |
| Sensor Hits  | i | i |   |
| Life Support | i |   |   |
- Battle Value: **1.611**  
 Weapon Value: **1.806 / 1.806**  
 Cost, C-Bills: **10.034.000**

- Right Arm**
- 1, Shoulder
  - 2, Upper Arm Actuator
  - 3, Lower Arm Actuator
  - 4, Hand Actuator
  - 5, Medium Laser
  - 6, Medium Laser
- 1-3
- 1, Medium Laser
  - 2, Roll Again
  - 3, Roll Again
- 4-6
- 4, Roll Again
  - 5, Roll Again
  - 6, Roll Again
- Right Torso**
- 1, Single Heat Sink
  - 2, Single Heat Sink
  - 3, Single Heat Sink
  - 4, PPC
  - 5, PPC
  - 6, PPC
- 1-3
- 1, SRM 4
  - 2, Ammo (SRM 4) 25
  - 3, Roll Again
  - 4, Roll Again
  - 5, Roll Again
  - 6, Roll Again
- 4-6
- Right Leg**
- 1, Hip
  - 2, Upper Leg Actuator
  - 3, Lower Leg Actuator
  - 4, Foot Actuator
  - 5, Single Heat Sink
  - 6, Jump Jet

**ŞÍ äãè Ááóá**

Type: **Titan TI-1J**  
 Mass: **100 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **3** Inner Sphere  
 Running: **5** Biped 'Mech  
 Jumping: **3** Level 1 / 3025

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

Ammo Type: SRM 4      Rounds: 50      BV: 14  
 SRM 6      15      10

Total Heat Sinks: **20 Single**

Auto Eject:  Operational     Disabled    Weapon Heat: **(48)**

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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**