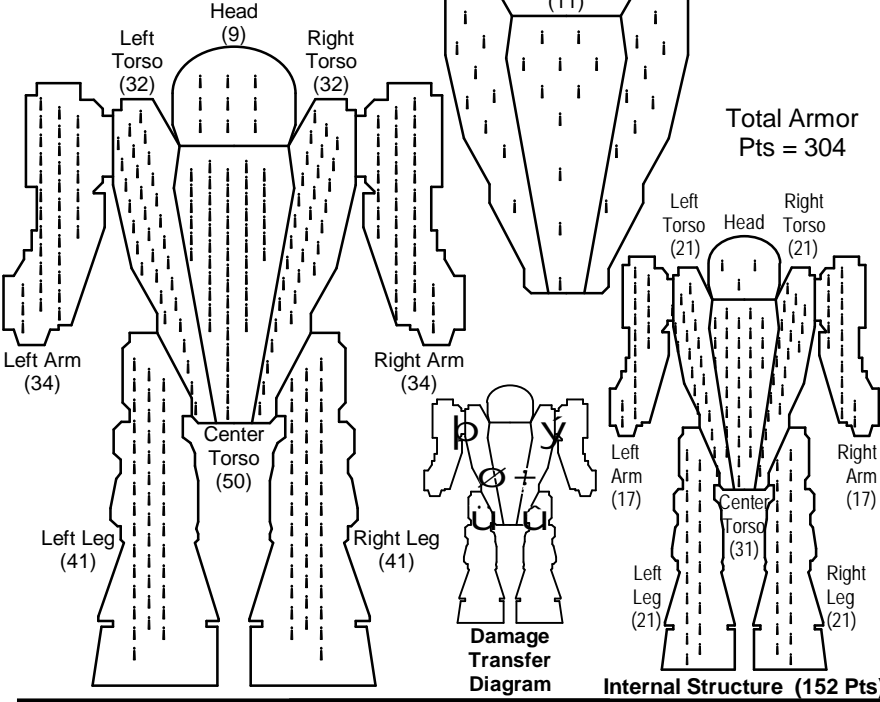


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Status: **VALIDATED**

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Left Arm 1, Shoulder 2, Upper Arm Actuator 3, Lower Arm Actuator 4, Hand Actuator 5, Double Heat Sink 6, Double Heat Sink 1-3 1, Double Heat Sink 2, Double Heat Sink 3, Double Heat Sink 4-6 4, Double Heat Sink 5, Medium Pulse Laser 6, Medium Pulse Laser Left Torso 1, XL Engine 2, XL Engine 3, XL Engine 1-3 4, ER PPC 5, ER PPC 6, ER PPC 1, SRM 4 2, SRM 4 3, Guardian ECM 4-6 4, Guardian ECM 5, Roll Again 6, Roll Again Left Leg 1, Hip 2, Upper Leg Actuator 3, Lower Leg Actuator 4, Foot Actuator 5, Jump Jet 6, Ammo (SRM 4) 25	Head 1, Life Support 2, Sensors 3, Cockpit 4, SRM 4 5, Sensors 6, Life Support Center Torso 1, XL Engine 2, XL Engine 3, XL Engine 1-3 4, Gyro 5, Gyro 6, Gyro 1, Gyro 2, XL Engine 3, XL Engine 4-6 4, XL Engine 5, Jump Jet 6, SRM 4 <table border="1"> <tr><td>Engine Hits</td><td>i</td><td>i</td><td>i</td></tr> <tr><td>Gyro Hits</td><td>i</td><td>i</td><td></td></tr> <tr><td>Sensor Hits</td><td>i</td><td>i</td><td></td></tr> <tr><td>Life Support</td><td>i</td><td></td><td></td></tr> </table> Battle Value: 1.729 Weapon Value: 2.340 / 2.340 Cost, C-Bills: 23.612.000	Engine Hits	i	i	i	Gyro Hits	i	i		Sensor Hits	i	i		Life Support	i		
Engine Hits	i	i	i														
Gyro Hits	i	i															
Sensor Hits	i	i															
Life Support	i																
Right Arm 1, Shoulder 2, Upper Arm Actuator 3, Lower Arm Actuator 4, Hand Actuator 5, Double Heat Sink 6, Double Heat Sink 1-3 1, Double Heat Sink 2, Double Heat Sink 3, Double Heat Sink 4-6 4, Double Heat Sink 5, Medium Pulse Laser 6, Medium Pulse Laser Right Torso 1, XL Engine 2, XL Engine 3, XL Engine 1-3 4, ER PPC 5, ER PPC 6, ER PPC 1, SRM 4 2, SRM 4 3, Medium Pulse Laser 4-6 4, Medium Pulse Laser 5, Medium Pulse Laser 6, Roll Again Right Leg 1, Hip 2, Upper Leg Actuator 3, Lower Leg Actuator 4, Foot Actuator 5, Jump Jet 6, Ammo (SRM 4) 25																	

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Type: **Titan TI-2D**
 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	Guardian ECM	LT	0	-	-	-	-	6
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..
 Shutdown

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

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