



Status: Custom\* Weapons

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- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Medium Laser
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- Left Torso**
- Single Heat Sink
  - Single Heat Sink
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Jump Jet
  - Jump Jet

- 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
  - Jump Jet
- 4-6
- |              |  |  |  |
|--------------|--|--|--|
| Engine Hits  |  |  |  |
| Gyro Hits    |  |  |  |
| Sensor Hits  |  |  |  |
| Life Support |  |  |  |
- Battle Value: 549  
Weapon Value: 234 / 234  
Cost, C-Bills: 2.187.120

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Sonic Cannon
  - Sonic Cannon
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- Right Torso**
- Single Heat Sink
  - Single Heat Sink
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Jump Jet
  - Jump Jet

**§Í äãè Ááóá**

Type: **Hawk HWK-4W**  
Mass: **30 tons**  
Movement Points: Tech, Config. & Level:  
Walking: **6** Inner Sphere  
Running: **9** Biped 'Mech  
Jumping: **6** Level 1 / 3025

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Sonic Cannon*	RA	5	10	-	2	4	6
1	Medium Laser	LA	3	5	-	3	6	9

Total Heat Sinks: 11 Single

Auto Eject:  Operational  Disabled  
Weapon Heat: (8)

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

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

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

**Èááò Óááìá**

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

**WKGAMES**