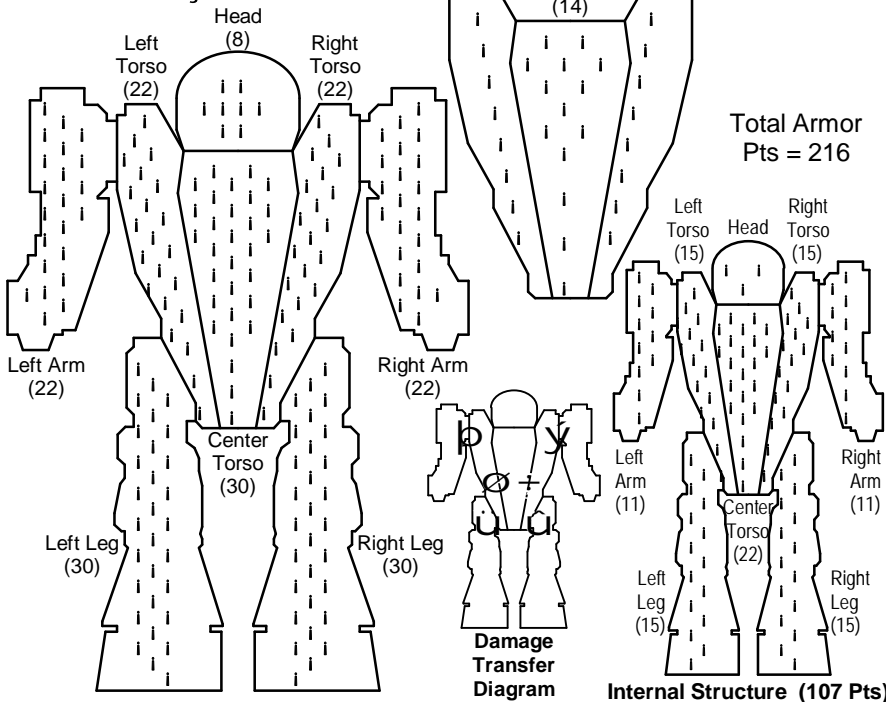


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Status: **VALIDATED**

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Total Armor
Pts = 216

Internal Structure (107 Pts)

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Type: **Meteor MTR-5H**

Mass: **70 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Running: **6**

Jumping: **4**

Inner Sphere

Biped 'Mech

Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RA	5	1/hit	6	7	14	21
2	Flamer	LA	3	2	-	1	2	3
3	Machine Gun	LT	0	2	-	1	2	3
2	Medium Laser	CT	3	5	-	3	6	9

Ammo Type: Rounds: BV:

LRM 15 8 28

Machine Gun 200 2

Total Heat Sinks: 19 Single

Auto Eject: Operational Disabled

Weapon Heat: (17)

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Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Flamer
- Flamer

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Jump Jet
- Jump Jet
- Machine Gun
- Machine Gun
- Machine Gun
- Ammo (MG) 200

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

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Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser

4-6

Engine Hits			
Gyro Hits			
Sensor Hits			
Life Support			

Battle Value: **1.159**
 Weapon Value: **1.073 / 1.073**
 Cost, C-Bills: **6.006.554**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 15
- LRM 15
- LRM 15

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Jump Jet
- Jump Jet
- Ammo (LRM 15) 8

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

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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	

