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Status: VALIDATED

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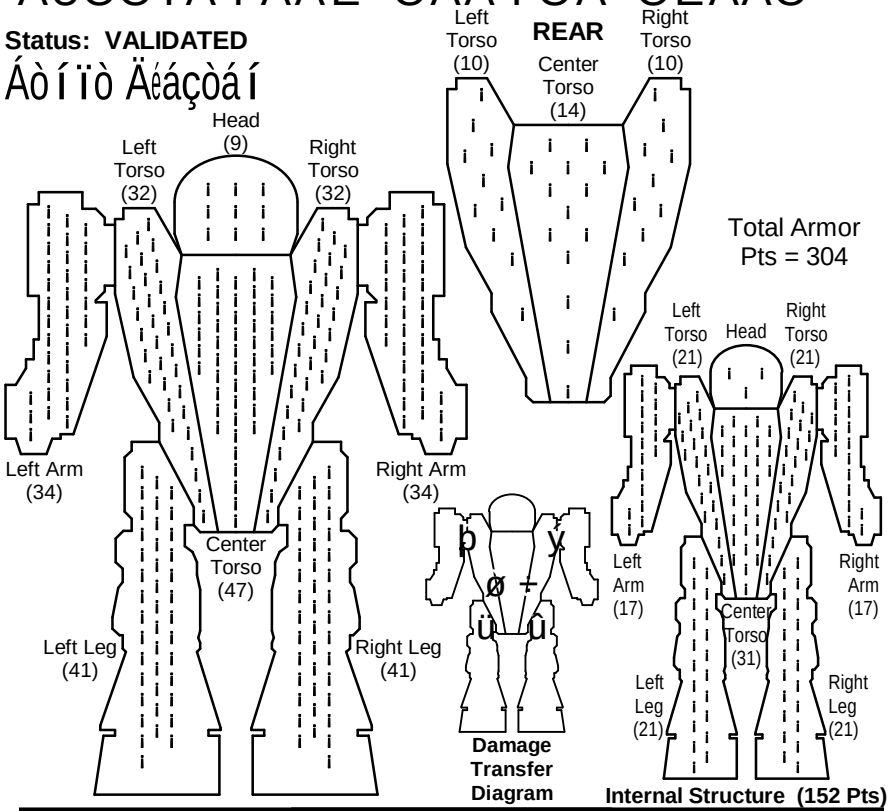

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Left Arm

1-3	1,	Shoulder
	2,	Upper Arm Actuator
	3,	Lower Arm Actuator
	4,	Double Heat Sink
	5,	Double Heat Sink
	6,	Double Heat Sink
4-6	1,	Medium Laser
	2,	Medium Laser
	3,	Medium Laser
	4,	Medium Laser
	5,	Medium Laser
	6,	Medium Laser

Left Torso

1-3	1,	Double Heat Sink
	2,	Double Heat Sink
	3,	Double Heat Sink
	4,	Double Heat Sink
	5,	Double Heat Sink
	6,	Double Heat Sink
4-6	1,	Large Laser
	2,	Large Laser
	3,	Large Laser
	4,	Large Laser
	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,	*Roll Again*	

Head

1,	Life Support	
2,	Sensors	
3,	Cockpit	
4,	*Roll Again*	
5,	Sensors	
6,	Life Support	

Center Torso

1-3	1,	Fusion Engine
	2,	Fusion Engine
	3,	Fusion Engine
	4,	Gyro
	5,	Gyro
	6,	Gyro
4-6	1,	Gyro
	2,	Fusion Engine
	3,	Fusion Engine
	4,	Fusion Engine
	5,	Jump Jet
	6,	*Roll Again*

Engine Hits	¡ ¡ ¡
Gyro Hits	¡ ¡
Sensor Hits	¡ ¡
Life Support	¡

Battle Value: **1.995**
Weapon Value: **3.123 / 3.123**
Cost, C-Bills: **10.096.000**

Right Arm

1-3	1,	Shoulder
	2,	Upper Arm Actuator
	3,	Lower Arm Actuator
	4,	Double Heat Sink
	5,	Double Heat Sink
	6,	Double Heat Sink
4-6	1,	Medium Laser
	2,	Medium Laser
	3,	Medium Laser
	4,	Medium Laser
	5,	Medium Laser
	6,	Medium Laser

Right Torso

1-3	1,	Double Heat Sink
	2,	Double Heat Sink
	3,	Double Heat Sink
	4,	Double Heat Sink
	5,	Double Heat Sink
	6,	Double Heat Sink
4-6	1,	Large Laser
	2,	Large Laser
	3,	Large Laser
	4,	Large Laser
	5,	*Roll Again*
	6,	*Roll Again*

Right Leg

1,	Hip	
2,	Upper Leg Actuator	
3,	Lower Leg Actuator	
4,	Foot Actuator	
5,	Jump Jet	
6,	*Roll Again*	

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Type: **Omega 137-A**
Mass: **100 tons**

Movement Points:		Tech, Config. & Level:
Walking:	3	Inner Sphere
Running:	5	Biped 'Mech
Jumping:	3	Level 2 / 2765

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
6	Medium Laser	RA	3	5	-	3	6	9
6	Medium Laser	LA	3	5	-	3	6	9
2	Large Laser	RT	8	8	-	5	10	15
2	Large Laser	LT	8	8	-	5	10	15

Total Heat Sinks: 18 Double (36)

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (68)

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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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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	

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