



Total Armor
Pts = 32

Internal Structure (26 Pts)

Sprite SPT-2R

Type: **Sprite SPT-2R**
 Mass: **15 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4** Level 3 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	CT	2	1/hit	6	7	14	21
1	Medium Laser	HD	3	5	-	3	6	9

Ammo Type: LRM 5 Rounds: 24 BV: 10

Total Heat Sinks: 10 Single

Auto Eject: Operational Disabled **Weapon Heat: (5)**

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Hit Chart

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	

WZK GAMES

Left Arm	Head	Right Arm
1, Shoulder	1, Life Support	1, Shoulder
2, Upper Arm Actuator	2, Sensors	2, Upper Arm Actuator
3, Lower Arm Actuator	3, Cockpit	3, Lower Arm Actuator
4, Hand Actuator	4, Medium Laser	4, Hand Actuator
5, Roll Again	5, Sensors	5, Roll Again
6, Roll Again	6, Life Support	6, Roll Again
1, Roll Again		1, Roll Again
2, Roll Again		2, Roll Again
3, Roll Again		3, Roll Again
4, Roll Again		4, Roll Again
5, Roll Again		5, Roll Again
6, Roll Again		6, Roll Again
Left Torso	Center Torso	Right Torso
1, Single Heat Sink	1, Fusion Engine	1, Single Heat Sink
2, Single Heat Sink	2, Fusion Engine	2, Single Heat Sink
3, Jump Jet	3, Fusion Engine	3, Jump Jet
4, Jump Jet	4, Gyro	4, Jump Jet
5, Roll Again	5, Gyro	5, Roll Again
6, Roll Again	6, Gyro	6, Roll Again
1, Roll Again	1, Gyro	1, Roll Again
2, Roll Again	2, Fusion Engine	2, Roll Again
3, Roll Again	3, Fusion Engine	3, Roll Again
4, Roll Again	4, Fusion Engine	4, Roll Again
5, Roll Again	5, LRM 5	5, Roll Again
6, Roll Again	6, Ammo (LRM 5) 24	6, Roll Again
Left Leg	Right Leg	
1, Hip	1, Hip	
2, Upper Leg Actuator	2, Upper Leg Actuator	
3, Lower Leg Actuator	3, Lower Leg Actuator	
4, Foot Actuator	4, Foot Actuator	
5, Single Heat Sink	5, Single Heat Sink	
6, Single Heat Sink	6, Single Heat Sink	

Engine Hits | | |

Gyro Hits | |

Sensor Hits | |

Life Support |

Battle Value: **276**
 Weapon Value: **68 / 68**
 Cost, C-Bills: **990.610**