



**ḤĪ āāē Āāōā**

Type: **Dervish DV-7S**  
 Mass: **55 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **5** Inner Sphere  
 Running: **8** Biped 'Mech  
 Jumping: **5** Level 1 / 3027

**Weapons Inventory:** (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	RA	2	2/hit	-	3	6	9
1	Small Laser	RA	1	3	-	1	2	3
1	Small Laser	LA	1	3	-	1	2	3
1	LRM 10	RT	4	1/hit	6	7	14	21
1	LRM 10	LT	4	1/hit	6	7	14	21
1	SRM 2	LT(R)	2	2/hit	-	3	6	9
1	Medium Laser	CT(R)	3	5	-	3	6	9

Ammo Type: SRM 2 (100), LRM 10 (24)  
 Rounds: 100, 24  
 BV: 12, 44

Total Heat Sinks: 10 Single

Auto Eject:  Operational  Disabled  
 Weapon Heat: (17)

**×āōēīō Āāōā**

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

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

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

**Ēāāō Ōāāīā**

\*\* Avoid Inferno explosion on..

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

**WKGAMES**

**Āōōēāāī Ēōō Ōāāīā**

**Left Arm**

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Small Laser
- Roll Again
- Roll Again

1-3

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

4-6

**Left Torso**

- LRM 10
- LRM 10
- SRM 2 (R)
- Ammo (LRM 10) 12
- Ammo (SRM 2) 50
- Roll Again

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
- 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
- Medium Laser (R)

4-6

Engine Hits | | |

Gyro Hits | |

Sensor Hits | |

Life Support |

Battle Value: 861  
 Weapon Value: 421 / 421  
 Cost, C-Bills: 4.962.841

**Right Arm**

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- SRM 2
- Small Laser
- Ammo (SRM 2) 50

1-3

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

4-6

**Right Torso**

- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again

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
- Jump Jet
- Jump Jet