



Status: **VALIDATED**  
 Àòí ìò Áéáçòáí

**§Í àãè Ááóá**

Type: **Malleus MLS-1A**  
 Mass: **50 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **5** Inner Sphere  
 Running: **8** Biped 'Mech  
 Jumping: **5** Level 1 / 2650

**Weapons Inventory:** (hexes)

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

Ammo Type:                      Rounds:                      BV:  
 LRM 5                                      24                                      12  
 LRM 10                                      12                                      22

**Total Heat Sinks: 12 Single**

Auto Eject:                      Weapon Heat:  
 Operational     Disabled                      (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

**Èááò Óááíà**

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**

**Àòèéááí Èéò Óááíà**

**Left Arm**

- Shoulder
- Upper Arm Actuator
- LRM 5
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

**Left Torso**

- Single Heat Sink
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again
- 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
- Medium Laser
- 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
- Ammo (LRM 5) 24

4-6

Engine Hits	i	i	i
Gyro Hits	i	i	
Sensor Hits	i	i	
Life Support	i		

Battle Value: **966**  
 Weapon Value: **596 / 596**  
 Cost, C-Bills: **4.383.500**

**Right Arm**

- Shoulder
- Upper Arm Actuator
- LRM 5
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

**Right Torso**

- Single Heat Sink
- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- 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