



Status: **VALIDATED**  
 Àòí ìò Áéáçòáí

**ḡÍ àãè Ááóá**

Type: **Malleus MLS-1C**  
 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	SRM 4	RA	3	2/hit	-	3	6	9
1	SRM 4	LA	3	2/hit	-	3	6	9
1	LRM 10	RT	4	1/hit	6	7	14	21
2	Medium Laser	LT	3	5	-	3	6	9
1	Machine Gun	HD	0	2	-	1	2	3

**Ammo Type:**      **Rounds:**      **BV:**

SRM 4	25	10
LRM 10	12	22
Machine Gun	100	1

**Total Heat Sinks: 12 Single**

**Auto Eject:**      **Weapon Heat:**  
 Operational     Disabled      (16)

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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 Óááìá**

\*\* Avoid Inferno explosion on..  
 Shutdown

30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Ammo Explosion, avoid on 8+ (\*\* 12+)

Shutdown, avoid on 10+  
 -5 Movement Points  
 +4 Modifier to Fire

Ammo Explosion, avoid on 6+ (\*\* 10+)  
 Shutdown, avoid on 8+  
 -4 Movement Points  
 Ammo Explosion, avoid on 4+ (\*\* 8+)  
 Shutdown, avoid on 6+  
 +3 Modifier to Fire

-3 Movement Points  
 Shutdown, avoid on 4+ (\*\* 6+)  
 +2 Modifier to Fire

-2 Movement Points (\*\* 4+)

+1 Modifier to Fire

-1 Movement Points

**WZK GAMES**

**Àòèéááì Èò Óááìá**

**Left Arm**

- Shoulder
- Upper Arm Actuator
- SRM 4
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

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

**Head**

- Life Support
- Sensors
- Cockpit
- Machine Gun
- 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 (SRM 4) 25

4-6

**Right Arm**

- Shoulder
- Upper Arm Actuator
- SRM 4
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

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

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

Battle Value: **883**  
 Weapon Value: **542 / 542**  
 Cost, C-Bills: **4.417.250**