



ΣÍ ããè Ááóá

Type: **Malleus MLS-1D**
 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	Small Laser	HD	1	3	-	1	2	3

Ammo Type: SRM 4, LRM 10
Rounds: 25, 12
BV: 10, 22

Total Heat Sinks: 12 Single

Auto Eject: Operational Disabled
Weapon Heat: (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

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

WK GAMES

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Left Arm

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

Right Arm

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

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

Right Torso

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

Left Torso

- Single Heat Sink
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again
- Roll Again

Right Torso

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

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

Battle Value: **908**
 Weapon Value: **552 / 552**
 Cost, C-Bills: **4.433.374**