

'MECH DATA

Movement Points:	Tonnage: 100
Walking: 3	Tech Base: Mixed
Running: 5	0
Jumping: 0	X/X-X-X-A

Name:

Gunnery Skill: **Piloting Skill:**

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

Gty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C3 Computer	HD	0	[E]	—	—	—	—
1	Medium Pulse Laser	[C]CT	4	7 [P]	—	4	8	12
1	Micro Pulse Laser	[C] CT	1	3 [P, A]	—	1	2	3
1	Laser Anti Missile System	CT	5	[PD]	—	—	—	—
1	ECM Suite	CT	0	[E]	—	—	—	6
2	LRM-15 (C)	RT	5	1/m	—	7	14	21
2	w/Artemis IV FCS			[M, C/S/C5/15]				
2	LRM-15 (C)	LT	5	1/m	—	7	14	21
2	w/Artemis IV FCS			[M, C/S/C5/15]				
1	LRM-15 (C)	RA	5	1/m	—	7	14	21
1	w/Artemis IV FCS			[M, C/S/C5/15]				
1	LRM-15 (C)	LA	5	1/m	—	7	14	21
1	w/Artemis IV FCS			[M, C/S/C5/15]				
Ammunition Type			Rounds					
LRM-15 (Artemis)			96					

Cost: 28,201,000 C-Bills **BV:** 2,812
Weapon Heat (40)
Dissipation (36)

Head

1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. [C3]
6. [C3]

1. Shoulder
2. Upper Arm Actuator
3. LRM-15 (C)
4. LRM-15 (C)
5. Artemis IV FCS
6. @LRM 15 Artemis (8)

1-3

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. XL Fusion Engine

1-3

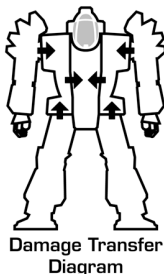
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM-15 (C)
4. LRM-15 (C)
5. Artemis IV FCS
6. LRM-15 (C)

1-3

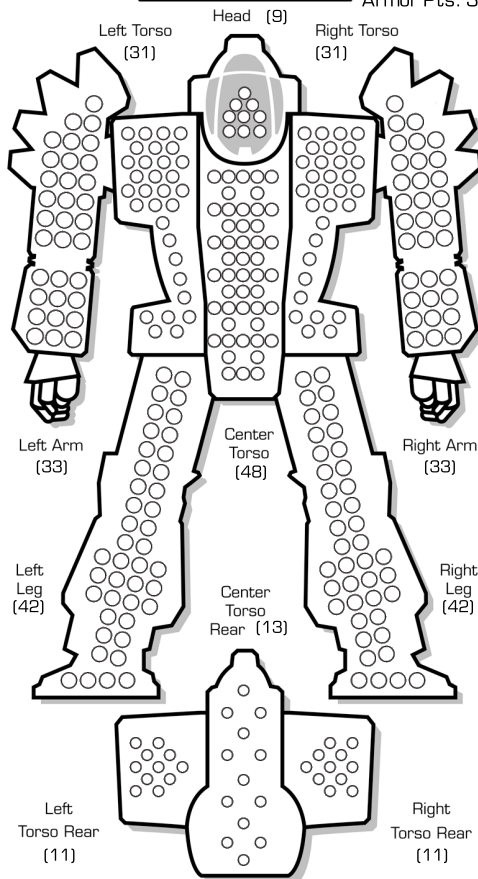
1. XL Fusion Engine
2. XL Fusion Engine
3. [LRM-15 (C)
4. [LRM-15 (C)
5. Artemis IV FCS
6. [LRM-15 (C)

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

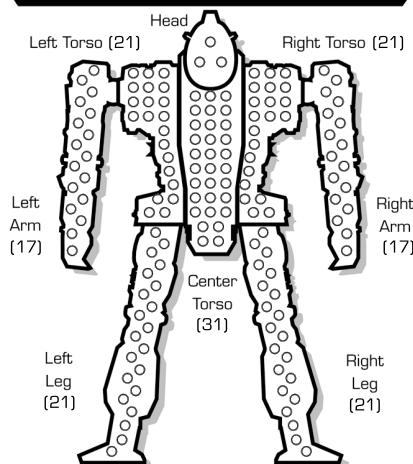
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. [Double Heat Sink
6. [Double Heat Sink



Armor Pts: 304



Heat Scale



Heat Level*	Effects	Heat Sinks: 18 (36) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

30*
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