

Cost	200
Shutdown	30
AP	54
Speed	4

Weapons		DMG
AC20		RT
LRM(20)		LT
SRM(6)		LT
M Laser		LA
M Laser		RA
M Laser		CT(R)
M Laser		CT(R)

Ammo		Used
SRM (6) 4		LT
AC20 4		LT
LRM(20) 4		RT

Heat	

Mod.

AP

			Cat	Maneuver	Pg.	Mod	Heat	CRX	MRX	LRX
Medium Range	Laser	III	Double M Laser High	44	10	6	4		58	
		III	Double M Laser Low	20	10	6	12		58	
	Missile	V	SRM (6) High	32	6	4	4		58	
		V	SRM (6) Low	26	6	4	12		58	
	Special	NO	Alpha Strike (AC,SRM,2M Laser)	18	24	22	12		58	
			No	34			10		64	
	Run	III	Run & M Laser High	22	5	4	16		64	
		III	Run & M Laser Low	38	5	4	16		64	
	Special	III	Cover & M Laser Low	46	5	3	4		58	
		VIII	Cool off	28	10	-7	6		62	
	Dodge	III	Dodge & M Laser High	42	5	4	6		58	
		III	Dodge & M Laser Low	40	5	4	6		58	
	Defense	VIII	Duck	30	10	-2	6		58	
		VIII	Jump up	48	10	4	16		60	
		VIII	Jump forward	24	10	5	2		64	
		VIII	Jump back	36	10	5	16		60	
		Cat	Maneuver	Pg.	Mod	Heat	CRX	MRX	LRX	
Long Range	Laser		No	56			10	18		
	Missile	V	LRM(20) High	50	12	6	8	44		
		V	LRM(20) Low	54	12	6	8	20		
	Movement	VIII	Charge	52	12	4	8	24		
		VIII	Sidestep	58	10	2	6	30		
		VIII	Run forward	64	10	4	2	24		
		VIII	Run back	60	10	4	16	36		
	Special	VIII	Cool off	62	10	-7	6	28		