|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Battlemech** | | **882 Pts** | | | | | Flea FL-15 | | | | | | | | | | | | |
| This Unit contains 1 Flea FL-15 and is armed with;   * Left and Right Torso are armed with 1 Small Energy Module each. * Left and Right Arms are armed with 1 Small Ballistic Module and 1 medium Energy Module each. * Torso is armed with a Small Energy Module. | | | | | | | | | | | | | | | | | | | |
| **No** | | **Name** | | | **Pts** | | **M** | **WS** | | **BS** | | **S** | | **T** | **W** | **A** | **Ld** | **Sv** |  |
| 1 | | Flea,  Central Torso | | | 882 | | - | - | | - | | - | | 8 | 15 | - | - | 2+ |  |
|  | | Head | | | - | | - | 3+ | | 3+ | | - | | 8 | 7 | - | 8 | 2+ |  |
|  | | Left Torso | | | - | | - | - | | - | | - | | 8 | 12 | - | - | 2+ |  |
|  | | Right Torso | | | - | | - | - | | - | | - | | 8 | 12 | - | - | 2+ |  |
|  | | Left Arm | | | - | | - | - | | - | | 8 | | 8 | 10 | - | - | 2+ |  |
|  | | Right Arm | | | - | | - | - | | - | | 8 | | 8 | 10 | - | - | 2+ |  |
|  | | Left Leg | | | - | | +16” | - | | - | | 8 | | 8 | 15 | 1 | - | 2+ |  |
|  | | Right Leg | | | - | | +16” | - | | - | | 8 | | 8 | 15 | 1 | - | 2+ |  |
| Weapon | | | Range | | | Type | | | S | | AP | | D | | Special Rules | | | | |
| Small Laser | | | 36” | | | Heavy D3+2 | | | 7 | | -4 | | 1 | | 0.5 ton, small, energy | | | | |
| Medium Laser | | | 108” | | | Heavy D6+3 | | | 9 | | -5 | | 1 | | 1 ton, medium, energy | | | | |
| Machine Gun | | | 36” | | | Automatic 3 | | | 5 | | -2 | | 1 | | 1.5 ton, small, ballistic | | | | |
| Flamer | | | 36” | | | Heavy 2D6 | | | 6 | | -1 | | 1 | | Explosive, this weapon automatically hits its target. 1 ton, small, energy | | | | |
| AC/2 | | | 128” | | | Heavy 3 | | | 7 | | -3 | | 3 | | 7 ton, small, ballistic | | | | |
| Medium Pulse Laser | | | 72” | | | Heavy D3+3 | | | 9 | | -5 | | 1 | | This weapon has a +1 to hit rolls. 2 ton, medium, energy | | | | |
| **OPTIONS** | Weapons:   * Small Laser **11pts** * Medium Laser **59pts** * machine gun **15pts** * Flamer **18pts** * AC/2 **51pts** * Medium Pulse Laser **43pts** | | | | | | | | | | | | | | | | | | |
| **Special Rules** | |  |  |  | | --- | --- | --- | | **Hit Locations:** Hits against Models in this Unit are spread across their entire body as such for each successful hit roll 2D6 and compare it to this table;  Hits against a body part are resolved against its corresponding statline.  When a body part is reduced to 0 wounds all equipment held by that body part and all stats noted on the body parts statline are removed from the model.  If the Left Torso is reduced to 0 wounds then the Left Arm is also considered to be destroyed. This rule Applies to the Right Torso as well.  If the ‘Head’ or ‘Torso’ body parts are reduced to 0 wounds the model is destroyed regardless of the state of the other body parts. | **Hit Location** | **Dice Roll (2D6)** | | Head | 12 | | Central Torso | 10-11 | | Left Torso | 9 | | Right Torso | 8 | | Left Arm | 6-7 | | Right Arm | 4-5 | | Left Leg | 3 | | Right Leg | 2 |   **Weapon Modules:** This unit is equiped with modular weapon mounts. Each mount has a size and type eg. *Small, Energy*. Amodule can only mont weapons that match both its type and size.  **Payload Weight:** This unit can have upto 8 tons of weapon attached to it. | | | | | | | | | | | | | | | | | | |
| FACTION KEYWORDS: | | | | **BATTLETECH, INNER SPHERE, [FACTION]** | | | | | | | | | | | | | | | |
| Unit KEYWORDs: | | | | **BATTLEMECH, LIGHT, VEHICLE, FLEA FL-15** | | | | | | | | | | | | | | | |