### Battletech Armort Construction Worksheet

#### Config:
- **Type:** Humanoid
- **Chassis Type:** PA(L) Light

#### Mass and Movement:
- **Ground:** 1MP
- **Jump:** 3MP
- **UMU:** 0MP
- **VTOL:** 0MP

#### Manipulators:
- **RA:** None
- **LA:** Battle Claw

#### Armor:
- **Type:** Standard
- **Points:** 10
- **M/B/E/X:** 9/8/8/8
- **Clan Technology Modifier (+10%):** 6,100

#### Weapons:
- **Modular Weapon Mount:** 10 RA 1
- **SRM2:** 70 Body 2
- **Detachable Missile Pack:** 10 (+1) (+1) 5,000
- **Ammo (SRM2) 2:** 40 Body 1
- **Anti-Personnel Weapon Mount:** 5 LA 1
- **Modular Anti-Mech Weapons:** 200 RA 2

#### Equipment:
- **Notes:** Movement –1/–2/–3 and REF –1 until SRM2 jettisoned

#### Elective Modifiers:
- **Totals:** 9/8/8/8 (BattleTech 10+1)

### Notes:
- Movement –1/–2/–3 and REF –1 until SRM2 jettisoned

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