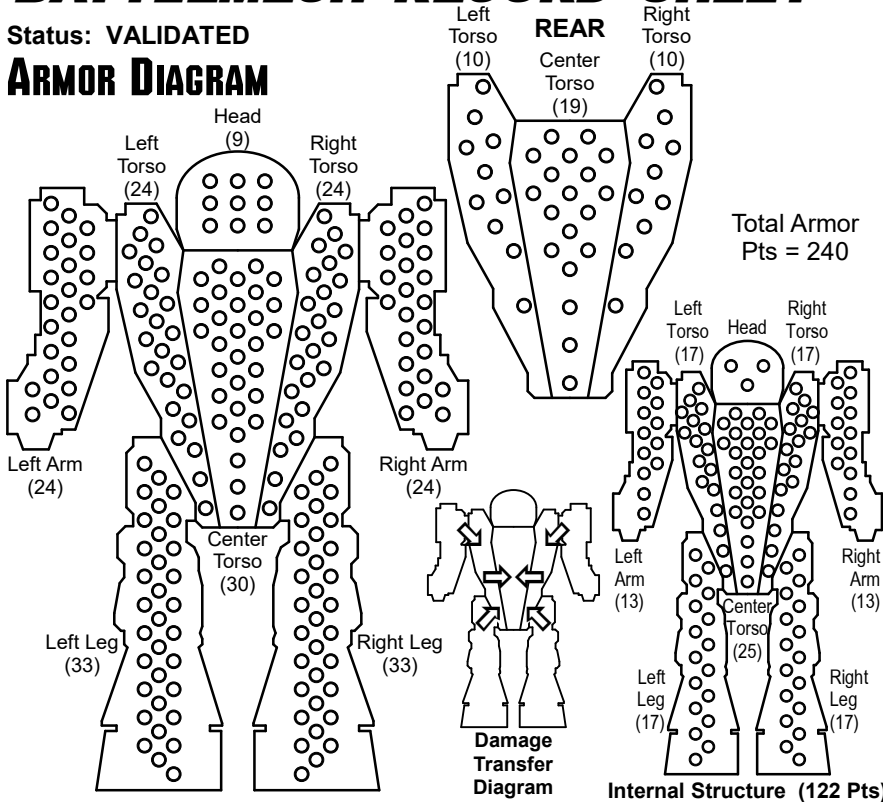


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Large Laser Large Laser <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <h4>Left Torso</h4> <ol style="list-style-type: none"> Single Heat Sink Single Heat Sink Single Heat Sink Single Heat Sink LRM 15 LRM 15 <p>1-3</p> <ol style="list-style-type: none"> LRM 15 Roll Again Roll Again Roll Again Roll Again Roll Again <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Single Heat Sink 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Small Laser Sensors Life Support <h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Ammo (LRM 15) 8 Ammo (LRM 15) 8 <p>4-6</p>	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Single Heat Sink Large Laser Large Laser <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <h4>Right Torso</h4> <ol style="list-style-type: none"> Single Heat Sink Single Heat Sink Single Heat Sink Single Heat Sink Single Heat Sink LRM 15 <p>1-3</p> <ol style="list-style-type: none"> LRM 15 LRM 15 Roll Again Roll Again Roll Again Roll Again <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Single Heat Sink
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Engine Hits ○ ○ ○
 Gyro Hits ○ ○
 Sensor Hits ○ ○
 Life Support ○

Battle Value: **1,593**
 Weapon Value: **1,716 / 1,716**
 Cost, C-Bills: **6,598,170**

'MECH DATA

Type: **Awesome AWS-8T**

Mass: **80 tons**

Movement Points: Tech, Config. & Level:

Walking: **3** Inner Sphere
 Running: **5** Biped 'Mech
 Jumping: **0** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	LRM 15	RT	5	1/hit	6	7	14	21
1	LRM 15	LT	5	1/hit	6	7	14	21
1	Small Laser	HD	1	3	-	1	2	3
1	Large Laser	LA	8	8	-	5	10	15

Ammo Type: Rounds: BV2:

LRM 15	16	34
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Total Heat Sinks: 23 Single

○○○○○○○○○○ ○○○○○○○○○
 ○○○

Auto Eject: Weapon Heat:
 Operational Disabled (27)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

