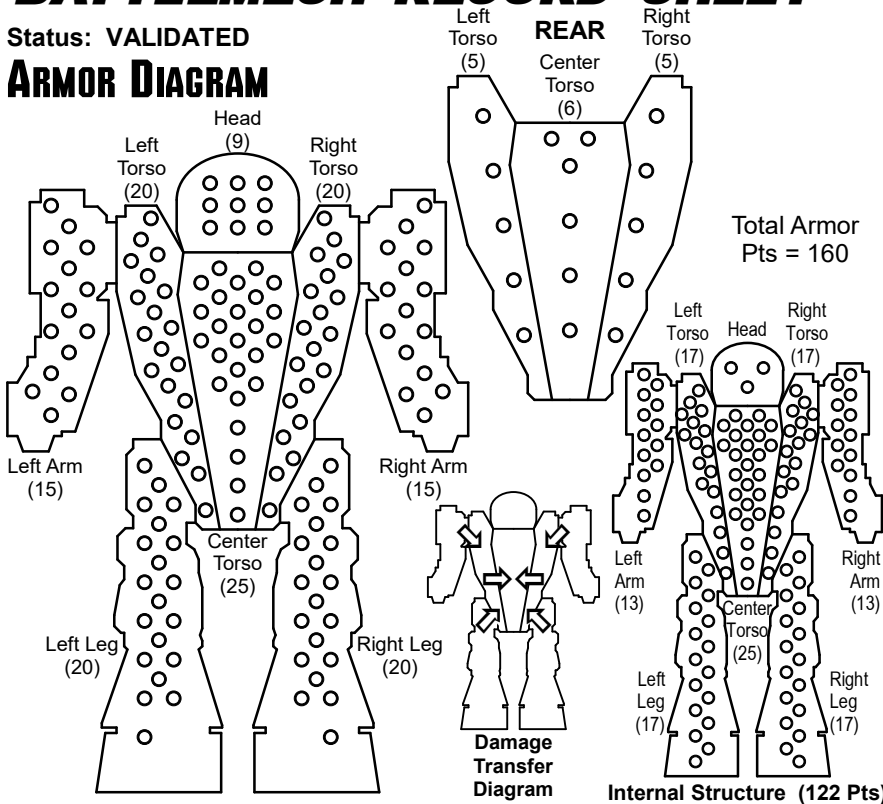


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Charger CGR-1A9**
 Mass: **80 tons**

Movement Points: Tech, Config. & Level:
 Walking: **4** Inner Sphere
 Running: **6** Biped 'Mech
 Jumping: **4** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3	-	1	2	3
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	LRM 20	RT	6	1/hit	6	7	14	21

Ammo Type: Rounds: BV2:
 LRM 20 12 103

Total Heat Sinks: 22 Single
 ○○○○○○○○○○ ○○○○○○○○○○
 ○○

Auto Eject: **Weapon Heat:**
 Operational Disabled **(19)**

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	

CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Single Heat Sink Single Heat Sink Medium Laser <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Small Laser Sensors Life Support 	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Single Heat Sink Medium Laser <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</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 Single Heat Sink Medium Laser <p>1-3</p> <ol style="list-style-type: none"> Ammo (LRM 20) 6 Ammo (LRM 20) 6 Roll Again Roll Again Roll Again Roll Again 	<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 Roll Again Roll Again <p>4-6</p>	<h4>Right Torso</h4> <ol style="list-style-type: none"> Single Heat Sink Single Heat Sink Medium Laser LRM 20 LRM 20 LRM 20 <p>1-3</p> <ol style="list-style-type: none"> LRM 20 LRM 20 Roll Again Roll Again Roll Again Roll Again <p>4-6</p>

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Battle Value: **1,397**
 Weapon Value: **1,313 / 1,313**
 Cost, C-Bills: **8,021,371**

<h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet 	<h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet
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