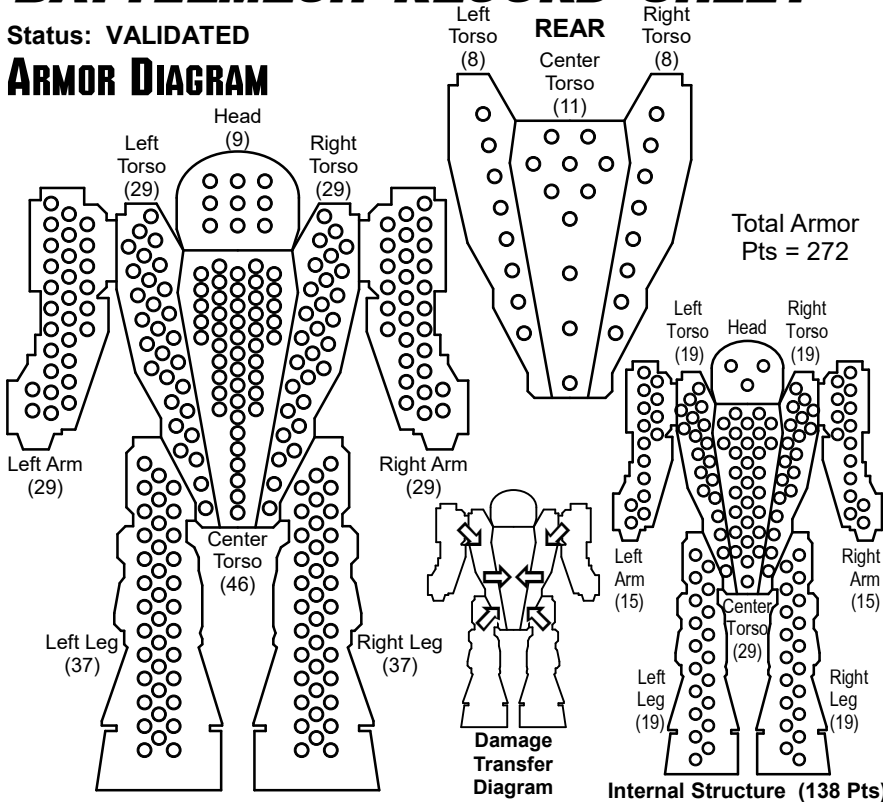


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Cyclops CP-10-Q**  
 Mass: **90 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **4**      **Inner Sphere**  
 Running: **6**      **Biped 'Mech**  
 Jumping: **0**      **Level 1 / 3025**

### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/hit	6	7	14	21
1	LRM 10	RT	4	1/hit	6	7	14	21
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	SRM 4	CT	3	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV2:
LRM 10	48	55
SRM 4	25	6

### Total Heat Sinks: 14 Single

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Auto Eject:  Operational  Disabled      Weapon Heat: **(20)**

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_  
 Hits Taken: 

1	2	3	4	5	6
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 Consciousness #: 

3	5	7	10	11	Dead
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### HEAT SCALE

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



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Center Torso

- 1-3 Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- 4-6 Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 4
- 4-6 Ammo (SRM 4) 25

#### Left Torso

- LRM 10
- LRM 10
- 1-3 Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Torso

- LRM 10
- LRM 10
- 1-3 Medium Laser
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Battle Value: **1,584**  
 Weapon Value: **1,549 / 1,549**  
 Cost, C-Bills: **9,149,260**

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again