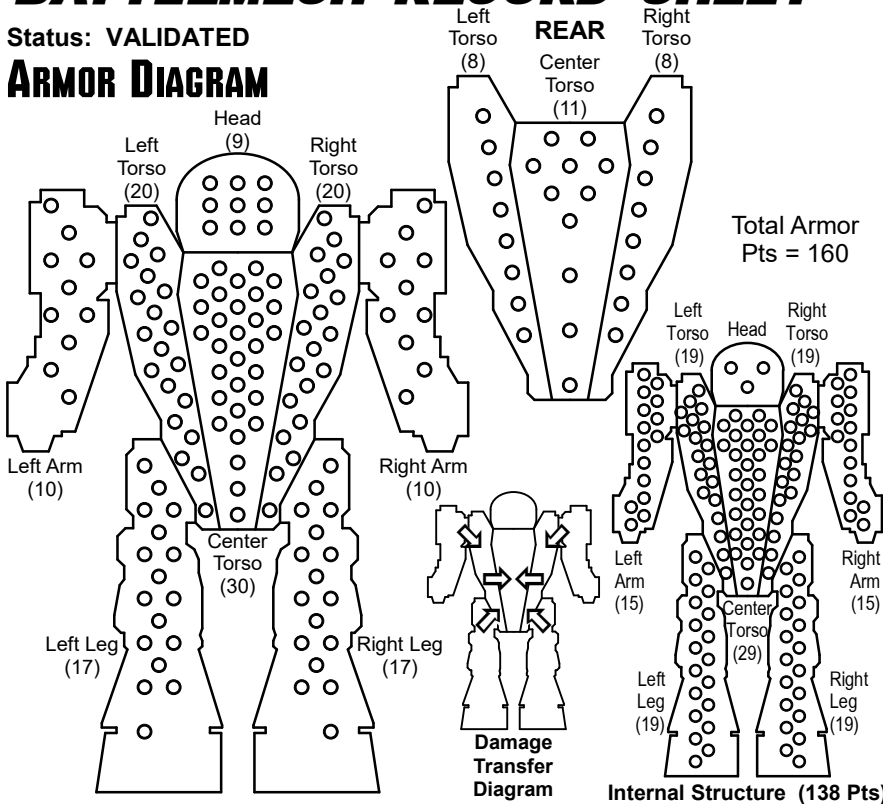


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Cyclops CP-10-Z**  
 Mass: **90 tons**

Movement Points: Tech, Config. & Level:  
 Walking: **4**      Inner Sphere  
 Running: **6**      Biped 'Mech  
 Jumping: **0**      Level 1 / 3025

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#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RT	7	20	-	3	6	9
1	LRM 10	LT	4	1/hit	6	7	14	21
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

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Ammo Type:      Rounds:      BV2:  
 Autocannon/20      20      110  
 LRM 10      12      14  
 SRM 4      25      6

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Total Heat Sinks: **12 Single**  
 ○○○○○○○○○○○○ ○○

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

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_

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

### HEAT SCALE

\*\* Avoid Inferno explosion on..

30	Shutdown
29	
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	

**WZK GAMES**

### CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Medium Laser</li> <li>Roll Again</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol>	<h4>Right Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Medium Laser</li> <li>Roll Again</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p>								
<h4>Left Torso</h4> <ol style="list-style-type: none"> <li>LRM 10</li> <li>LRM 10</li> <li>Ammo (AC/20) 5</li> <li>Ammo (AC/20) 5</li> <li>Ammo (LRM 10) 12</li> <li>Roll Again</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p>	<h4>Center Torso</h4> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>SRM 4</li> <li>Ammo (SRM 4) 25</li> </ol> <p>4-6</p>	<h4>Right Torso</h4> <ol style="list-style-type: none"> <li>Autocannon/20</li> <li>Autocannon/20</li> <li>Autocannon/20</li> <li>Autocannon/20</li> <li>Autocannon/20</li> <li>Autocannon/20</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Autocannon/20</li> <li>Autocannon/20</li> <li>Autocannon/20</li> <li>Autocannon/20</li> <li>Ammo (AC/20) 5</li> <li>Ammo (AC/20) 5</li> </ol> <p>4-6</p>								
<h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<table border="1"> <tr><td>Engine Hits</td><td>○○○</td></tr> <tr><td>Gyro Hits</td><td>○○</td></tr> <tr><td>Sensor Hits</td><td>○○</td></tr> <tr><td>Life Support</td><td>○</td></tr> </table> <p>Battle Value: <b>1,317</b>          Weapon Value: <b>952 / 952</b>          Cost, C-Bills: <b>9,217,660</b></p>	Engine Hits	○○○	Gyro Hits	○○	Sensor Hits	○○	Life Support	○	<h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
Engine Hits	○○○									
Gyro Hits	○○									
Sensor Hits	○○									
Life Support	○									