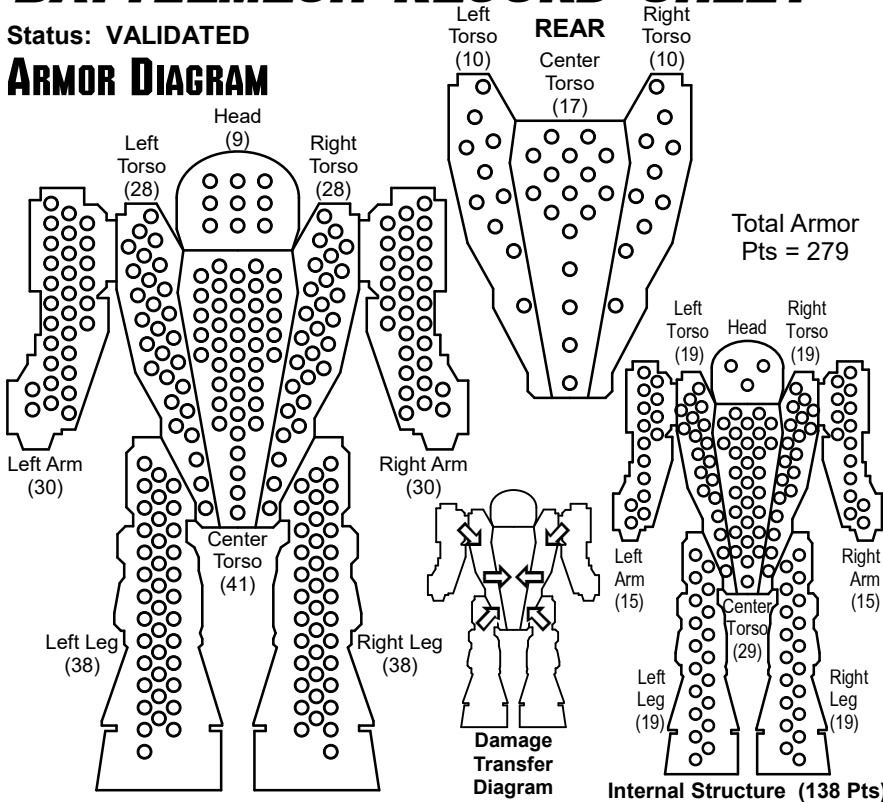


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Highlander HGN-733**

Mass: **90 tons**

Movement Points: Tech, Config. & Level:

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

### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RT	3	5	-	3	6	9
1	SRM 6	LA	4	2/hit	-	3	6	9
1	LRM 20	LT	6	1/hit	6	7	14	21
1	Autocannon/10	RA	3	10	-	5	10	15

Ammo Type:      Rounds:      BV2:

SRM 6	30	24
LRM 20	18	117
Autocannon/10	20	51

Total Heat Sinks: **13 Single**

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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	** 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
  - Hand Actuator
  - Single Heat Sink
  - SRM 6
- 1-3
- SRM 6
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Head

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

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Jump Jet
  - Roll Again
- 4-6

#### Left Torso

- Jump Jet
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
- 1-3
- Ammo (SRM 6) 15
  - Ammo (SRM 6) 15
  - Ammo (LRM 20) 6
  - Ammo (LRM 20) 6
  - Ammo (LRM 20) 6
  - Roll Again
- 4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Autocannon/10
  - Autocannon/10
  - Autocannon/10
- 1-3
- Autocannon/10
  - Autocannon/10
  - Autocannon/10
  - Autocannon/10
  - Roll Again
  - Roll Again
- 4-6

#### Right Torso

- Jump Jet
  - Medium Laser
  - Medium Laser
  - Ammo (AC/10) 10
  - Ammo (AC/10) 10
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

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

Battle Value: **1,801**

Weapon Value: **1,458 / 1,458**

Cost, C-Bills: **8,307,180**