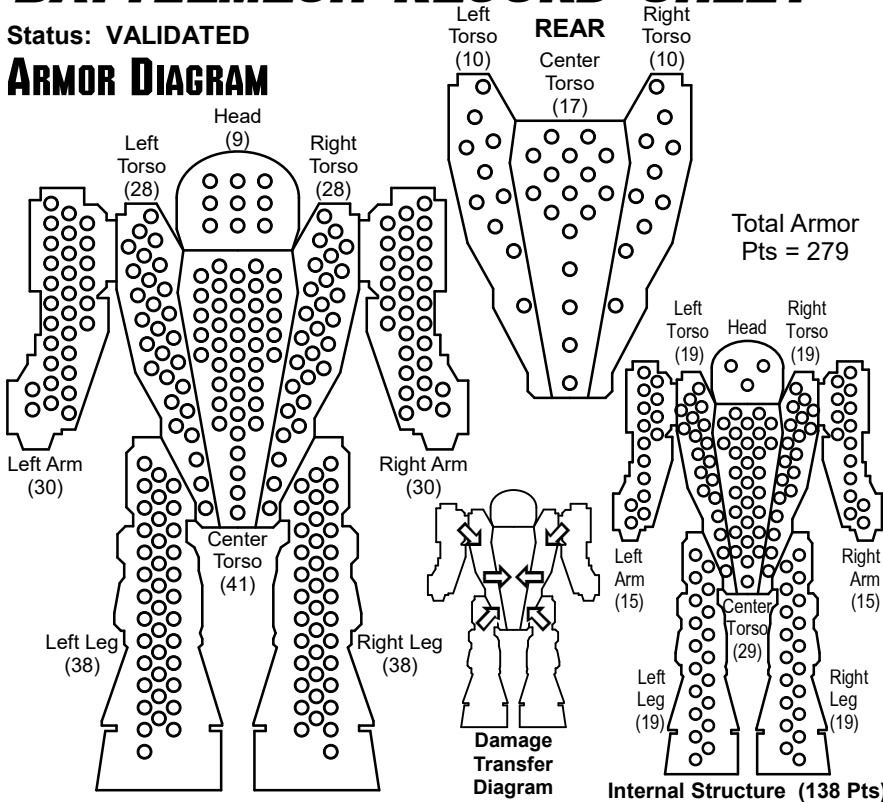


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Highlander HGN-733C**

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
1	Autocannon/20	RA	7	20	-	3	6	9
1	SRM 6	LA	4	2/hit	-	3	6	9
2	Medium Laser	RT	3	5	-	3	6	9
1	LRM 20	LT	6	1/hit	6	7	14	21

Ammo Type: Rounds: BV2:

Autocannon/20	10	75
SRM 6	15	12
LRM 20	12	78

Total Heat Sinks: **13 Single**

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Auto Eject: Weapon Heat:

Operational Disabled **(23)**

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 (LRM 20) 6
 - Ammo (LRM 20) 6
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Autocannon/20
 - Autocannon/20
 - Autocannon/20
 - Autocannon/20
- 1-3
- Autocannon/20
 - Autocannon/20
 - Autocannon/20
 - Autocannon/20
 - Autocannon/20
 - Autocannon/20
- 4-6

Right Torso

- Jump Jet
 - Medium Laser
 - Medium Laser
 - Ammo (AC/20) 5
 - Ammo (AC/20) 5
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

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

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: **1,857**

Weapon Value: **1,311 / 1,311**

Cost, C-Bills: **8,395,530**