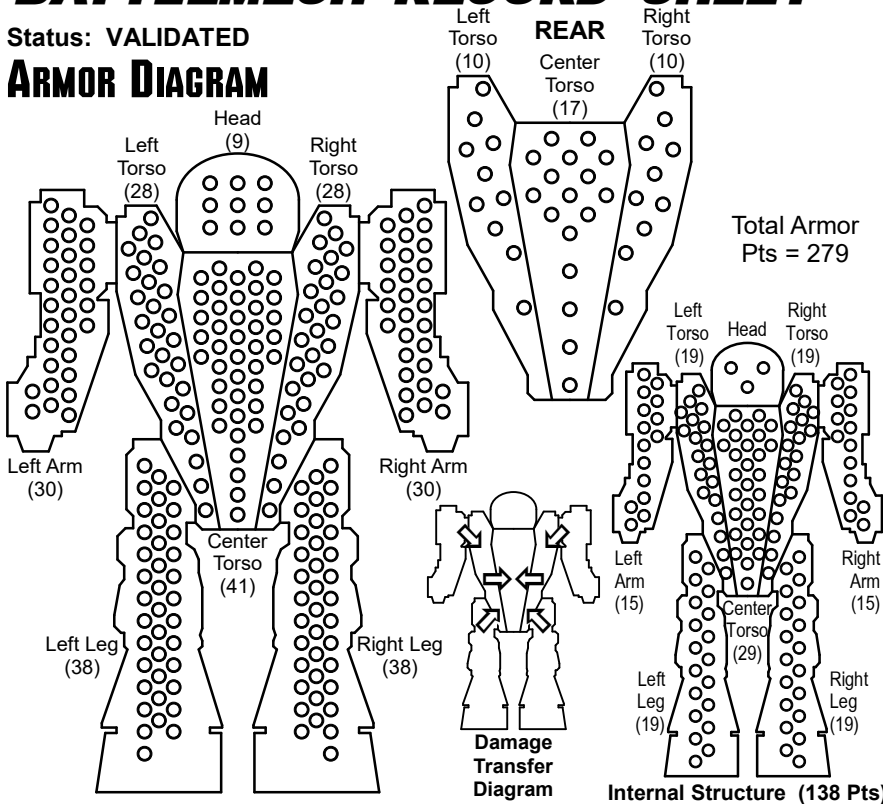


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor Pts = 279

Internal Structure (138 Pts)

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- SRM 6
- SRM 6
1. Roll Again
2. Roll Again
- 4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

- Jump Jet
- 1-3 LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20
- 4-6 1. Ammo (SRM 6) 15
2. Ammo (SRM 6) 15
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Single Heat Sink
6. Single Heat Sink

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
4. Single Heat Sink
- Sensors
- Life Support

#### Center Torso

- 1-3 1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro
- 4-6 1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Single Heat Sink

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○  |
| Sensor Hits  | ○○  |
| Life Support | ○   |

Battle Value: **1,865**

Weapon Value: **1,739 / 1,739**

Cost, C-Bills: **8,310,980**

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 4. PPC
5. PPC
6. PPC
1. Roll Again
2. Roll Again
- 4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Torso

- Jump Jet
- 1-3 2. Medium Laser
3. Medium Laser
4. Single Heat Sink
5. Single Heat Sink
6. Ammo (LRM 20) 6
- 4-6 1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

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

### 'MECH DATA

Type: **Highlander HGN-733P**

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   | PPC          | RA  | 10 | 10    | 3   | 6   | 12  | 18  |
| 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:

|        |    |     |
|--------|----|-----|
| SRM 6  | 30 | 24  |
| LRM 20 | 18 | 117 |

### Total Heat Sinks: 20 Single

○○○○○○○○○○ ○○○○○○○○○

Auto Eject:  Operational  Disabled

Weapon Heat: **(26)**

### 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  |                                      |

WZK GAMES