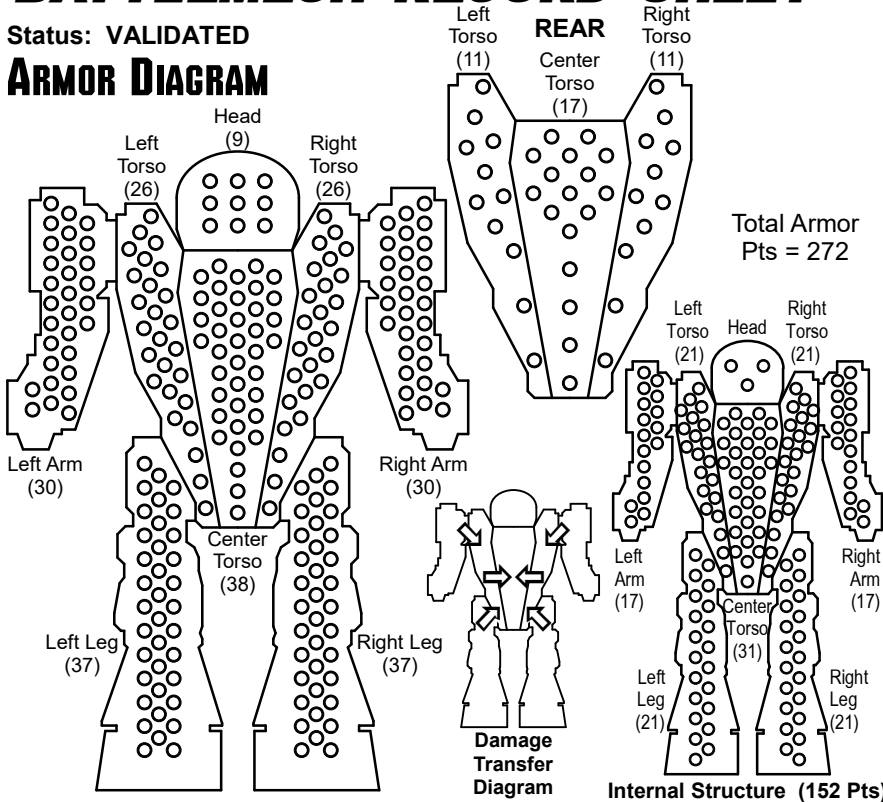


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor Pts = 272

Internal Structure (152 Pts)

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Single Heat Sink
- Medium Laser

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20

- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Ammo (AC/20) 5
- Ammo (AC/20) 5

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Medium Laser (R)
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 4
- Ammo (SRM 4) 25

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

Battle Value: **1,812**

Weapon Value: **1,505 / 1,505**

Cost, C-Bills: **9,630,000**

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Single Heat Sink
- Medium Laser

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20

- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Ammo (AC/20) 5
- Ammo (AC/20) 5

#### Right Leg

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

### 'MECH DATA

Type: **Pillager PLG-1N**

Mass: **100 tons**

Movement Points: Tech, Config. & Level:

Walking: **3**      Inner Sphere  
 Running: **5**      Biped 'Mech  
 Jumping: **2**      Level 1 / 3025

### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Autocannon/20	RT	7	20	-	3	6	9
1	Autocannon/20	LT	7	20	-	3	6	9
1	SRM 4	CT	3	2/hit	-	3	6	9
1	Medium Laser	HD(R)	3	5	-	3	6	9

Ammo Type:      Rounds:      BV2:

Autocannon/20	20	122
SRM 4	25	7

### Total Heat Sinks: 16 Single

○○○○○○○○○○ ○○○○○○

Auto Eject:      Weapon Heat:

Operational     Disabled      (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	

WZGAMES