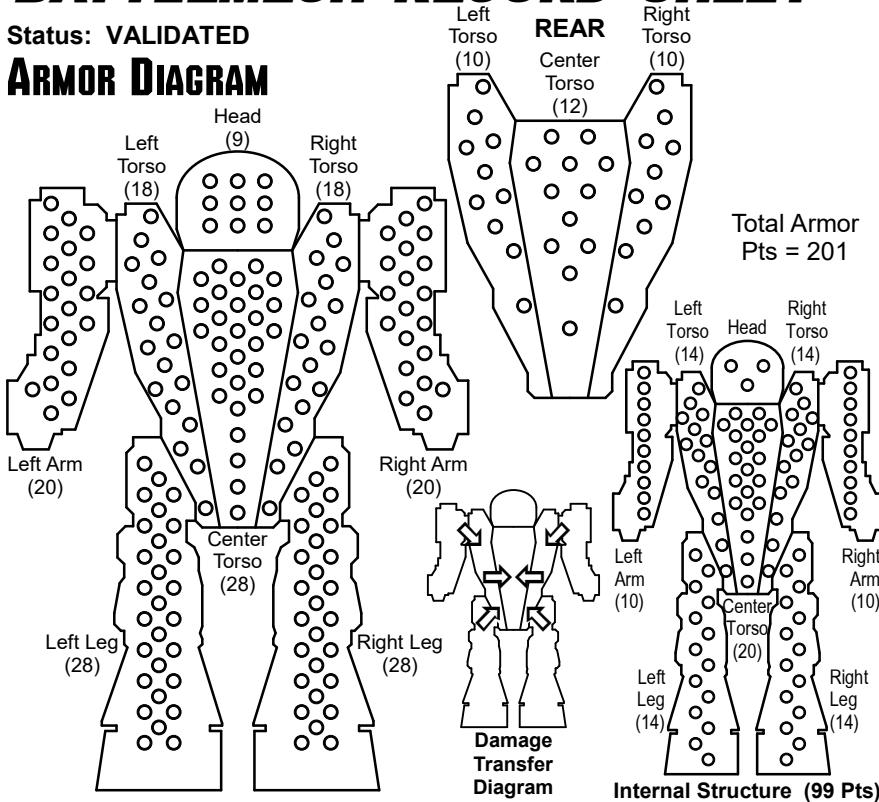


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor Pts = 201

Internal Structure (99 Pts)

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- 1-3 Medium Laser (R)
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- 1-3 Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- 1-3 Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- 4-6 Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- LRM 10
- LRM 10

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

Battle Value: 1,215

Weapon Value: 872 / 872

Cost, C-Bills: 4,992,000

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Autocannon/2
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Torso

- 1-3 Ammo (AC/2) 45
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### 'MECH DATA

Type: **Dragon DRG-1C**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **5**      Inner Sphere  
 Running: **8**      Biped 'Mech  
 Jumping: **0**      Level 1 / 3025

### Weapons Inventory: (hexes)

| Qty | Type         | Loc   | Ht | Dmg   | Min | Sht | Med | Lng |
|-----|--------------|-------|----|-------|-----|-----|-----|-----|
| 1   | LRM 10       | CT    | 4  | 1/hit | 6   | 7   | 14  | 21  |
| 1   | Medium Laser | LA    | 3  | 5     | -   | 3   | 6   | 9   |
| 1   | Medium Laser | LT(R) | 3  | 5     | -   | 3   | 6   | 9   |
| 1   | Autocannon/2 | RA    | 1  | 2     | 4   | 8   | 16  | 24  |

Ammo Type:      Rounds:      BV2:

|              |    |    |
|--------------|----|----|
| LRM 10       | 24 | 41 |
| Autocannon/2 | 45 | 9  |

Total Heat Sinks: **10 Single**

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Auto Eject:      Weapon Heat:

Operational     Disabled      (11)

### 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 | Shutdown                    |
| 29 |                             |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 |                             |
| 26 | Shutdown, avoid on 10+      |
| 25 | -5 Movement Points          |
| 24 | +4 Modifier to Fire         |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+       |
| 21 |                             |
| 20 | -4 Movement Points          |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+       |
| 17 | +3 Modifier to Fire         |
| 16 |                             |
| 15 | -3 Movement Points          |
| 14 | Shutdown, avoid on 4+       |
| 13 | +2 Modifier to Fire         |
| 12 |                             |
| 11 |                             |
| 10 | -2 Movement Points          |
| 9  |                             |
| 8  | +1 Modifier to Fire         |
| 7  |                             |
| 6  |                             |
| 5  | -1 Movement Point           |
| 4  |                             |
| 3  |                             |
| 2  |                             |
| 1  |                             |
| 0  |                             |