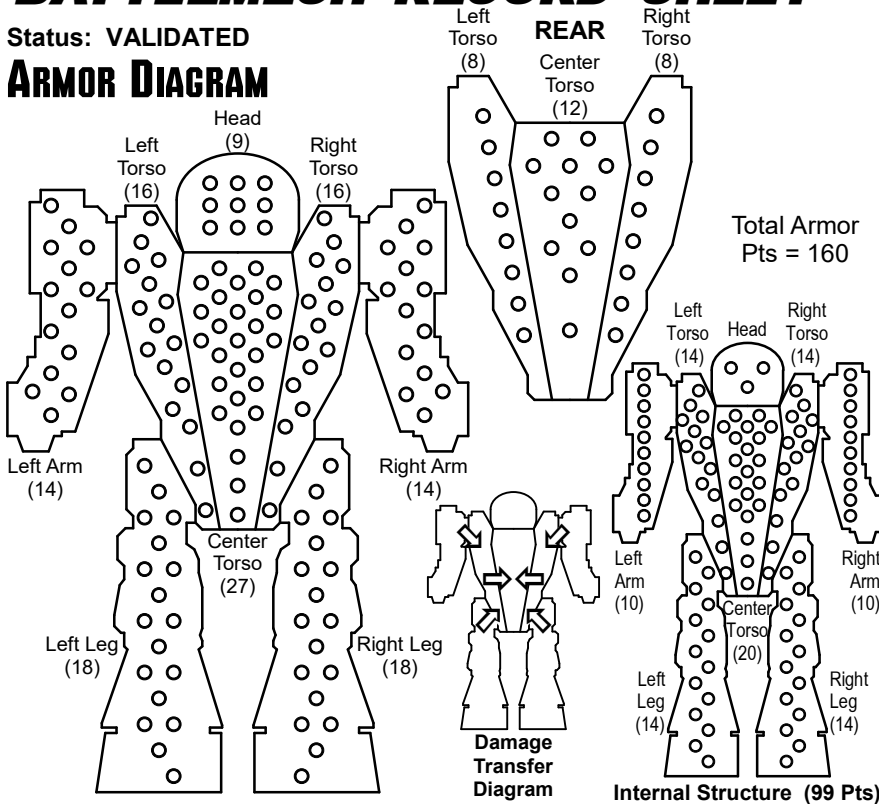


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 160

Damage Transfer Diagram

Internal Structure (99 Pts)

'MECH DATA

Type: **Dragon DRG-1N**

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	Autocannon/5	RA	1	5	3	6	12	18
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	LT(R)	3	5	-	3	6	9

Ammo Type: Rounds: BV2:

LRM 10	24	41
Autocannon/5	40	34

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

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

- 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: **1,125**

Weapon Value: **867 / 867**

Cost, C-Bills: **5,036,800**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Autocannon/5
- Autocannon/5
- Autocannon/5

- Roll Again
- Autocannon/5
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again

Right Torso

- 1-3 Ammo (AC/5) 20
- Ammo (AC/5) 20
- 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

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	