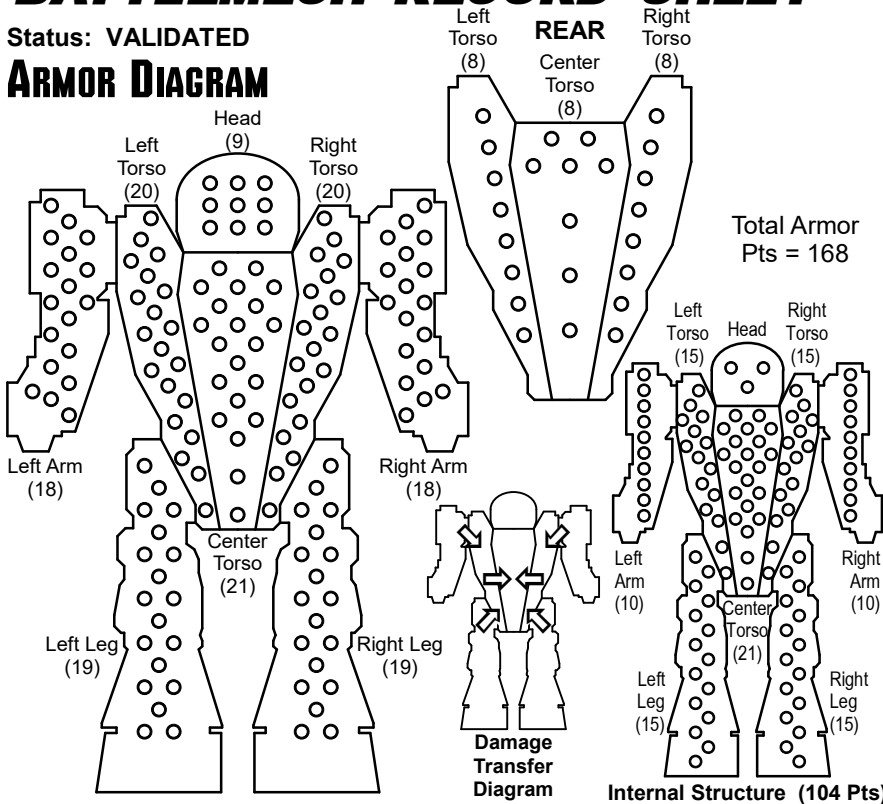


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Exterminator EXT-4A**  
 Mass: **65 tons**  
 Movement Points: Tech, Config. & Level:  
 Walking: **5**      Inner Sphere  
 Running: **8**      Biped 'Mech  
 Jumping: **5**      Level 1 / 3025

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#### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/hit	6	7	14	21
2	Medium Laser	RA	3	5	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3
1	Machine Gun	RT	0	2	-	1	2	3

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Ammo Type:      Rounds:      BV2:  
 LRM 10      12      39  
 Machine Gun      100      2

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Total Heat Sinks: **11 Single**  
 ○○○○○○○○○○○○ ○

Auto Eject:      Weapon Heat:  
 Operational     Disabled      (17)

### 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	

### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Medium Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Medium Laser
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Small Laser	5. Sensors	6. Life Support
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. Jump Jet	2. Jump Jet	3. LRM 10	4. LRM 10	5. Roll Again	6. Roll Again
<b>Right Torso</b>	1. Jump Jet	2. Jump Jet	3. Machine Gun	4. Ammo (MG) 100	5. Roll Again	6. Roll Again
<b>Left Leg</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again

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

Battle Value: **1,345**  
 Weapon Value: **692 / 692**  
 Cost, C-Bills: **6,531,497**