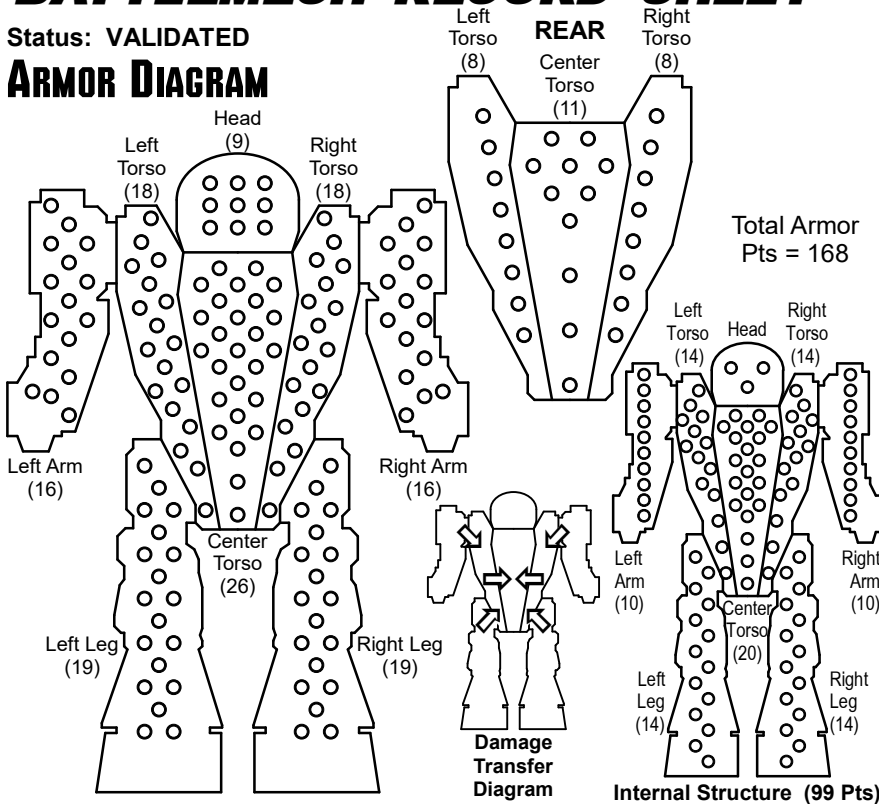


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 168

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
- Roll Again
- Roll Again
- Roll Again

Left Torso

- 1-3 Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- Machine Gun

- Flamer
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1-3 Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- Gyro
 - Fusion Engine
 - Fusion Engine
 - 4-6 Fusion Engine
 - 4-6 Ammo (LRM 5) 24
 - 4-6 Ammo (MG) 100

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

Battle Value: 1,217

Weapon Value: 939 / 939

Cost, C-Bills: 4,960,000

Right Arm

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

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

Right Torso

- 1-3 Single Heat Sink
 - Single Heat Sink
 - Single Heat Sink
 - Single Heat Sink
 - PPC
 - PPC
- PPC
 - LRM 5
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

'MECH DATA

Type: **Merlin MLN-1A**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RT	10	10	3	6	12	18
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	LRM 5	RT	2	1/hit	6	7	14	21
1	Machine Gun	LT	0	2	-	1	2	3
1	Flamer	LT	3	2	-	1	2	3

Ammo Type: Rounds: BV2:

LRM 5	24	13
Machine Gun	100	1

Total Heat Sinks: 18 Single

○○○○○○○○○○ ○○○○○○○○

Auto Eject: Weapon Heat:

Operational Disabled (21)

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	