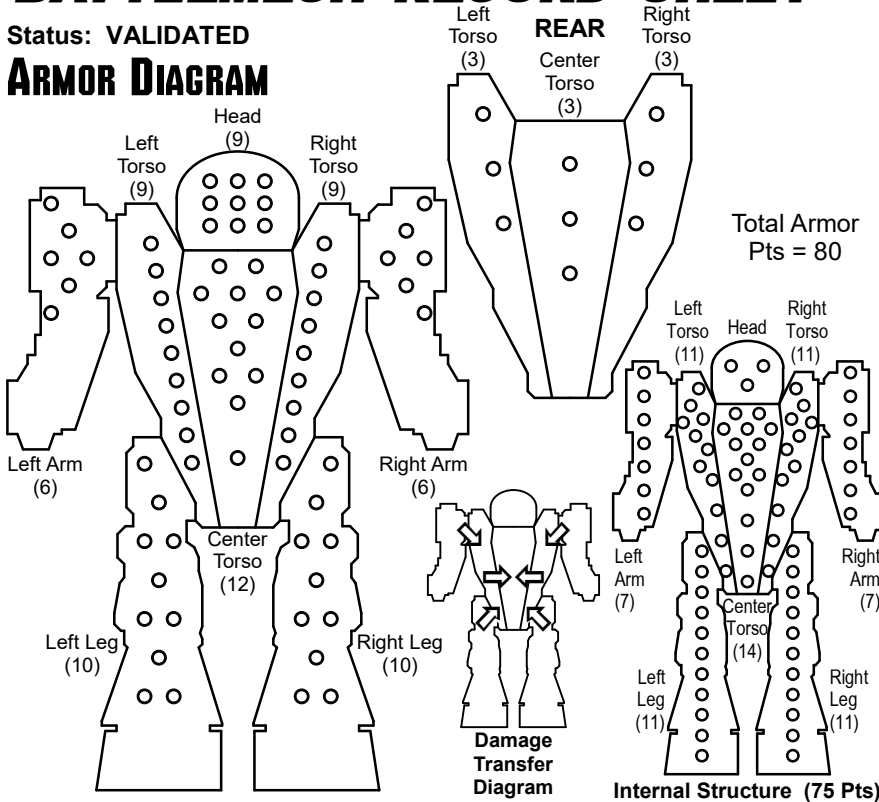


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 80

Internal Structure (75 Pts)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Medium Laser
 6. Small Laser
- 1-3
1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 4-6

Left Torso

1. Jump Jet
 2. Single Heat Sink
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 1-3
1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Single Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Single Heat Sink
5. Sensors
6. Life Support

Center Torso

1. Fusion Engine
 2. Fusion Engine
 3. Fusion Engine
 4. Gyro
 5. Gyro
 6. Gyro
- 1-3
1. Gyro
 2. Fusion Engine
 3. Fusion Engine
 4. Fusion Engine
 5. Jump Jet
 6. Single Heat Sink
- 4-6

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

Battle Value: **1,046**
 Weapon Value: **404 / 404**
 Cost, C-Bills: **6,474,305**

Right Arm

1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Large Laser
 6. Large Laser
- 1-3
1. Medium Laser
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 4-6

Right Torso

1. Jump Jet
 2. Single Heat Sink
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 1-3
1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
- 4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Single Heat Sink

'MECH DATA

Type: **Munin MN-1B**

Mass: **45 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** Inner Sphere
 Running: **8** Land-Air- 'Mech
 Jumping: **5 [15]** Level 3 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Small Laser	LA	1	3	-	1	2	3

Total Heat Sinks: **15 Single**

○○○○○○○○○○○○○○○○○○

Auto Eject: Operational Disabled

Weapon Heat: **(15)**

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	

