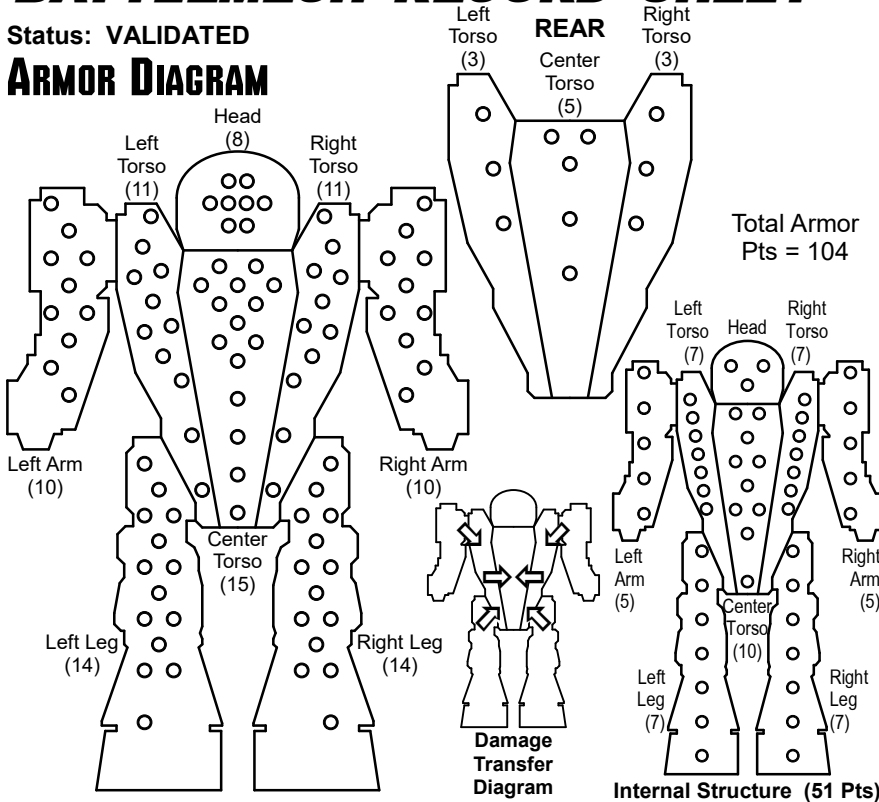


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 104

Internal Structure (51 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Small Laser
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

Left Torso

- Single Heat Sink
- Single Heat Sink
- Medium Laser
- Small Laser
- Roll Again
- Roll Again

1-3

4-6

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

1-3

4-6

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Small Laser

4-6

Right Arm

- Shoulder
- Upper Arm Actuator
- Small Laser
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

Right Torso

- Single Heat Sink
- Single Heat Sink
- Medium Laser
- LRM 5
- Ammo (LRM 5) 24
- Roll Again

1-3

4-6

Right Leg

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

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

Battle Value: 831

Weapon Value: 335 / 335

Cost, C-Bills: 2,203,500

'MECH DATA

Type: **Firefly FFL-4A**

Mass: **30 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **4** **Level 1 / 3025**

Weapons Inventory: (hexes)

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

Ammo Type: LRM 5 Rounds: 24 BV2: 18

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject: Weapon Heat: (15)

Operational Disabled

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	

