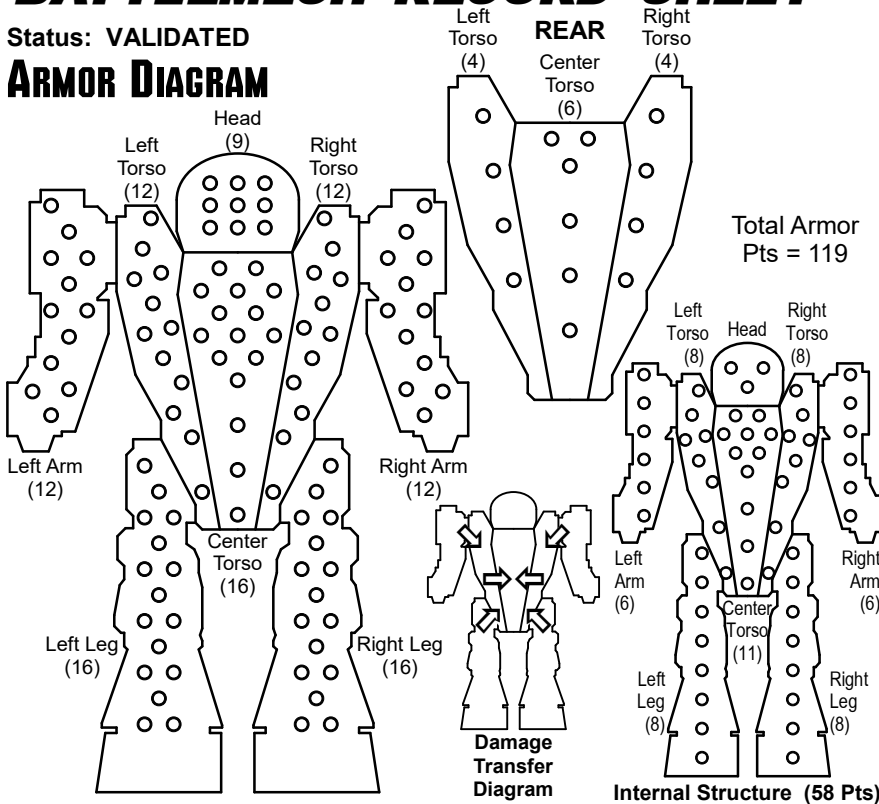


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor Pts = 119

Damage Transfer Diagram

Internal Structure (58 Pts)

### 'MECH DATA

Type: **Firestarter FS9-M**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **6**      Inner Sphere  
 Running: **9**      Biped 'Mech  
 Jumping: **6**      Level 1 / 3025

### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
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
1	Small Laser	RA	1	3	-	1	2	3
1	Machine Gun	LT	0	2	-	1	2	3
1	Machine Gun	RT	0	2	-	1	2	3

Ammo Type: Machine Gun      Rounds: 200      BV2: 4

Total Heat Sinks: 11 Single

oooooooooooo o

Auto Eject:  Operational     Disabled      Weapon Heat: (8)

### 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
- Small Laser
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Small Laser
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro
- 1-3 Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Roll Again
- Roll Again

#### Left Torso

- Jump Jet
- Single Heat Sink
- 1-3 Single Heat Sink
- Machine Gun
- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- Jump Jet
- Single Heat Sink
- 1-3 Machine Gun
- Ammo (MG) 200
- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

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

Battle Value: **798**  
 Weapon Value: **367 / 367**  
 Cost, C-Bills: **3,066,525**

#### Left Leg

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

#### Right Leg

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

### 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	

