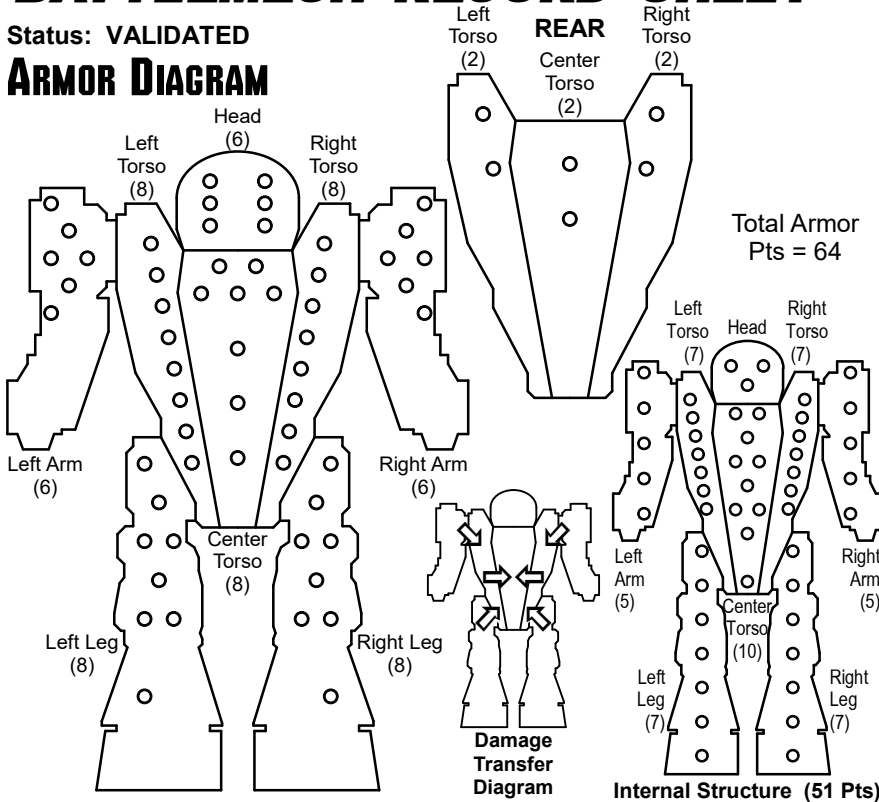


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Javelin JVN-10N**

Mass: **30 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   | SRM 6 | RT  | 4  | 2/hit | -   | 3   | 6   | 9   |
| 1   | SRM 6 | LT  | 4  | 2/hit | -   | 3   | 6   | 9   |

Ammo Type: SRM 6      Rounds: 30      BV2: 61

### Total Heat Sinks: 10 Single

oooooooooooo

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 Hand Actuator
- Roll Again
- 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 Hand Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Center Torso

- 1-3 Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- 4-6 Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Jump Jet
- Jump Jet

#### Right Torso

- 1-3 Single Heat Sink
- Single Heat Sink
- SRM 6
- SRM 6
- 4-6 Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- 1-3 Single Heat Sink
- SRM 6
- SRM 6
- 4-6 Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○  |
| Sensor Hits  | ○○  |
| Life Support | ○   |

Battle Value: **594**  
 Weapon Value: **213 / 213**  
 Cost, C-Bills: **2,400,840**

#### 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 |
| 29 |
| 28 |
| 27 |
| 26 |
| 25 |
| 24 |
| 23 |
| 22 |
| 21 |
| 20 |
| 19 |
| 18 |
| 17 |
| 16 |
| 15 |
| 14 |
| 13 |
| 12 |
| 11 |
| 10 |
| 9  |
| 8  |
| 7  |
| 6  |
| 5  |
| 4  |
| 3  |
| 2  |
| 1  |
| 0  |

\*\* Avoid Inferno explosion on..  
 Shutdown  
 Ammo Explosion, avoid on 8+ (\*\* 12+)  
 Shutdown, avoid on 10+  
 -5 Movement Points  
 +4 Modifier to Fire  
 Ammo Explosion, avoid on 6+ (\*\* 10+)  
 Shutdown, avoid on 8+  
 -4 Movement Points  
 Ammo Explosion, avoid on 4+ (\*\* 8+)  
 Shutdown, avoid on 6+  
 +3 Modifier to Fire  
 -3 Movement Points  
 Shutdown, avoid on 4+ (\*\* 6+)  
 +2 Modifier to Fire  
 -2 Movement Points (\*\* 4+)  
 +1 Modifier to Fire  
 -1 Movement Point

