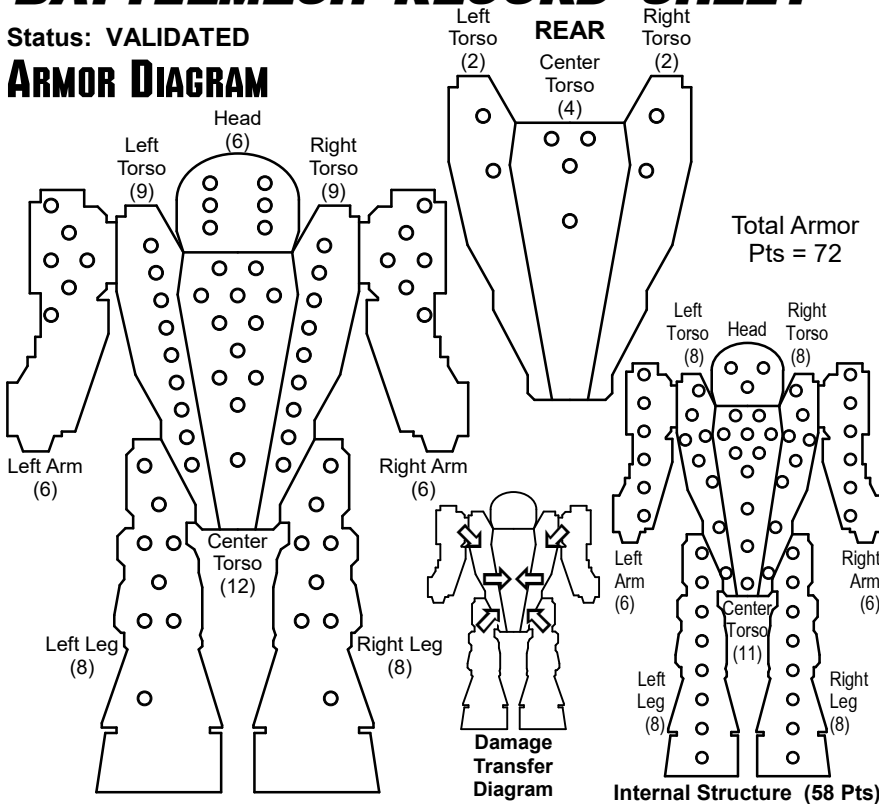


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Ostscout OTT-7J**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **8**      **Inner Sphere**  
 Running: **12**     **Biped 'Mech**  
 Jumping: **8**        **Level 1 / 3025**

Weapons Inventory: (hexes)

| Qty | Type         | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|--------------|-----|----|-----|-----|-----|-----|-----|
| 1   | Medium Laser | CT  | 3  | 5   | -   | 3   | 6   | 9   |

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:                      Weapon Heat:

Operational     Disabled                      **(3)**

### 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  |                             |



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Jump Jet
- Jump Jet
3. Jump Jet
- 1-3 Jump Jet
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

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

#### Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
2. Fusion Engine
3. Fusion Engine
- 4-6 Fusion Engine
- Medium Laser
- Roll Again

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

Battle Value: **596**

Weapon Value: **113 / 113**

Cost, C-Bills: **3,416,760**

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Torso

- Jump Jet
2. Jump Jet
3. Jump Jet
- 1-3 Jump Jet
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again