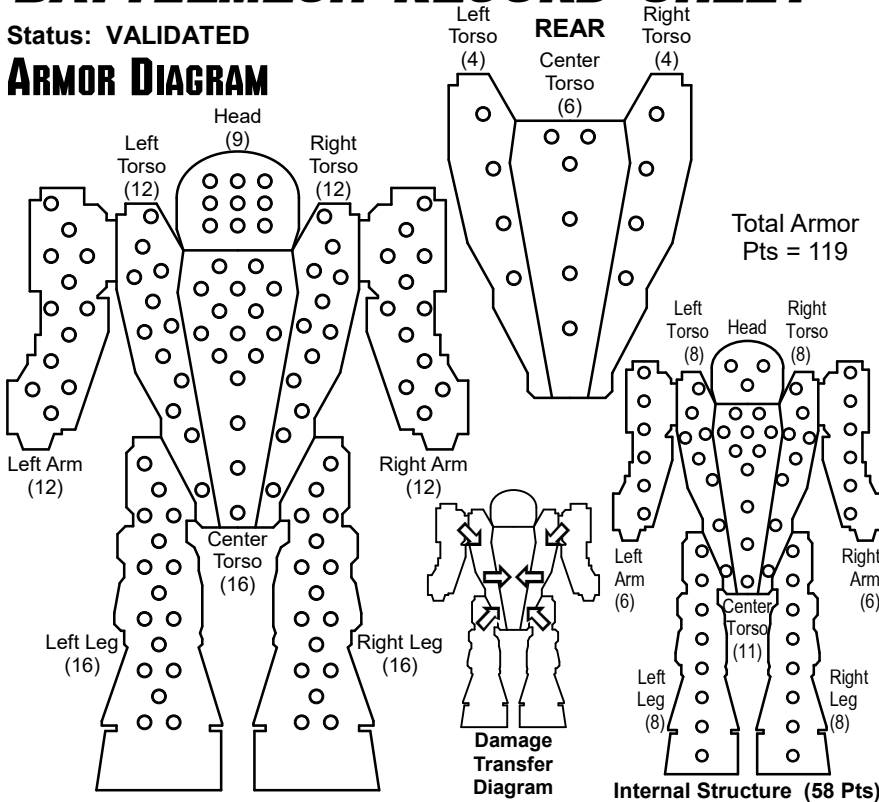


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 119

Internal Structure (58 Pts)

'MECH DATA

Type: **Panther PNT-8Z**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	SRM 4	CT	3	2/hit	-	3	6	9

Ammo Type: SRM 4 Rounds: 25 BV2: 11

Total Heat Sinks: 14 Single

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Auto Eject: Operational Disabled Weapon Heat: (11)

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

Left Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- 1-3 Single Heat Sink
- Ammo (SRM 4) 25
- 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
- Jump Jet
- Jump Jet

Head

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

Center Torso

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

- 1-3 Gyro
- 2-4 Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- SRM 4
- Single Heat Sink

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

Battle Value: **741**

Weapon Value: **394 / 394**

Cost, C-Bills: **2,366,910**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Large Laser
- Large Laser

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

Right Torso

- Single Heat Sink
- Single Heat Sink
- Single Heat Sink
- 1-3 Single Heat Sink
- 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
- 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

