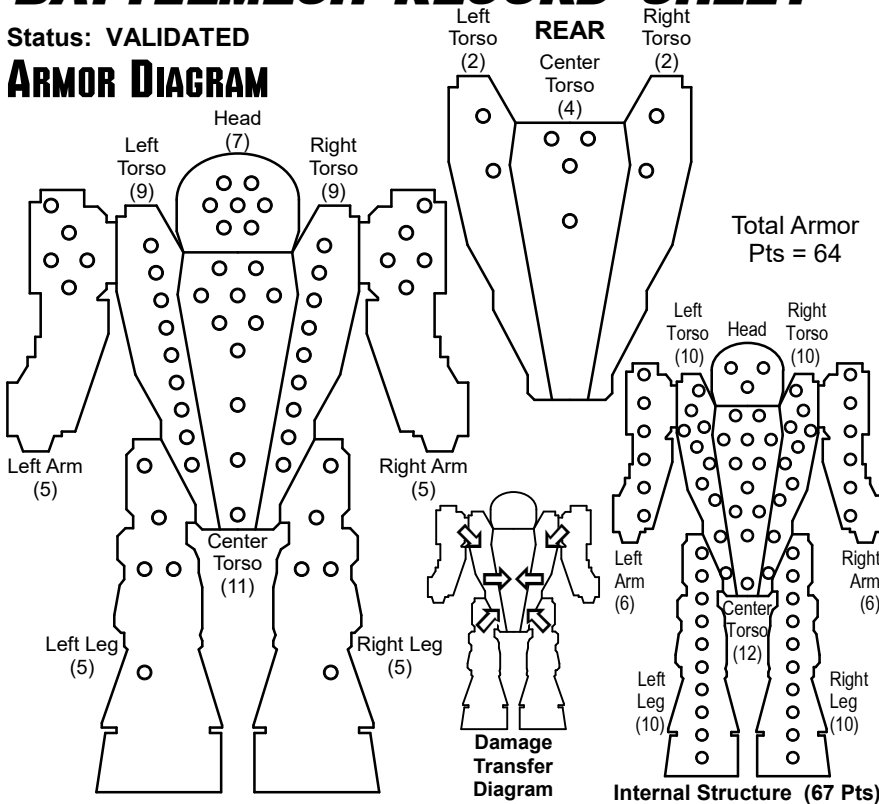


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



### 'MECH DATA

Type: **Assassin ASN-101**

Mass: **40 tons**

Movement Points: Tech, Config. & Level:

Walking: **7**      Inner Sphere  
 Running: **11**     Biped 'Mech  
 Jumping: **5**        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	Small Laser	HD	1	3	-	1	2	3
1	Small Laser	LL	1	3	-	1	2	3
1	Small Laser	RL	1	3	-	1	2	3
1	LRM 5	RT	2	1/hit	6	7	14	21
1	SRM 2	LT	2	2/hit	-	3	6	9

Ammo Type:	Rounds:	BV2:
LRM 5	24	32
SRM 2	50	16

Total Heat Sinks: **10 Single**

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Auto Eject:                      Weapon Heat:

Operational     Disabled                      (10)

### 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	** Avoid Inferno explosion on..
29	Shutdown
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
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
- 1-3 SRM 2
- 4 Ammo (SRM 2) 50
- 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
- Small Laser
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Center Torso

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

- 4-6 Gyro
- Fusion Engine
- Fusion Engine
- 4 Fusion Engine
- Jump Jet
- Roll Again

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

Battle Value: **757**

Weapon Value: **218 / 218**

Cost, C-Bills: **3,537,264**

#### Right Arm

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

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

#### Right Torso

- Jump Jet
- Jump Jet
- 1-3 LRM 5
- 4 Ammo (LRM 5) 24
- 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
- Small Laser
- Roll Again