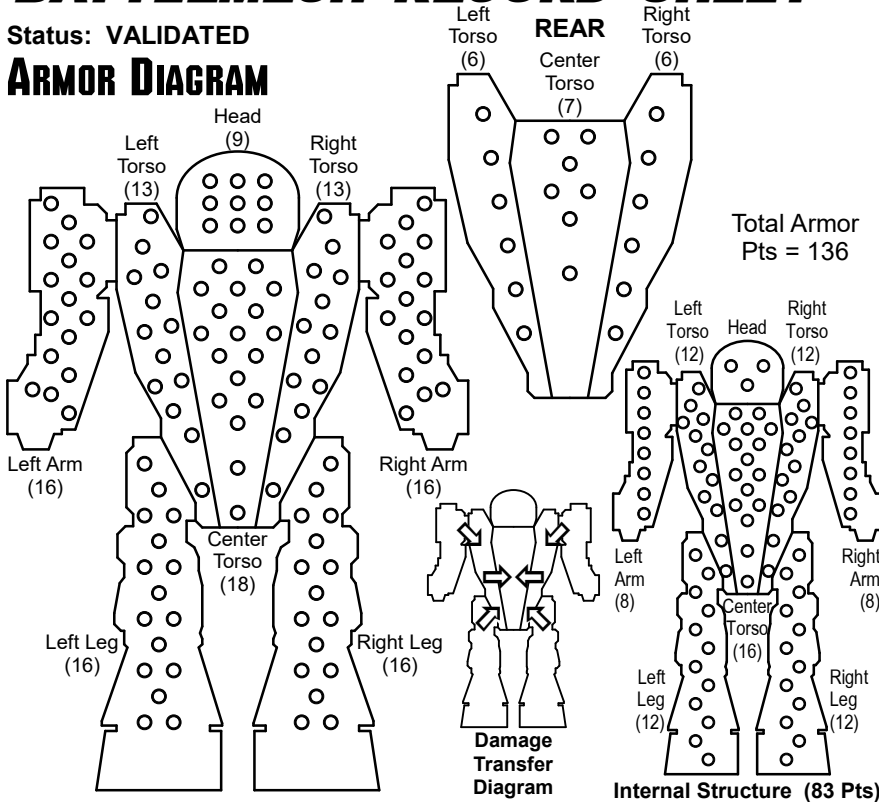


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor Pts = 136

Internal Structure (83 Pts)

### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Torso

- Single Heat Sink
  - LRM 10
  - LRM 10
  - Ammo (LRM 10) 12
  - Ammo (LRM 10) 12
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### 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
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Medium Laser
  - Medium Laser (R)
- 4-6

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

Battle Value: **945**

Weapon Value: **760 / 760**

Cost, C-Bills: **3,491,500**

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Autocannon/10
  - Autocannon/10
  - Autocannon/10
- 1-3
- Autocannon/10
  - Autocannon/10
  - Autocannon/10
  - Autocannon/10
  - Roll Again
  - Roll Again
- 4-6

#### Right Torso

- Single Heat Sink
  - Ammo (AC/10) 10
  - Ammo (AC/10) 10
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Leg

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

### 'MECH DATA

Type: **Centurion CN9-A**

Mass: **50 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**      Inner Sphere  
Running: **6**      Biped 'Mech  
Jumping: **0**      Level 1 / 3025

### Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10	-	5	10	15
1	LRM 10	LT	4	1/hit	6	7	14	21
1	Medium Laser	CT	3	5	-	3	6	9
1	Medium Laser	CT(R)	3	5	-	3	6	9

Ammo Type:      Rounds:      BV2:

Autocannon/10	20	38
LRM 10	24	28

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:      Weapon Heat:

Operational     Disabled      **(13)**

### 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	