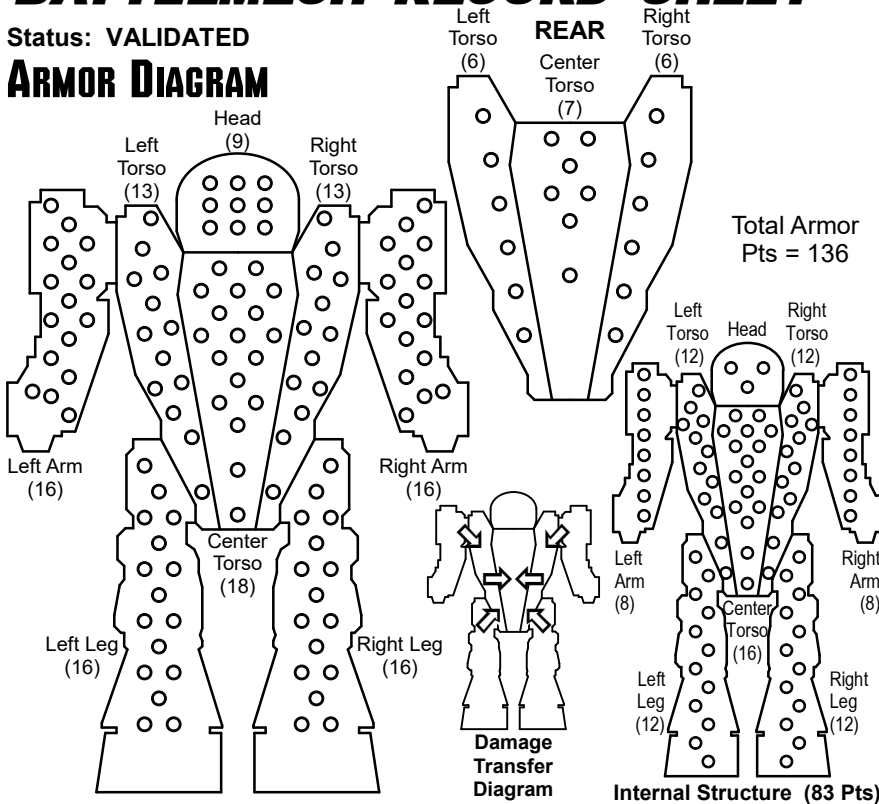


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Total Armor Pts = 136

Internal Structure (83 Pts)

### CRITICAL HIT TABLE

#### Left Arm

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

#### Left Torso

1. LRM 10
  2. LRM 10
  3. Ammo (LRM 10) 12
  4. Ammo (LRM 10) 12
  5. Roll Again
  6. Roll Again
- 1-3
1. Roll Again
  2. Roll Again
  3. Roll Again
  4. Roll Again
  5. Roll Again
  6. Roll Again
- 4-6

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Roll Again

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso

1. Fusion Engine
  2. Fusion Engine
  3. Fusion Engine
  4. Gyro
  5. Gyro
  6. Gyro
- 1-3
1. Gyro
  2. Fusion Engine
  3. Fusion Engine
  4. Fusion Engine
  5. Roll Again
  6. Roll Again
- 4-6

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

Battle Value: **945**  
 Weapon Value: **653 / 653**  
 Cost, C-Bills: **3,529,750**

#### Right Arm

1. Shoulder
  2. Upper Arm Actuator
  3. Autocannon/20
  4. Autocannon/20
  5. Autocannon/20
  6. Autocannon/20
- 1-3
1. Autocannon/20
  2. Autocannon/20
  3. Autocannon/20
  4. Autocannon/20
  5. Autocannon/20
  6. Autocannon/20
- 4-6

#### Right Torso

1. Ammo (AC/20) 5
  2. Ammo (AC/20) 5
  3. Roll Again
  4. Roll Again
  5. Roll Again
  6. Roll Again
- 1-3
1. Roll Again
  2. Roll Again
  3. Roll Again
  4. Roll Again
  5. Roll Again
  6. Roll Again
- 4-6

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Roll Again

### 'MECH DATA

Type: **Centurion CN9-AH**

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/20	RA	7	20	-	3	6	9
1	LRM 10	LT	4	1/hit	6	7	14	21

Ammo Type:      Rounds:      BV2:

Autocannon/20	10	55
LRM 10	24	28

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject:      Weapon Heat:

Operational     Disabled      **(11)**

### 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	

