

CLASSIC

# BATTLETECH

## 3072 RECORD SHEETS



**CATALYST**  
game labs

RECORD SHEET DESIGN BY DAVID L. MCCULLOCH

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: C-MK-O MALAK INVICTUS

Movement Points:                      Tonnage: 30  
 Walking: 7                                      Tech Base: Inner Sphere  
 Running: 11                                      3069  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C <sup>3</sup> CPU	LT	—	(E)	—	—	—	—
1	Flamer	RA	3	2 (DE,H,AI)	—	1	2	3
1	Retractable Blade	LA	0	3	—	—	—	—
1	Light PPC	RT	5	5 (DE)	3	6	12	18
1	SRM 2	LT	2	2/Msl (M,C,S)	—	3	6	9
1	ER Medium Laser	H	5	5 (DE)	—	4	8	12

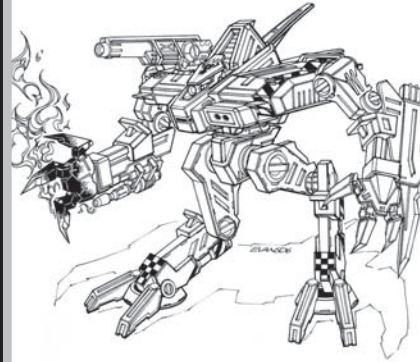
Cost: 6,557,363 C-bills                      BV: 837

### WARRIOR DATA

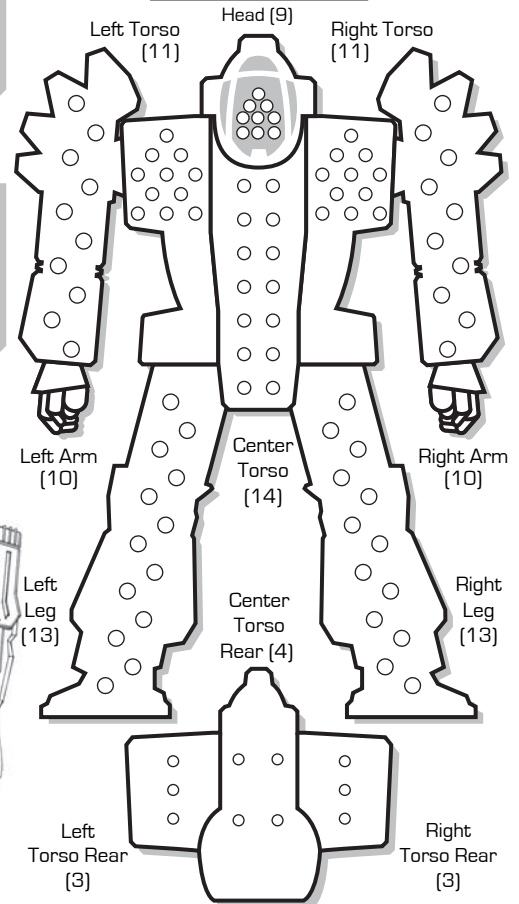
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Retractable Blade
- Retractable Blade
- Retractable Blade
- Light Ferro-Fibrous
- Light Ferro-Fibrous

#### Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Improved C<sup>3</sup> CPU
- Improved C<sup>3</sup> CPU
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- SRM 2
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

#### Head

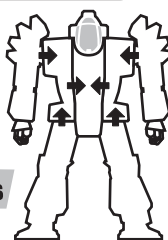
- Life Support
- Sensors
- Small Cockpit
- Sensors
- ER Medium Laser
- Roll Again

#### Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro

- XL Gyro
- XL Gyro
- XL Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand
- Flamer
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

#### Right Torso

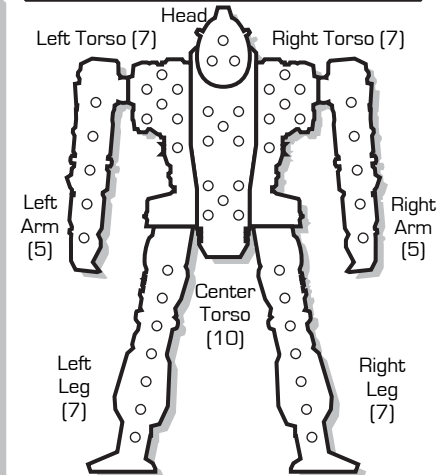
- Light Fusion Engine
- Light Fusion Engine
- Light PPC
- Light PPC
- Ammo (SRM 2) 50
- CASE

- Light Ferro-Fibrous
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

### Heat Scale

Overflow
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

# CLASSIC BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **C-PRT-O PRETA INVICTUS**

Movement Points:      Tonnage: 45  
 Walking: 6              Tech Base: Inner Sphere  
 Running: 9              3069  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C³ CPU	CT	-	(E)	-	-	-	-
1	Snub-Nose PPC	RA	10	10/8/5 (DE.V)	-	9	13	15
1	Retractable Blade	LA	0	5	-	-	-	-
1	AMS	LT	1	(PD)	-	-	-	-
1	Light PPC	H	5	5 (DE)	3	6	12	18

Cost: 9,777,259 C-bills

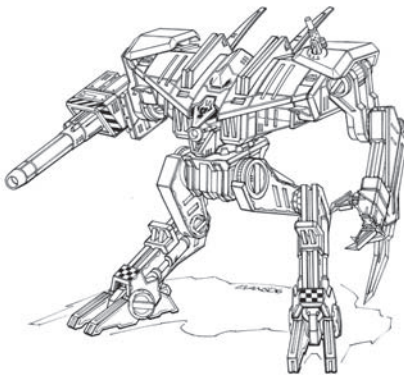
BV: 1,122

### WARRIOR DATA

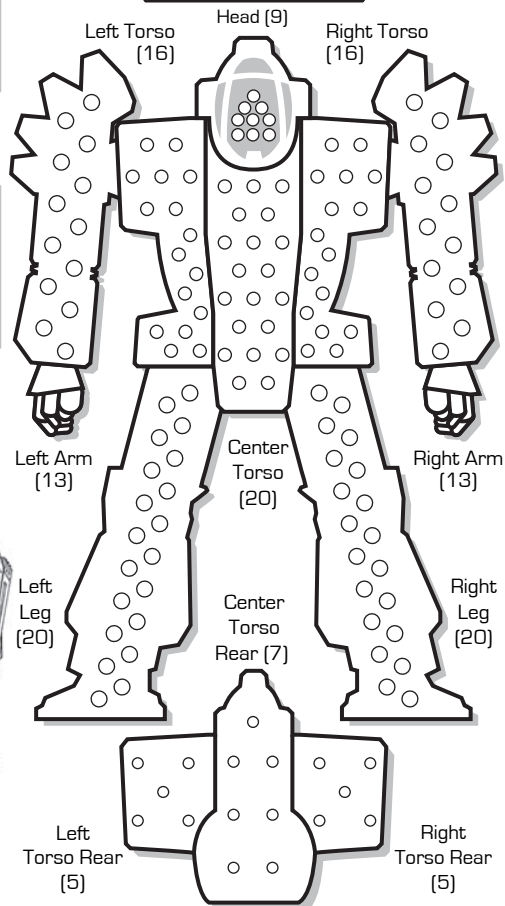
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_ Piloting Skill: \_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand
- Retractable Blade
- Retractable Blade

1-3

- Retractable Blade
- Retractable Blade
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

#### Left Torso

- Light Fusion Engine
- Light Fusion Engine
- AMS
- Ammo (AMS) 12
- CASE
- Endo Steel

1-3

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Light PPC
- Light PPC

1-3

#### Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Improved C³ CPU
- Improved C³ CPU

4-6

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Snub-Nose PPC
- Snub-Nose PPC
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel

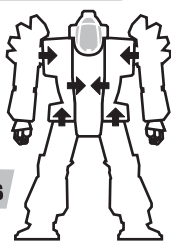
1-3

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

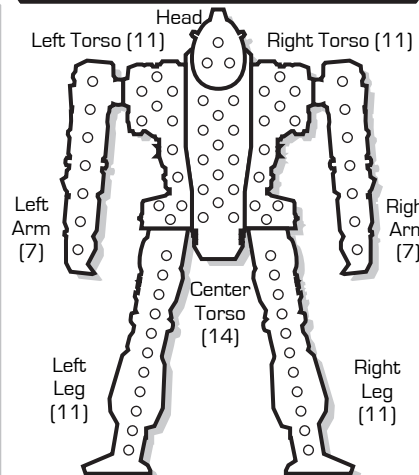
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### Heat Scale

Overflow

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

### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
30	Shutdown	○○○
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **C-CRG-O GRIGORI INVICTUS**

Movement Points: **Tonnage: 60**  
 Walking: 4 **Tech Base: Inner Sphere**  
 Running: 6 **3069**  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C <sup>3</sup> CPU	LT	—	(E)	—	—	—	—
1	MRM 20	RA	6	1/Msl (M,C)	—	3	8	15
1	Retractable Blade	LA	0	6	—	—	—	—
1	LRM 15	LT	5	1/Msl (M,C,S)	6	7	14	21
1	Streak SRM 4	LT	3	2/Msl (M,C)	—	3	6	9
1	Light PPC	H	5	5 (DE)	3	6	12	18

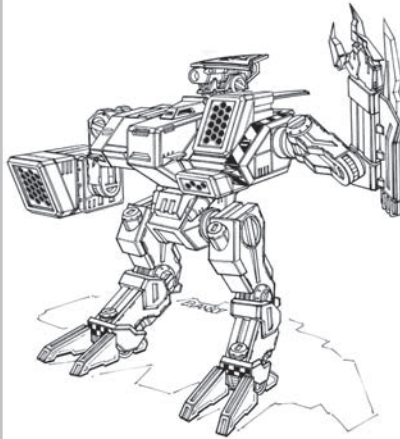
Cost: 12,327,600 C-bills **BV: 1,313**

### WARRIOR DATA

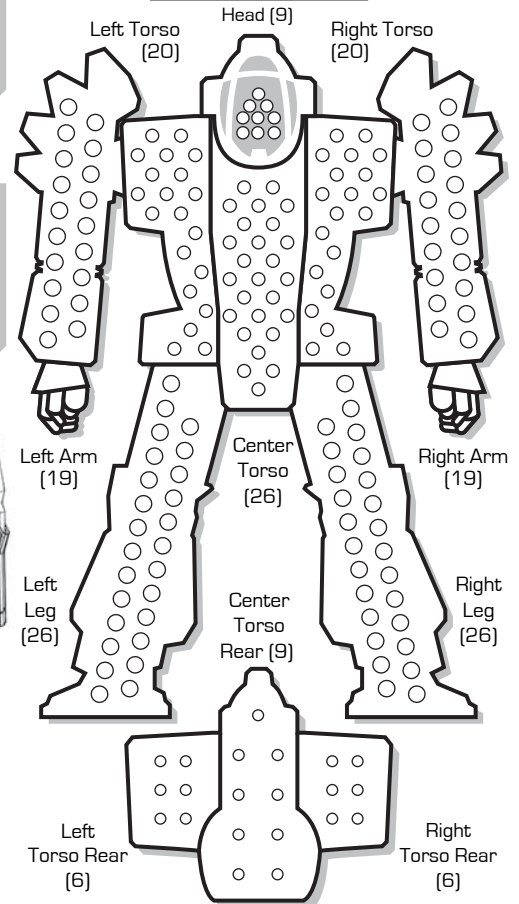
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Retractable Blade
- Retractable Blade
- Retractable Blade
- Retractable Blade
- Roll Again

#### Left Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Improved C<sup>3</sup> CPU
- Improved C<sup>3</sup> CPU
- LRM 15
- LRM 15

- LRM 15
- Streak SRM 4
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

#### Head

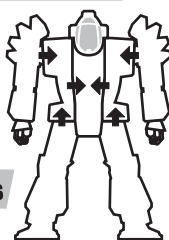
- Life Support
- Sensors
- Small Cockpit
- Sensors
- Light PPC
- Light PPC

#### Center Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Light Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro

- XL Gyro
- XL Gyro
- XL Gyro
- 4-6 Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 MRM 20
- MRM 20
- MRM 20
- Light Ferro-Fibrous

- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

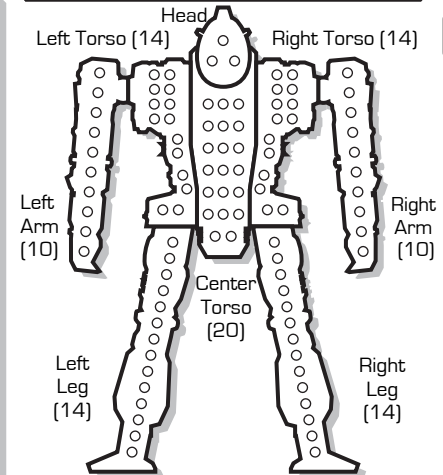
- Light Fusion Engine
- Light Fusion Engine
- 1-3 Ammo (MRM) 12
- Ammo (LRM) 8
- Ammo (LRM) 8
- Ammo (Streak) 25

- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

### Heat Scale

Heat Scale	Overflow
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	

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: C-DVA-O DEVA INVICTUS

Movement Points: Tonnage: 70  
 Walking: 4 Tech Base: Inner Sphere  
 Running: 6 3069  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

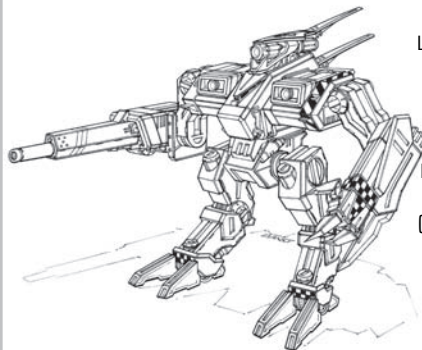
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C <sup>3</sup> CPU	RT	—	(E)	—	—	—	—
1	Gauss Rifle	RA	1	15 (DB,X)	2	7	15	22
1	Light PPC	RT	5	5 (DE)	3	6	12	18
1	Retractable Blade	LA	0	7	—	—	—	—
1	Light PPC	LT	5	5 (DE)	3	6	12	18
1	Light PPC	H	5	5 (DE)	3	6	12	18

Cost: 19,985,838 C-bills BV: 1,655

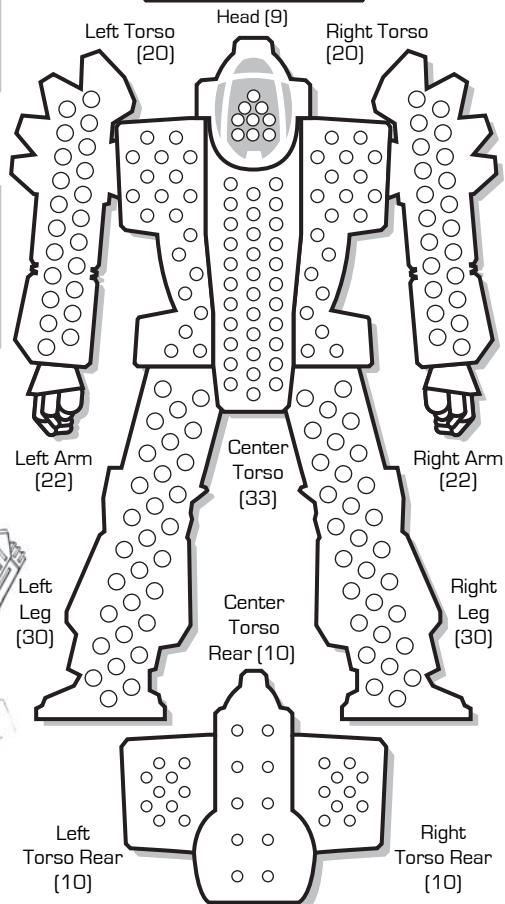
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Retractable Blade
- Retractable Blade

- Retractable Blade
- Retractable Blade
- Retractable Blade
- 4-6 Endo Steel
- Endo Steel
- Roll Again

#### Left Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Light PPC
- Light PPC
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Sensors
- Light PPC
- Light PPC

#### Center Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Light Fusion Engine
- Heavy Duty Gyro
- Heavy Duty Gyro
- Heavy Duty Gyro

- Heavy Duty Gyro
- Light Fusion Engine
- Light Fusion Engine
- 4-6 Light Fusion Engine
- Roll Again
- Roll Again

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 4-6 Ammo (Gauss) 8
- Endo Steel
- Endo Steel

#### Right Torso

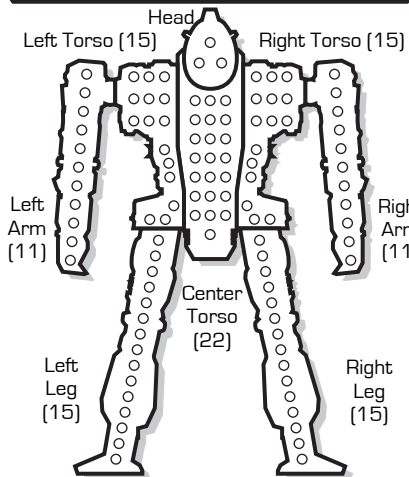
- Light Fusion Engine
- Light Fusion Engine
- 1-3 Improved C<sup>3</sup> CPU
- Improved C<sup>3</sup> CPU
- Light PPC
- Light PPC

- CASE
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22)
30	Shutdown	○○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

### Heat Scale

Heat Scale	Overflow
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	

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: C-SRP-O SERAPH INVICTUS

Movement Points: Tonnage: 85  
 Walking: 3 [4] Tech Base: Inner Sphere  
 Running: 5 [6] 3069  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C <sup>3</sup> CPU	LT	—	(E)	—	—	—	—
1	Ultra AC/10	RA	4/Sht	10/Sht	—	6	12	18
		(DB,R/C)						
1	MML 5	RT	3	(M.S.C)				
		LRM		1/Msl	6	7	14	21
		SRM		2/Msl	—	3	6	9
1	Retractable Blade	LA	0	9	—	—	—	—
1	MML 5	LT	3	(M.S.C)				
		LRM		1/Msl	6	7	14	21
		SRM		2/Msl	—	3	6	9
1	Streak SRM 6	LT	4	2/Msl (M.C)	—	3	6	9
1	Snub-Nose PPC	H	10	10/8/5	0	9	13	15
		(D,E,V)						

Cost: 21,017,272 C-bills

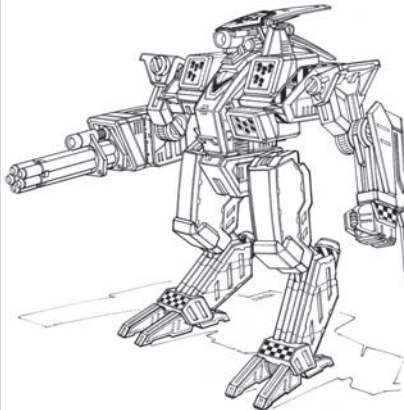
BV: 1,888

### WARRIOR DATA

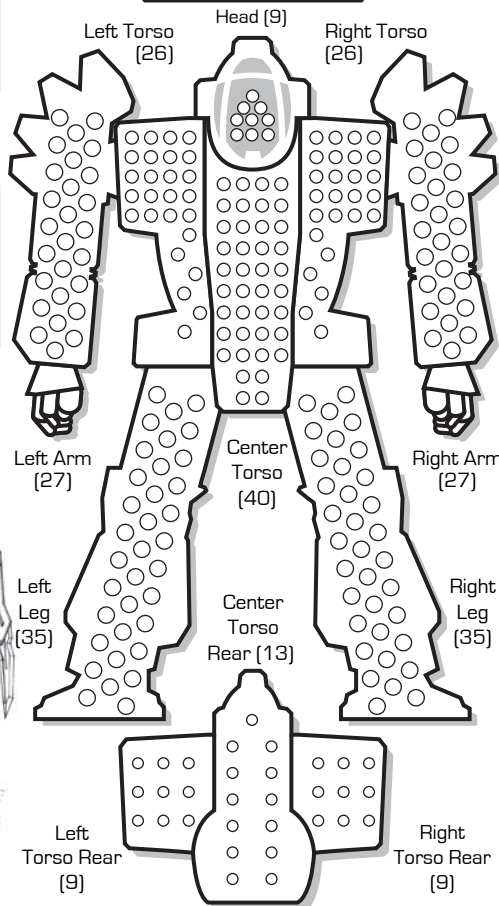
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Retractable Blade
  - Retractable Blade
- 1-3**
- Retractable Blade
  - Retractable Blade
  - Retractable Blade
  - Retractable Blade
  - Triple-Strength Myomer
  - Triple-Strength Myomer
- 4-6**

#### Left Torso

- Light Fusion Engine
  - Light Fusion Engine
  - Improved C<sup>3</sup> CPU
  - Improved C<sup>3</sup> CPU
  - Double Heat Sink
  - Double Heat Sink
- 1-3**
- Double Heat Sink
  - MML 5
  - MML 5
  - MML 5
  - Streak SRM 6
  - Streak SRM 6
- 4-6**

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- Triple-Strength Myomer

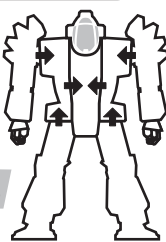
#### Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Snub-Nose PPC
- Snub-Nose PPC

#### Center Torso

- Light Fusion Engine
  - Light Fusion Engine
  - Light Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Light Fusion Engine
  - Light Fusion Engine
  - Light Fusion Engine
  - Roll Again
  - Roll Again
- 4-6**

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Ultra AC/10
- 1-3**
- Ultra AC/10
  - Ultra AC/10
  - Ultra AC/10
  - Ultra AC/10
  - Ultra AC/10
  - Ultra AC/10
- 4-6**

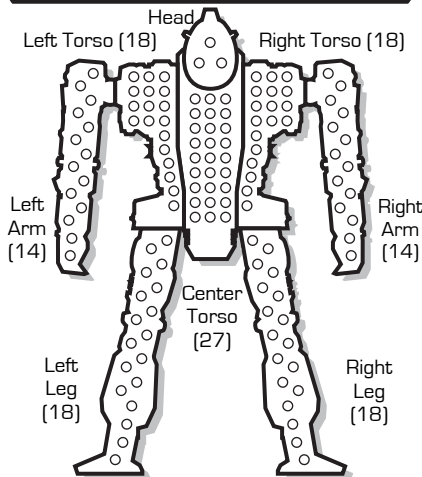
#### Right Torso

- Light Fusion Engine
  - Light Fusion Engine
  - MML 5
  - MML 5
  - MML 5
  - Ammo (Ultra) 10
- 1-3**
- Ammo (Ultra) 10
  - Ammo (Ultra) 10
  - Ammo (MML/ SRM) 20
  - Ammo (MML/ LRM) 24
  - Ammo (Streak) 15
  - CASE
- 4-6**

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- Triple-Strength Myomer

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
30	Shutdown	○○○○○○○○○○○○○○○○○○○○
28	Ammo Exp. avoid on 8+	○○○○○○○○○○○○○○○○○○○○
26	Shutdown, avoid on 10+	○○○○○○○○○○○○○○○○○○○○
25	-5 Movement Points	○○○○○○○○○○○○○○○○○○○○
24	+4 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
23	Ammo Exp. avoid on 6+	○○○○○○○○○○○○○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
20	-4 Movement Points	○○○○○○○○○○○○○○○○○○○○
19	Ammo Exp. avoid on 4+	○○○○○○○○○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○○○○

### Heat Scale

Heat Scale	Overflow
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	

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** C-ANG-O ARCHANGEL INVICTUS

**Movement Points:** Walking: 3 Running: 5 Jumping: 3

**Tonnage:** 100

**Tech Base:** Inner Sphere 3069

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C <sup>3</sup> CPU	CT	—	(E)	—	—	—	—
1	Heavy PPC	RA	15	15 (DE)	3	6	12	18
1	Retractable Blade	LA	0	10	—	—	—	—
1	Targeting Computer	LT	—	(T)	—	—	—	—
1	Plasma Rifle	H	10	10 (DE,H,AI)	—	5	10	15
1	Guardian ECM	CT	—	(E)	—	—	—	6

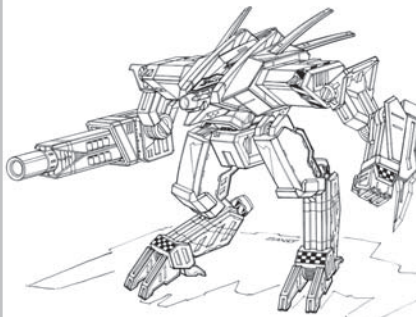
**Cost:** 21,752,500 C-bills **BV:** 2,355

### WARRIOR DATA

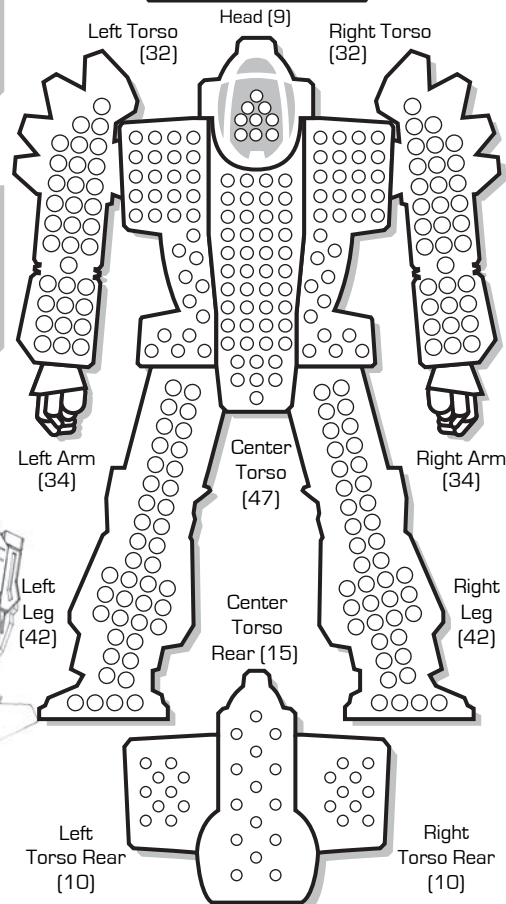
**Name:** \_\_\_\_\_

**Gunnery Skill:** \_\_\_\_ **Piloting Skill:** \_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Retractable Blade
- Retractable Blade

- Retractable Blade
- Retractable Blade
- Retractable Blade
- 4-6 Retractable Blade
- Roll Again
- Roll Again

#### Left Torso

- Jump Jet
- Targeting Computer
- Targeting Computer
- 1-3 Targeting Computer
- Targeting Computer
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

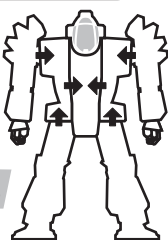
- Life Support
- Sensors
- Cockpit
- Sensors
- Plasma Rifle
- Plasma Rifle

#### Center Torso

- Compact Fusion Engine
- Compact Fusion Engine
- 1-3 Compact Fusion Engine
- Compact Gyro
- Compact Gyro
- Improved C<sup>3</sup> CPU

- Improved C<sup>3</sup> CPU
- Jump Jet
- 3-4 Guardian ECM
- 4-6 Guardian ECM
- Ammo (Plasma Rifle) 10
- Ammo (Plasma Rifle) 10

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC

- Roll Again
- Roll Again
- 3-4 Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Torso

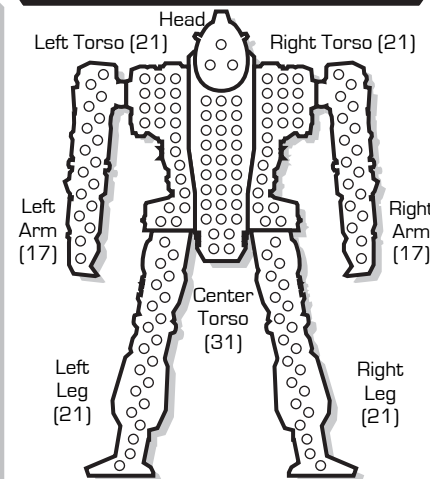
- Jump Jet
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
30	Shutdown	○○○○○○○○○○○○○○○○○○○○
28	Ammo Exp. avoid on 8+	○○○○○○○○○○○○○○○○○○○○
26	Shutdown, avoid on 10+	○○○○○○○○○○○○○○○○○○○○
25	-5 Movement Points	○○○○○○○○○○○○○○○○○○○○
24	+4 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
23	Ammo Exp. avoid on 6+	○○○○○○○○○○○○○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
20	-4 Movement Points	○○○○○○○○○○○○○○○○○○○○
19	Ammo Exp. avoid on 4+	○○○○○○○○○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○○○○

### Heat Scale

Heat Scale	Overflow
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	