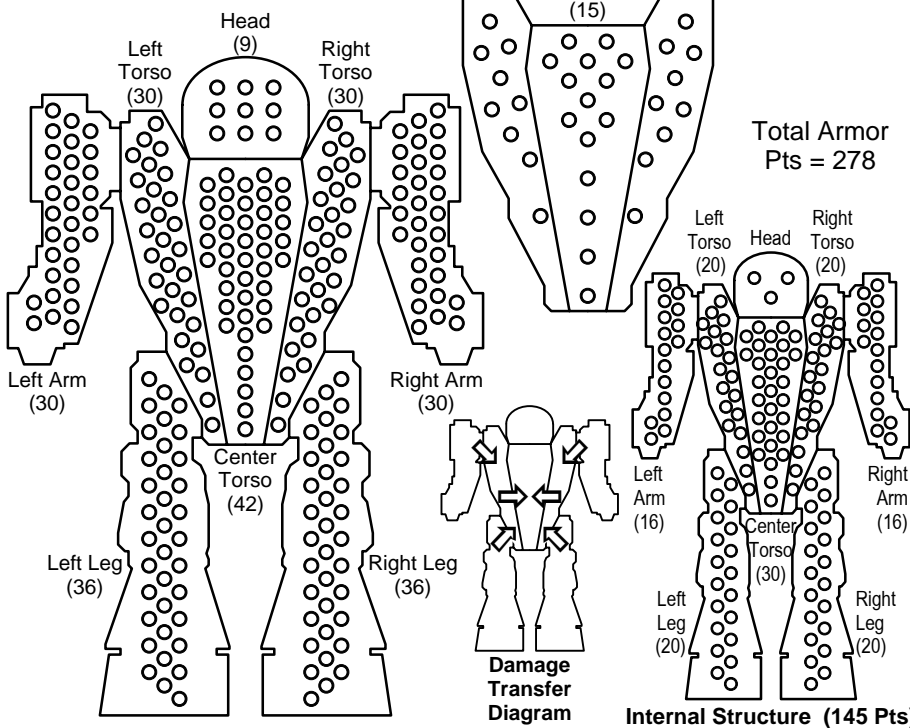


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: VALIDATED

### ARMOR DIAGRAM



Left Arm (CASE)		CRITICAL HIT TABLE		Right Arm									
1-3	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol>	1-3	<ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Flamer</li> <li>Sensors</li> <li>Life Support</li> </ol>	1-3	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>								
4-6	<ol style="list-style-type: none"> <li>Ammo (Ult AC/20) 5</li> <li>Ammo (Ult AC/20) 5</li> <li>Ammo (Ult AC/20) 5</li> <li>Ultra AC/20</li> <li>Ultra AC/20</li> <li>Ultra AC/20</li> </ol>	4-6	<ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol>	4-6	<ol style="list-style-type: none"> <li>ER PPC</li> <li>ER PPC</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol>								
1-3	<b>Left Torso</b> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Ferro-Fibrous</li> </ol>	1-3	<b>Center Torso</b> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol>	1-3	<b>Right Torso (CASE)</b> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>Ferro-Fibrous</li> <li>MASC</li> <li>MASC</li> <li>MASC</li> </ol>								
4-6	<ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ultra AC/20 (Cont)</li> <li>Ultra AC/20 (Cont)</li> <li>Ultra AC/20 (Cont)</li> <li>Ultra AC/20 (Cont)</li> <li>Ultra AC/20 (Cont)</li> </ol>	4-6	<ol style="list-style-type: none"> <li>MASC</li> <li>Anti-Missile System</li> <li>Ammo (AMS) 24</li> <li>ECM Suite</li> <li>Medium Pulse Laser</li> <li>Medium Pulse Laser</li> </ol>	4-6	<b>Right Leg</b> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>								
	<b>Left Leg</b> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>		<table border="1"> <tr> <td>Engine Hits</td> <td>○ ○ ○</td> </tr> <tr> <td>Gyro Hits</td> <td>○ ○</td> </tr> <tr> <td>Sensor Hits</td> <td>○ ○</td> </tr> <tr> <td>Life Support</td> <td>○</td> </tr> </table>	Engine Hits	○ ○ ○	Gyro Hits	○ ○	Sensor Hits	○ ○	Life Support	○		
Engine Hits	○ ○ ○												
Gyro Hits	○ ○												
Sensor Hits	○ ○												
Life Support	○												
			Battle Value: <b>2,902</b> Weapon Value: <b>3,663 / 3,663</b> Cost, C-Bills: <b>37,258,814</b>										

### 'MECH DATA

Type: Executioner Mk1 B

Mass: 95 tons

Movement Points: Tech, Config. & Level:

Walking: 4

Clan

Running: 6 [8]

Biped OmniMech

Jumping: 4

Level 2 / 3050

### Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15	-	7	14	23
1	Ultra AC/20	LA	7	20	-	4	8	12
1	Anti-Missile System RT		1 2d6	-	-	-	-	-
1	ECM Suite	RT	0	-	-	-	-	6
2	Medium Pulse Laser RT		4	7	-	4	8	12
1	Flamer	HD	3	2	-	1	2	3

### Ammo Type:

Rounds: BV:

Ultra AC/20	15	185
Anti-Missile System	24	27

### Total Heat Sinks: 18 Double (36)

○○○○○○○○○○ ○○○○○○○○

Auto Eject:

Weapon Heat:

Operational  Disabled

(41)

### 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 Points
4	
3	
2	
1	
0	

