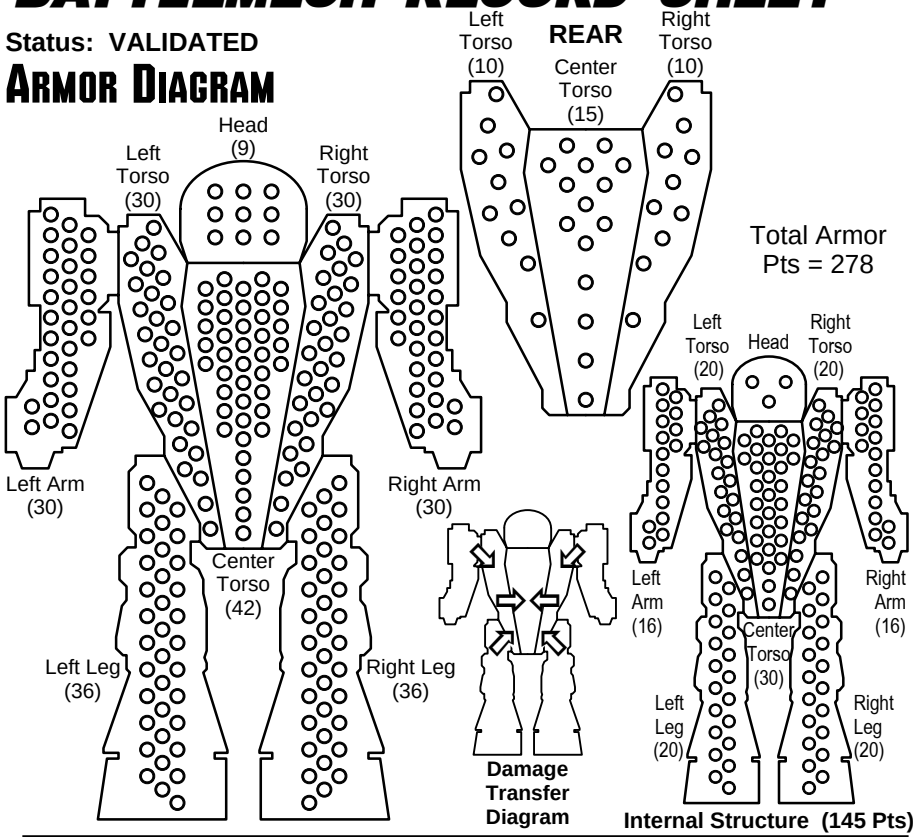
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 278

'MECH DATA

Type: Executioner Mk1 Prime
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 (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
2	ER PPC	RA	15	15	-	7	14	23
1	Gauss Rifle	LA	1	15	2	7	15	22
1	Targeting Computer							

Ammo Type:	Rounds:	BV:
Gauss Rifle	16	116

Total Heat Sinks: 15 Double (30)
OOOOOOOOOOO OOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (31)

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	

CRITICAL HIT TABLE

Left Arm (CASE)
1-3:
1. Shoulder
2. Upper Arm Actuator
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

4-6:
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

Left Torso
1-3:
1. XL Engine
2. XL Engine
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Ferro-Fibrous*

4-6:
1. *Ferro-Fibrous*
2. Ammo (Gauss) 8
3. Ammo (Gauss) 8
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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

Center Torso
1-3:
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. *Roll Again*
6. *Roll Again*

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **3,379**
Weapon Value: **4,911 / 4,911**
Cost, C-Bills: **36,411,783**

Right Arm
1-3:
1. Shoulder
2. Upper Arm Actuator
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

4-6:
1. ER PPC
2. ER PPC
3. ER PPC
4. ER PPC
5. *Roll Again*
6. *Roll Again*

Right Torso
1-3:
1. XL Engine
2. XL Engine
3. *Ferro-Fibrous*
4. MASC
5. MASC
6. MASC

4-6:
1. MASC
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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