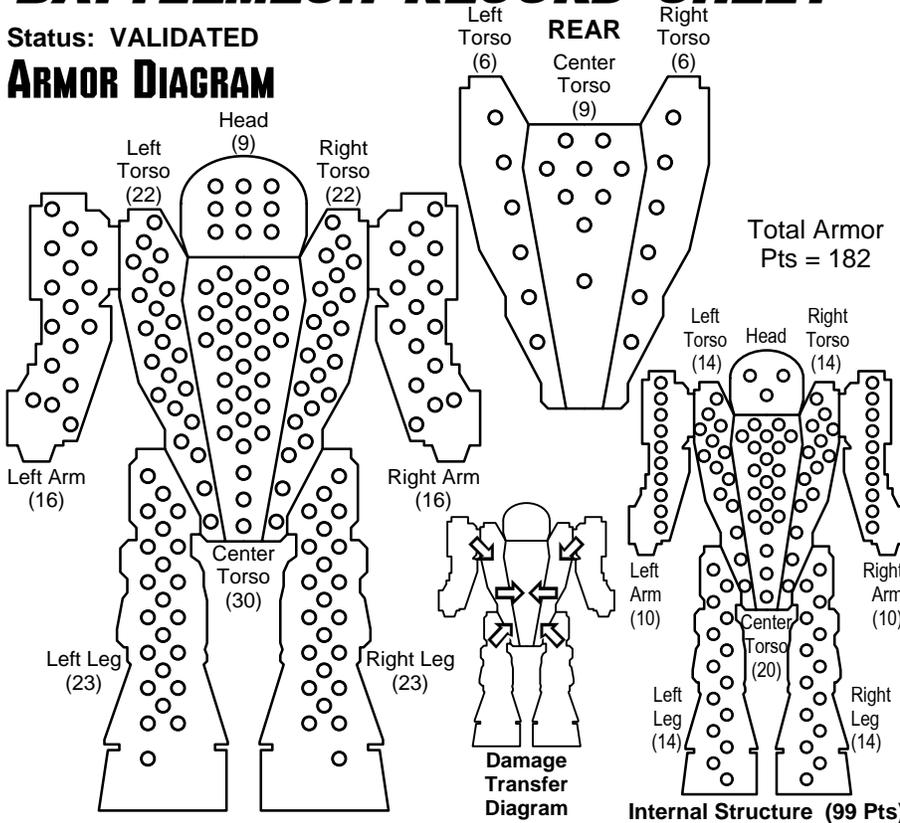


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Mad Dog Mk1 A
 Mass: 60 tons
 Movement Points: Tech, Config. & Level:
 Walking: 6 Clan
 Running: 9 Biped OmniMech
 Jumping: 0 Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10	-	8	15	25
1	ER Large Laser	LA	12	10	-	8	15	25
2	Streak SRM 6	RT	4	2/hit	-	4	8	12
2	Streak SRM 6	LT	4	2/hit	-	4	8	12

Ammo Type: Rounds: BV:
 Streak SRM 6 30 45

Total Heat Sinks: 12 Double (24)
 ○○○○○○○○○○○○ ○○

Auto Eject: Weapon Heat:
 Operational Disabled (40)

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Ferro-Fibrous Ferro-Fibrous ER Large Laser Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Left Torso (CASE)</h4> <ol style="list-style-type: none"> XL Engine XL Engine Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Streak SRM 6 Streak SRM 6 Streak SRM 6 Streak SRM 6 Ammo (Streak 6) 15 Roll Again <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <h4>Center Torso</h4> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Endo Steel Ferro-Fibrous <p>4-6</p> <div style="border: 1px solid black; padding: 5px; margin: 5px;"> <p>Engine Hits ○○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Battle Value: 1,916 Weapon Value: 2,673 / 2,161 Cost, C-Bills: 17,900,000</p>	<h4>Right Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Endo Steel Endo Steel ER Large Laser Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <h4>Right Torso (CASE)</h4> <ol style="list-style-type: none"> XL Engine XL Engine Endo Steel Endo Steel Endo Steel Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Streak SRM 6 Streak SRM 6 Streak SRM 6 Streak SRM 6 Ammo (Streak 6) 15 Roll Again <p>4-6</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again
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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	

WIZKID GAMES