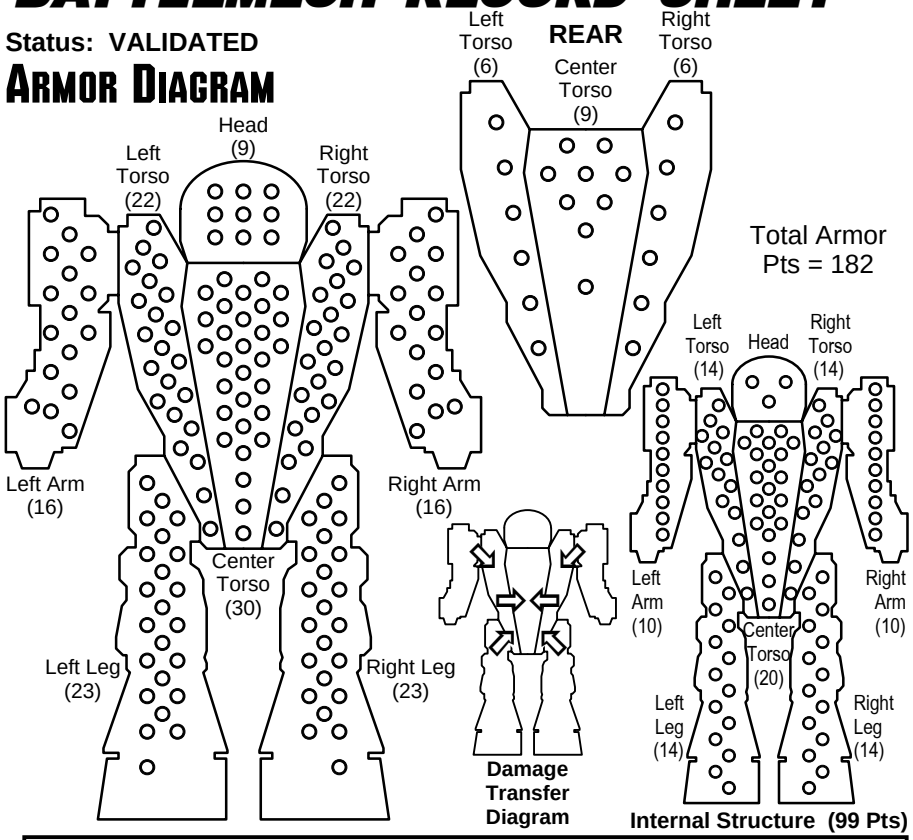
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 182

'MECH DATA

Type: Mad Dog Mk1 Prime
Mass: 60 tons

Movement Points:		Tech, Config. & Level:
Walking:	6	Clan
Running:	9	Biped OmniMech
Jumping:	0	Level 2 / 3050

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	7	-	5	10	15
1	Medium Pulse Laser	RA	4	7	-	4	8	12
1	ER Medium Laser	LA	5	7	-	5	10	15
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	LRM 15 w/ Artemis IV	RT	5	1/hit	-	7	14	21
1	LRM 15 w/ Artemis IV	LT	5	1/hit	-	7	14	21

Ammo Type:	Rounds:	BV:
LRM 15	32	126

Total Heat Sinks: 15 Double (30)
OOOOOOOOOOO OOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (28)

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

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. ER Medium Laser
6. Medium Pulse Laser

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso (CASE)
1-3
1. XL Engine
2. XL Engine
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

4-6
1. LRM 15
2. LRM 15
3. Artemis IV FCS
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

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. *Endo Steel*
6. *Ferro-Fibrous*

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

Battle Value: **2,069**
Weapon Value: **3,472 / 3,213**
Cost, C-Bills: **18,100,000**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. *Endo Steel*
4. *Endo Steel*
5. ER Medium Laser
6. Medium Pulse Laser

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso (CASE)
1-3
1. XL Engine
2. XL Engine
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Endo Steel*

4-6
1. LRM 15
2. LRM 15
3. Artemis IV FCS
4. Ammo (LRM 15) 8
5. Double Heat Sink
6. Double Heat Sink

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

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	

Printed by HEAVYMETAL PRO. Copyright 2002 WizKids, LLC. BattleTech®, 'Mech® and BattleMech® are trademarks of WizKids, LLC.
Permission to photocopy for personal use.