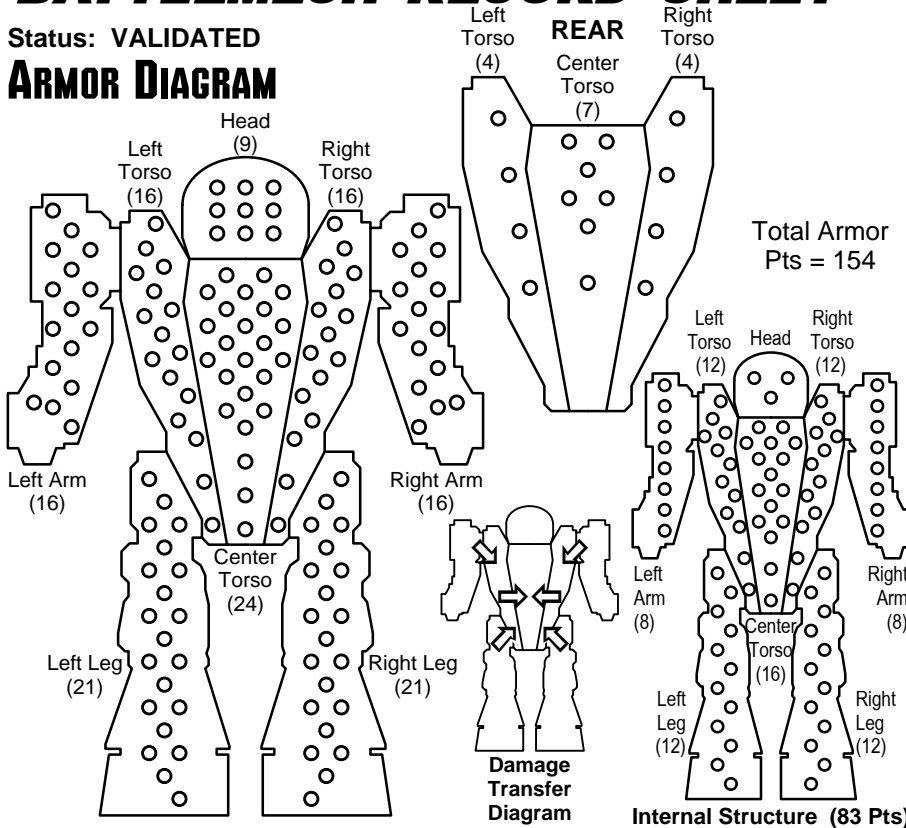


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Nova Mk1 B**
 Mass: **50 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **6** Clan
 Running: **9** **Biped OmniMech**
 Jumping: **6** **Level 2 / 3050**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	RA	1	5	-	7	14	21
1	Large Pulse Laser	LA	10	10	-	6	14	20
2	ER Medium Laser	RT	5	7	-	5	10	15
2	Machine Gun	LT	0	2	-	1	2	3

Ammo Type: **Rounds:** **BV:**

Ultra AC/5	20	34
Machine Gun	100	1

Total Heat Sinks: 14 Double (28)

○○○○○○○○○○ ○○○○

Auto Eject: **Weapon Heat:**

Operational Disabled (22)

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	

TKGAMES

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Ferro-Fibrous
- Ferro-Fibrous
- Large Pulse Laser
- Large Pulse Laser

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Engine
- XL Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Machine Gun
- Machine Gun
- Ammo (MG) 100
- Jump Jet
- Jump Jet

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet

4-6

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Battle Value: **2,035**
 Weapon Value: **1,920 / 1,920**
 Cost, C-Bills: **12,625,312**

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Endo Steel
- Endo Steel
- Ultra AC/5
- Ultra AC/5

1-3

- Ultra AC/5
- Ammo (Ult AC/5) 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Engine
- XL Engine
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- ER Medium Laser
- ER Medium Laser
- Jump Jet
- Jump Jet
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink