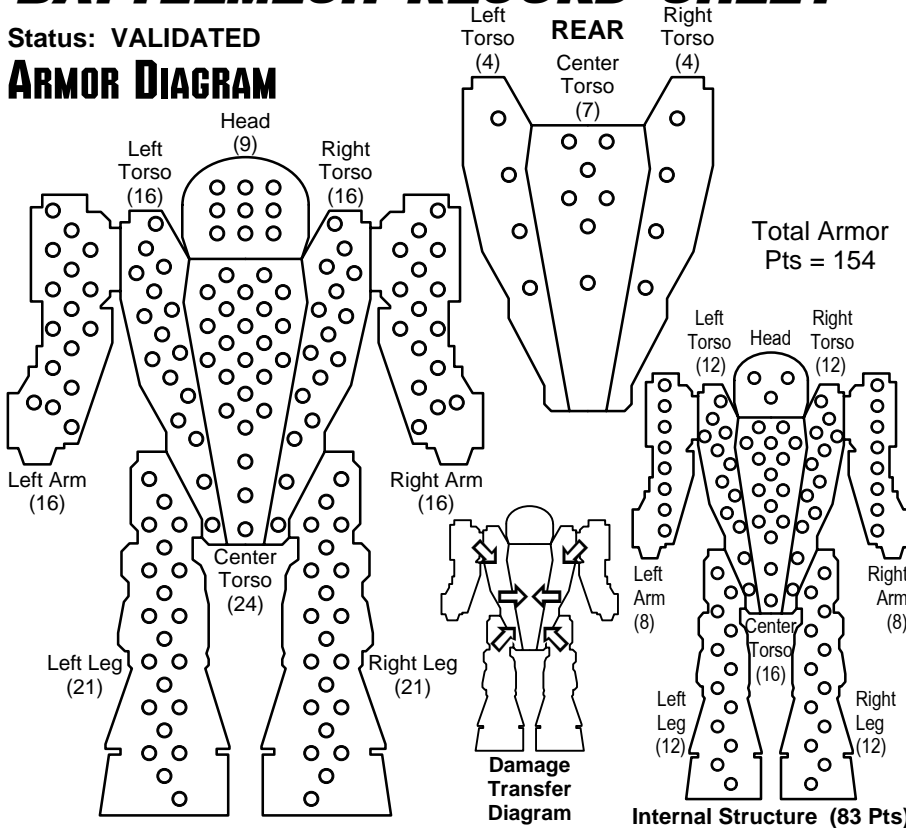


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Nova Mk1 C**
 Mass: **50 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
3	ER Medium Laser	RA	5	7	-	5	10	15
1	Gauss Rifle	LA	1	15	2	7	15	22
1	ER Medium Laser	RT	5	7	-	5	10	15
1	Streak SRM 6	LT	4	2/hit	-	4	8	12

Ammo Type: Rounds: BV:
 Gauss Rifle 16 99
 Streak SRM 6 15 22

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

Auto Eject: Weapon Heat:
 Operational Disabled (25)

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 (CASE)

- Shoulder
- Upper Arm Actuator
- Ferro-Fibrous
- Ferro-Fibrous
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8

4-6

Left Torso (CASE)

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

1-3

- Ferro-Fibrous
- Streak SRM 6
- Streak SRM 6
- Ammo (Streak 6) 15
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Arm

- Shoulder
- Upper Arm Actuator
- Endo Steel
- Endo Steel
- ER Medium Laser
- ER Medium Laser

1-3

- ER Medium Laser
- Roll Again
- 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
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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
- Roll Again
- Roll Again

4-6

Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,981**
 Weapon Value: **2,862 / 2,694**
 Cost, C-Bills: **12,451,875**

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