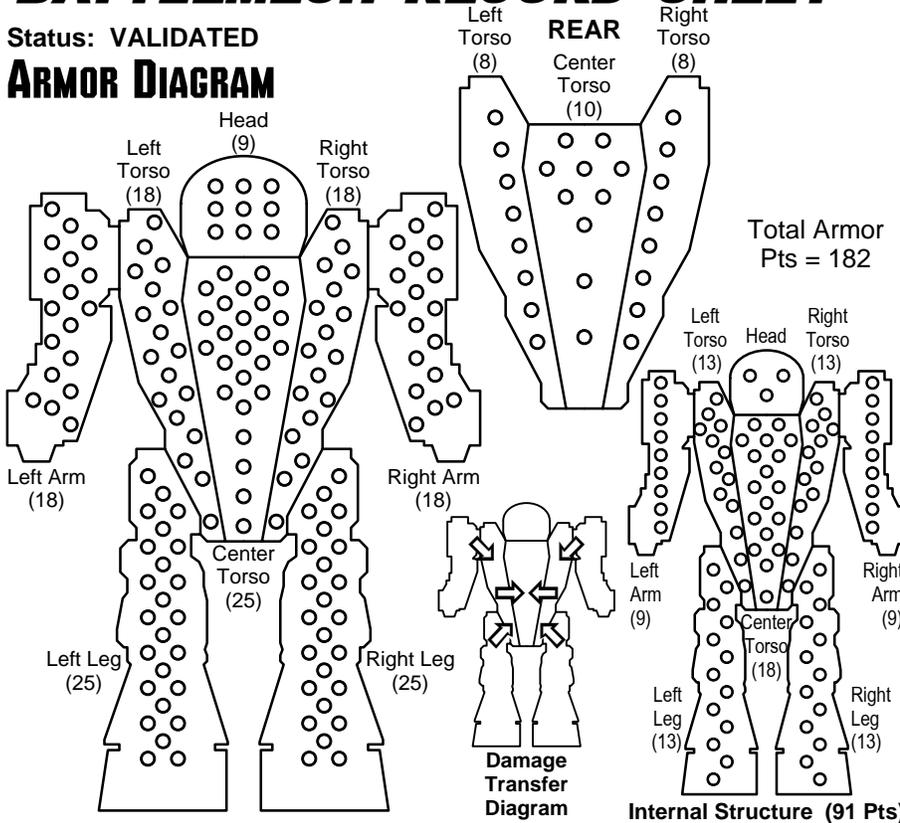


# BATTLETECH®

## BATTLEMECH RECORD SHEET

Status: **VALIDATED**

### ARMOR DIAGRAM



Left Arm		CRITICAL HIT TABLE		Right Arm	
1-3	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol>	1-3	<ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Narc Missile Beacon</li> <li>Sensors</li> <li>Life Support</li> </ol>	1-3	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>
4-6	<ol style="list-style-type: none"> <li>LRM 20</li> <li>LRM 20</li> <li>LRM 20</li> <li>LRM 20</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	4-6	<ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol>	4-6	<ol style="list-style-type: none"> <li>LRM 20</li> <li>LRM 20</li> <li>LRM 20</li> <li>LRM 20</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
1-3	<b>Left Torso (CASE)</b> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol>	1-3	<ol style="list-style-type: none"> <li>Gyro</li> <li>XL Engine</li> <li>XL Engine</li> <li>XL Engine</li> <li>Gyro</li> <li>Gyro</li> </ol>	1-3	<b>Right Torso (CASE)</b> <ol style="list-style-type: none"> <li>XL Engine</li> <li>XL Engine</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>
4-6	<ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ammo (LRM 20) 6</li> <li>Ammo (LRM 20) 6</li> <li>Ammo (LRM 20) 6</li> <li>Ammo (Narc Pods) 6</li> <li>Roll Again</li> </ol>	4-6	<ol style="list-style-type: none"> <li>Endo Steel</li> <li>Ammo (LRM 20) 6</li> <li>Ammo (LRM 20) 6</li> <li>Ammo (LRM 20) 6</li> <li>Ammo (SRM 6) 15</li> <li>Roll Again</li> </ol>	4-6	
	<b>Left Leg</b> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol>		<b>Center Torso</b>		
			<ol style="list-style-type: none"> <li>Engine Hits ○ ○ ○</li> <li>Gyro Hits ○ ○</li> <li>Sensor Hits ○ ○</li> <li>Life Support ○</li> </ol>		
			Battle Value: <b>1,749</b> Weapon Value: <b>2,184 / 2,184</b> Cost, C-Bills: <b>15,470,550</b>		
					<b>Right Leg</b> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol>

### 'MECH DATA

Type: **Stormcrow Mk1 C**

Mass: **55 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	LRM 20	RA	6	1/hit	-	7	14	21
1	LRM 20	LA	6	1/hit	-	7	14	21
2	SRM 6	CT	4	2/hit	-	3	6	9
1	Narc Missile Beacon	HD	0	-	-	4	8	12

Ammo Type:	Rounds:	BV:
LRM 20	36	243
SRM 6	15	10
Narc Missile Beacon	6	0

**Total Heat Sinks: 10 Double (20)**

○○○○○○○○○○

**Auto Eject:**  Operational  Disabled **Weapon Heat: (20)**

### 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	** Avoid Inferno explosion on..
29	Shutdown
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

