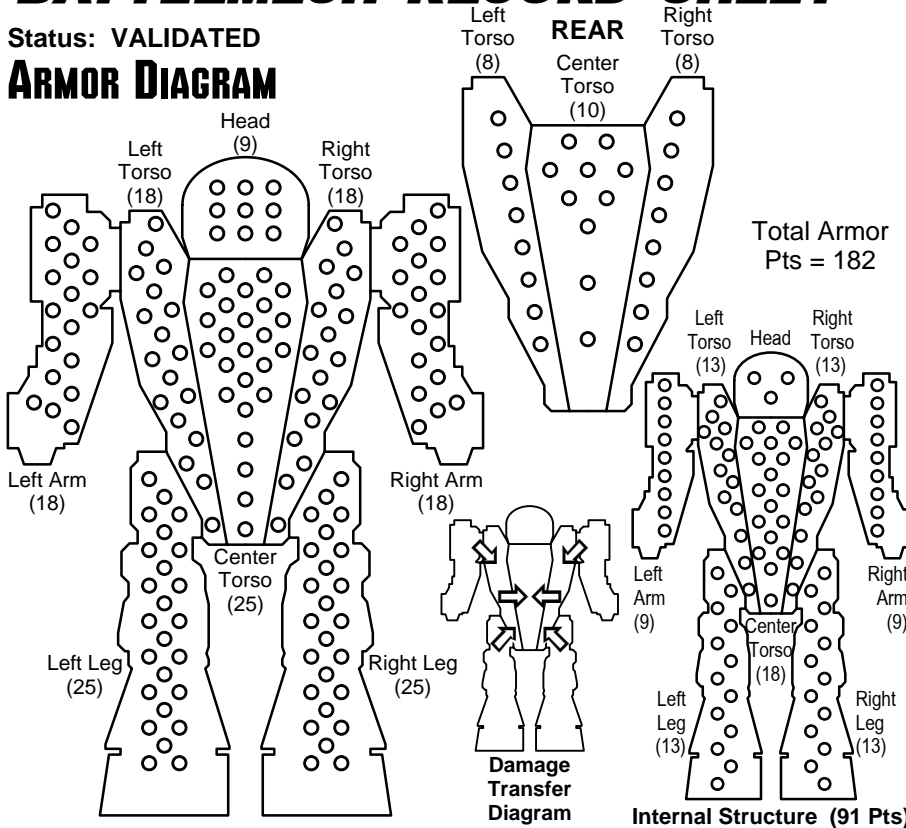


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Stormcrow Mk1 Prime**
 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	ER Large Laser	RA	12	10	-	8	15	25
1	Medium Pulse Laser	RA	4	7	-	4	8	12
1	ER Large Laser	LA	12	10	-	8	15	25
1	Medium Pulse Laser	LA	4	7	-	4	8	12
1	Streak SRM 6	RT	4	2/hit	-	4	8	12
1	Streak SRM 6	LT	4	2/hit	-	4	8	12
1	Medium Pulse Laser	HD	4	7	-	4	8	12

Ammo Type: Streak SRM 6 **Rounds:** 15 **BV:** 22

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

Auto Eject: Operational Disabled **Weapon Heat:** (44)

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	

WZK GAMES

CRITICAL HIT TABLE

Left Arm	Head	Center Torso	Right Arm
1. Shoulder	1. Life Support	1. XL Engine	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. XL Engine	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. XL Engine	3. Lower Arm Actuator
4. Hand Actuator	4. Medium Pulse Laser	4. Gyro	4. Hand Actuator
5. Ferro-Fibrous	5. Sensors	5. Gyro	5. Endo Steel
6. Ferro-Fibrous	6. Life Support	6. Gyro	6. Endo Steel
1-3			1-3
1. ER Large Laser			4. Roll Again
2. Medium Pulse Laser			5. Roll Again
3. Roll Again			6. Roll Again
4. Roll Again			
5. Roll Again			
6. Roll Again			
4-6			4-6
1. XL Engine (CASE)			
2. XL Engine			
3. Ferro-Fibrous			
4. Ferro-Fibrous			
5. Ferro-Fibrous			
6. Ferro-Fibrous			
1-3			1-3
1. Gyro			4. Endo Steel
2. XL Engine			5. Endo Steel
3. XL Engine			6. Endo Steel
4. Gyro			
5. Gyro			
6. Gyro			
1-3			1-3
1. Ferro-Fibrous			4. Roll Again
2. Streak SRM 6			5. Roll Again
3. Streak SRM 6			6. Roll Again
4. Ammo (Streak 6) 15			
5. Roll Again			
6. Roll Again			
4-6			4-6
1. Hip			
2. Upper Leg Actuator			
3. Lower Leg Actuator			
4. Foot Actuator			
5. Double Heat Sink			
6. Double Heat Sink			
1-3			1-3

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Battle Value: **1,838**
 Weapon Value: **2,542 / 2,313**
 Cost, C-Bills: **15,205,112**