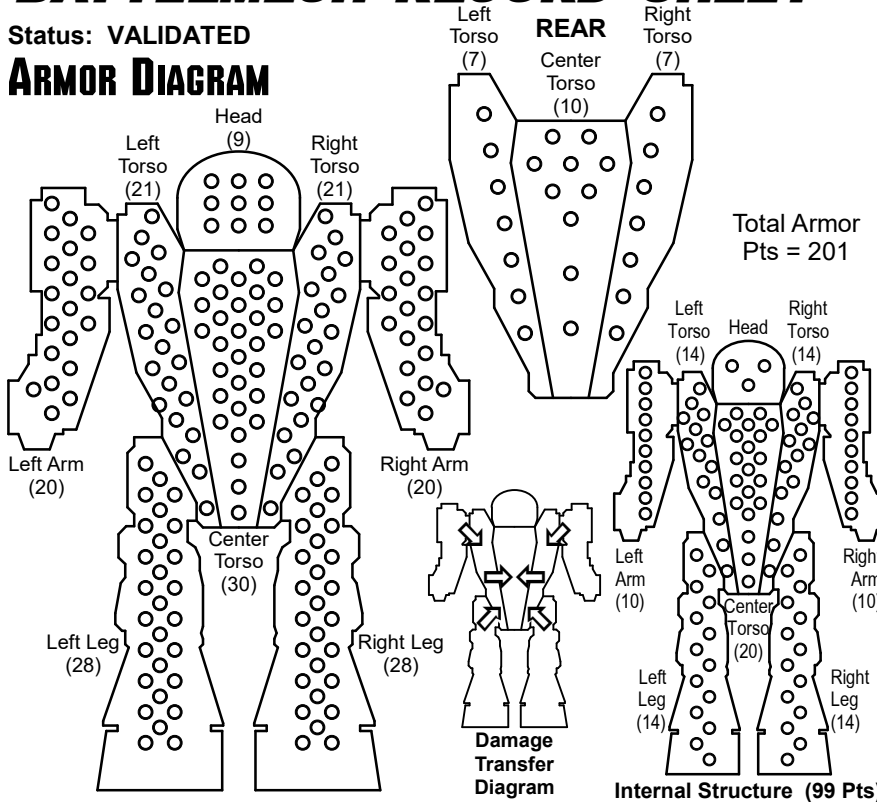


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 201

Internal Structure (99 Pts)

CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator 1-3 Large Laser Large Laser Medium Laser Endo Steel Endo Steel Endo Steel 4-6 Endo Steel Triple Strength Triple Strength <p>Left Torso</p> <ol style="list-style-type: none"> LRM 5 LRM 5 LRM 5 LRM 5 1-3 Ammo (LRM 5) 24 Single Heat Sink Single Heat Sink 4-6 Endo Steel Endo Steel Endo Steel Roll Again <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Triple Strength 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Single Heat Sink Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> 1-3 Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro 1-3 Gyro 2 Fusion Engine 3 Fusion Engine 4 Fusion Engine 5 Jump Jet 6 Jump Jet 	<p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator 1-3 Large Laser Large Laser Medium Laser Endo Steel Endo Steel Endo Steel 4-6 Endo Steel Triple Strength Triple Strength <p>Right Torso</p> <ol style="list-style-type: none"> LRM 5 LRM 5 LRM 5 LRM 5 5 Ammo (LRM 5) 24 Single Heat Sink Single Heat Sink 4-6 Endo Steel Endo Steel Endo Steel Roll Again <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Single Heat Sink Triple Strength
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Engine Hits	○○○
Gyro Hits	○○
Sensor Hits	○○
Life Support	○

Battle Value: **1,042**
 Weapon Value: **1,052 / 1,052**
 Cost, C-Bills: **5,328,000**

'MECH DATA

Type: **MDC-65 Mad Can**
 Mass: **60 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **2 [3]** Inner Sphere
 Running: **3 [5]** Biped 'Mech
 Jumping: **2** Level 2 / 3055

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	-	5	10	15
1	Medium Laser	RA	3	5	-	3	6	9
1	Large Laser	LA	8	8	-	5	10	15
1	Medium Laser	LA	3	5	-	3	6	9
4	LRM 5	RT	2	1/hit	6	7	14	21
4	LRM 5	LT	2	1/hit	6	7	14	21

Ammo Type:	Rounds:	BV:
LRM 5	48	13

Total Heat Sinks: **13 Single**
 ○○○○○○○○○○○○○○○

Auto Eject: Operational Disabled
 Weapon Heat: **(38)**

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	TSM Activates
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points (not with TSM)
4	
3	
2	
1	
0	

