

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: Mordel Battler 1 2016-1

Movement Points: Tonnage: 35
 Walking: 1 Tech Base: Inner Sphere
 Running: 1 Era: Dark Age
 Jumping: 6

Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|------------------|-------|----|---------|-----|-----|-----|-----|
| 1 | Anti-Mech Pod | CT | 0 | 15/10/5 | - | 1 | 2 | 3 |
| 1 | Partial Wing | LT/RT | 0 | | | | | |
| 1 | Medium VSP Laser | RA | 7 | 9/7/5 | - | 2 | 5 | 9 |
| 1 | Chameleon LPS | * | 6 | | | | | |

Cost: 8,103,960

BV: 2,193

WARRIOR DATA

Name: Vagabond (Player 3)

Gunnery Skill: 1 Piloting Skill: 3

| | | | | | | |
|----------------|---|---|---|----|----|------|
| Hits Taken | 1 | 2 | 3 | 4 | 5 | 6 |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

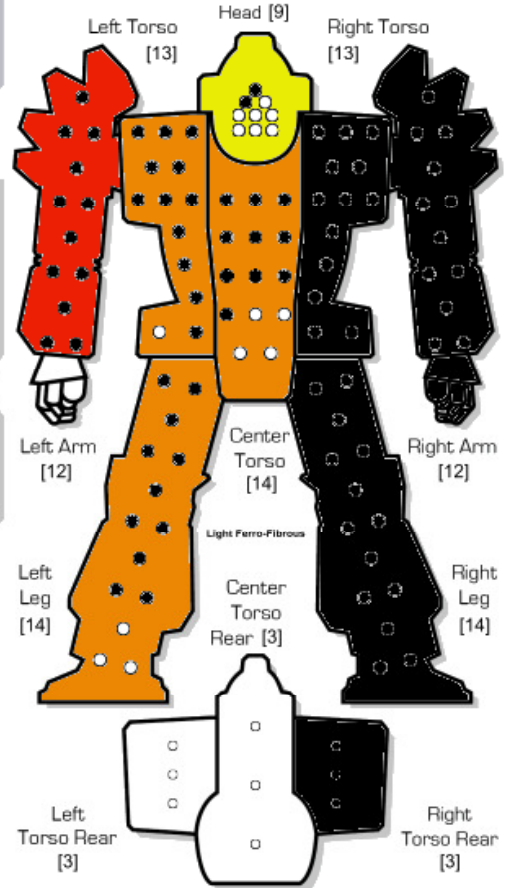
RULES LEVELS

Current: Experimental ☒
 Era Specific: Experimental ☒
 Year Specific: Experimental ☒



Armor Factor = 110

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Head

- Life Support
- Sensors
- Interface Cockpit
- Interface Cockpit
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet
- Anti-Mech Pod 0
- Light Ferro-Fibrous

Left Torso

- XL Engine
- XL Engine
- XL Engine
- Partial Wing
- Partial Wing
- Partial Wing
- Partial Wing
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Chameleon LPS

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

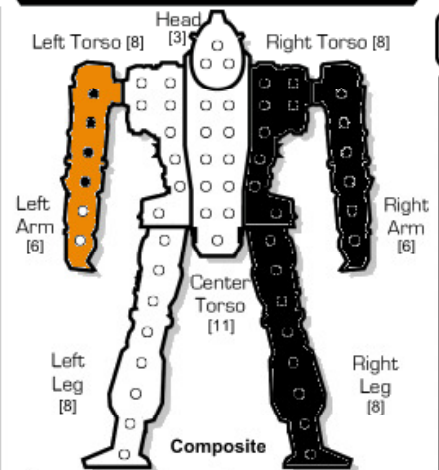
Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Actuator Enhancement System
- Chameleon LPS



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 [20] Double |
|-------------|------------------------|----------------------------|
| 30 | Shutdown | ○ |
| 28 | Ammo Exp. avoid on 8+ | ○ |
| 26 | Shutdown, avoid on 10+ | ○ |
| 25 | -5 Movement Points | ○ |
| 24 | +4 Modifier to Fire | ○ |
| 23 | Ammo Exp. avoid on 6+ | ○ |
| 22 | Shutdown, avoid on 8+ | ○ |
| 20 | -4 Movement Points | ○ |
| 19 | Ammo Exp. avoid on 4+ | ○ |
| 18 | Shutdown, avoid on 6+ | ○ |
| 17 | +3 Modifier to Fire | ○ |
| 15 | -3 Movement Points | ○ |
| 14 | Shutdown, avoid on 4+ | ○ |
| 13 | +2 Modifier to Fire | ○ |
| 10 | -2 Movement Points | ○ |
| 8 | +1 Modifier to Fire | ○ |
| 5 | -1 Movement Points | ○ |

Heat Scale

| Heat Scale | Overheat |
|------------|----------|
| 0 | 0 |
| 30* | |
| 29 | |
| 28* | |
| 27 | |
| 26* | |
| 25* | |
| 24* | |
| 23* | |
| 22* | |
| 21 | |
| 20* | |
| 19* | |
| 18* | |
| 17* | |
| 16 | |
| 15* | |
| 14* | |
| 13* | |
| 12 | |
| 11 | |
| 10* | |
| 9 | |
| 8* | |
| 7 | |
| 6 | |
| 5* | |
| 4 | |
| 3 | |
| 2 | |
| 1 | |