

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Gunsmith CH11-NG

Movement Points: Tonnage: 25
 Walking: 10 Tech Base: Inner Sphere
 Running: 15 Era: Dark Age
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium X-Pulse Laser	RA	6	6	-	3	6	9
2	Medium X-Pulse Laser	LA	6	6	-	3	6	9

Note: Equipped with Full-Head Ejection System

Cost: 15,641,667

BV: 2,359

WARRIOR DATA

Name: Chunga (Player 5)

Gunnery Skill: 2 Piloting Skill: 4

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

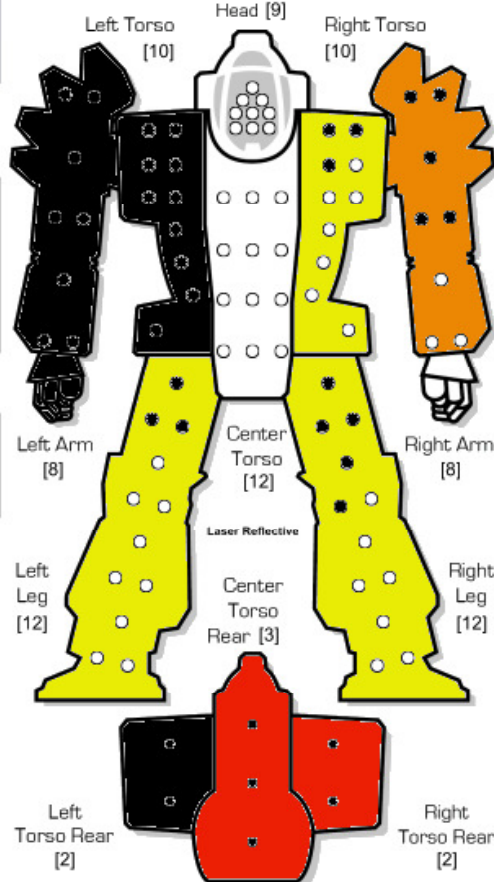
RULES LEVELS

Current: Advanced
 Era Specific: Advanced
 Year Specific: Advanced



Armor Factor = 88

ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- Laser Reflective
- Sensors
- Life Support

Center Torso

- XXL Engine
- XXL Engine
- XXL Engine
- XL Gyro
- XL Gyro
- XL Gyro

- XL Gyro
- XL Gyro
- XL Gyro
- XXL Engine
- XXL Engine
- XXL Engine

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium X-Pulse Laser
- Medium X-Pulse Laser
- Endo Steel

- Endo Steel
- Laser Reflective
- Laser Reflective
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XXL Engine
- XXL Engine
- XXL Engine
- XXL Engine
- XXL Engine
- XXL Engine

- Endo Steel
- Endo Steel
- Endo Steel
- Laser Reflective
- Laser Reflective
- Laser Reflective

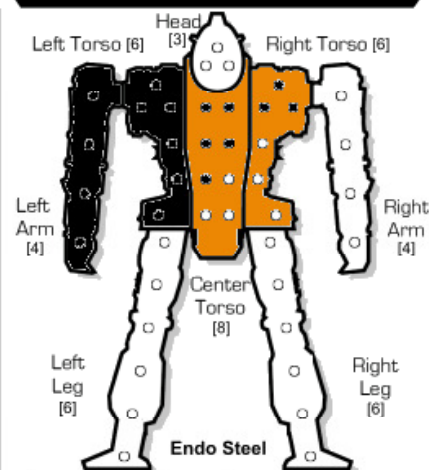
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow 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

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	