BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Firestarter FS9-OF

Movement Points:		**Tonnage:**	45
Walking:	6	**Tech Base:**	Inner Sphere
Running:	9	**Era:**	Clan Invasion
Jumping:	2		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	H	2	3	–	2	4	5
1	Flamer	CT	3	2	–	1	2	3
1	Flamer	CT (R)	3	2	–	1	2	3
1	ER Large Laser	RA	12	8	–	7	14	19
1	ER Medium Laser	RA	5	5	–	4	8	12
~~1~~	~~ER Large Laser~~	~~LA~~	~~12~~	~~8~~	~~–~~	~~7~~	~~14~~	~~19~~
~~1~~	~~ER Medium Laser~~	~~LA~~	~~5~~	~~5~~	~~–~~	~~4~~	~~8~~	~~12~~

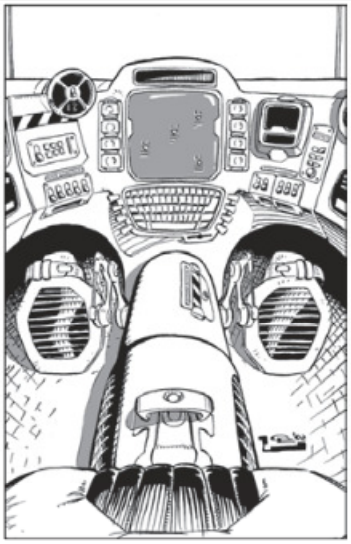
Cost: 10,440,453 **BV:** 2,314

WARRIOR DATA

Name: Ronin (Player 6)

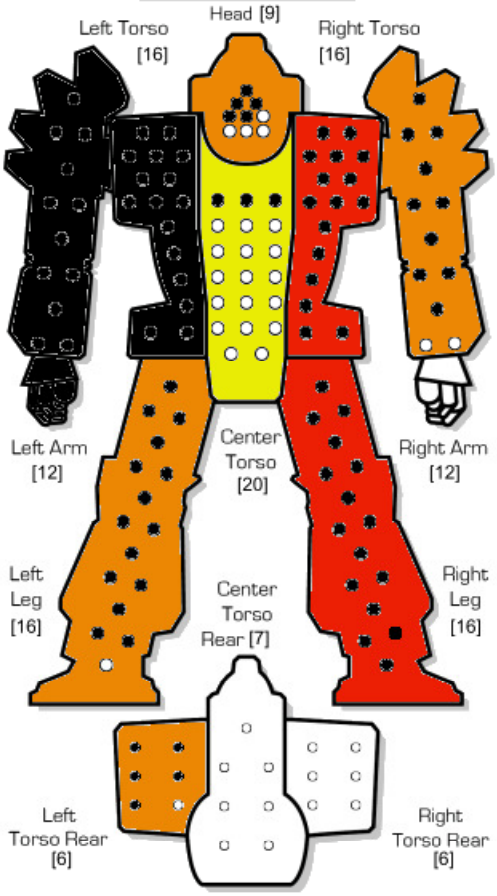
Gunnery Skill: 1 **Piloting Skill:** 5

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



Armor Factor = 136

ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Flamer
6. Flamer (R)

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. ER Large Laser
5. ER Large Laser
6. ER Medium Laser

4-6
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

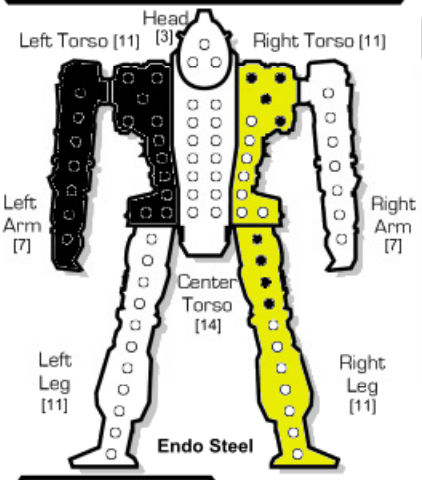
Right Torso
1. XL Engine
2. XL Engine
3. XL Engine

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Jump Jet
6. ~~Jump Jet~~

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 [24] 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

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
0

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