

# BATTLETECH

## SUPERHEAVY 'MECH RECORD SHEET

### MECH DATA

Type: Gigantor

Movement Points: Tonnage: 200  
 Walking: 2 Tech Base: Mixed Tech (IS)  
 Running: 3 [2] (Advanced)  
 Jumping: 0 Era: Dark Age

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: 4 Piloting Skill: 5  
 Hits Taken 

1	2	3	4	5	6
3	5	7	10	11	Dead

  
 Consciousness#

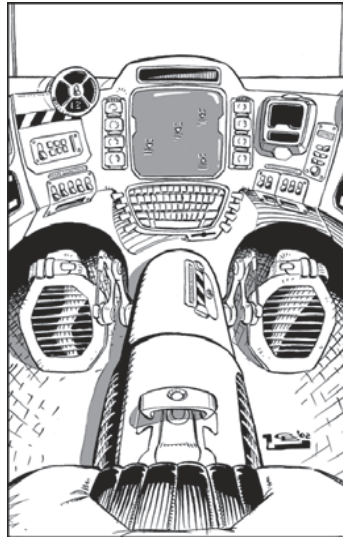
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite *	H	0	—	—	—	—	6
1	ER Large Laser *	CT	12	10	—	8	15	25
4	ER Medium Laser *	CT	5	7	—	5	10	15
1	ER Large Laser *	RT	12	10	—	8	15	25
3	ER Medium Laser *	RT	5	7	—	5	10	15
1	Flamer *	RT (R)	3	2	—	1	2	3
1	ER Large Laser *	LT	12	10	—	8	15	25
3	ER Medium Laser *	LT	5	7	—	5	10	15
1	Flamer *	LT (R)	3	2	—	1	2	3
1	ER Large Laser *	RA	12	10	—	8	15	25
1	ER Medium Laser *	RA	5	7	—	5	10	15
2	Flamer *	RA	3	2	—	1	2	3
1	ER Large Laser *	LA	12	10	—	8	15	25
1	ER Medium Laser *	LA	5	7	—	5	10	15
2	Flamer *	LA	3	2	—	1	2	3
1	ER Large Laser *	RL (R)	12	10	—	8	15	25
1	ER Medium Laser *	RL (R)	5	7	—	5	10	15
1	ER Large Laser *	LL (R)	12	10	—	8	15	25
1	ER Medium Laser *	LL (R)	5	7	—	5	10	15

\* Clan Technology

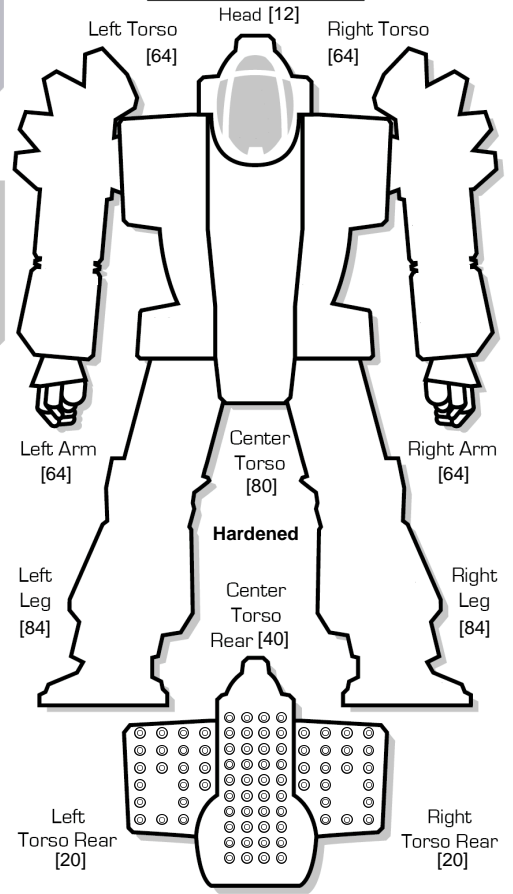
Cost: 110,279,500

BV: 5,172



Armor Factor = 596

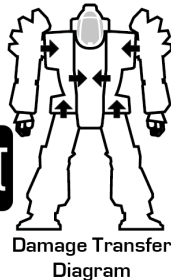
### ARMOR DIAGRAM



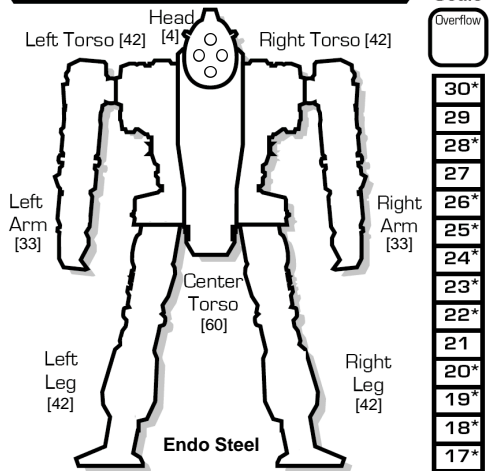
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Head</b>	1. Life Support	2. Sensors	3. Superheavy Cockpit	4. Angel ECM Suite *	5. Sensors	6. Life Support
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink *	6. ER Large Laser *
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink *	6. ER Large Laser *
<b>Center Torso</b>	1. ER Medium Laser *	2. Flamer *	3. Flamer *	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Left Torso</b>	1. XL Engine *	2. Double Heat Sink *	3. Double Heat Sink *	4. Double Heat Sink *	5. Double Heat Sink *	6. Double Heat Sink *
<b>Right Torso</b>	1. XL Engine *	2. Double Heat Sink *	3. Double Heat Sink *	4. Double Heat Sink *	5. Double Heat Sink *	6. Double Heat Sink *
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. ER Large Laser (R) *	6. ER Medium Laser (R) *
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. ER Large Laser (R) *	6. ER Medium Laser (R) *

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	30 [60] Double
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
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