

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Blade BLD-XR

Movement Points: Tonnage: 35  
 Walking: 7 Tech Base: Inner Sphere  
 Running: 11 (Advanced)  
 Jumping: 0 Era: Republic

### Weapons & Equipment Inventory [hexes]

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light AC/2	RA	1	2/Sht	-	6	12	18
1	Light PPC	RA	5	5	3	6	12	18
1	Light AC/2	LA	1	2/Sht	-	6	12	18
1	Light PPC	LA	5	5	3	6	12	18

Cost: 6,281,100

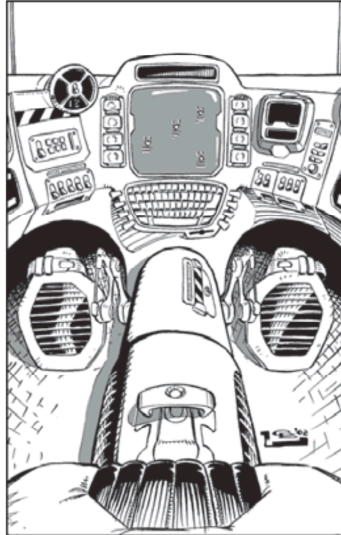
BV: 1,542

### WARRIOR DATA

Name: Stinger07 (Player 11)

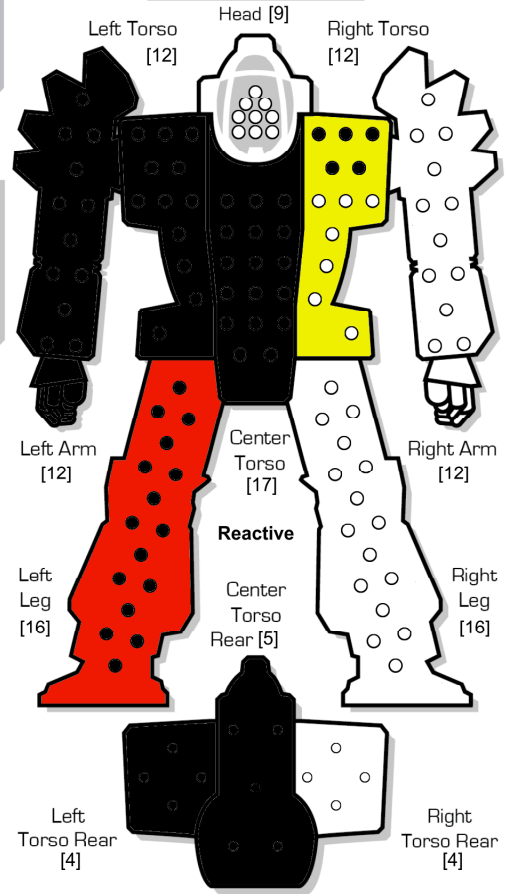
Gunnery Skill: 4 Piloting Skill: 2

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



Armor Factor = 119

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Head

1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Endo Steel
6. Endo Steel

#### Right Arm

1. Shoulder
  2. Upper Arm Actuator
  3. Lower Arm Actuator
  - 1-3 4. Light PPC
  5. Light PPC
  6. Light AC/2
1. Ammo (LAC/2 Precision) 22
  2. Endo Steel
  3. Endo Steel
  - 4-6 4. Reactive
  5. Reactive
  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
1. Endo Steel
  2. Endo Steel
  3. Endo Steel
  - 4-6 4. Reactive
  5. Reactive
  6. Reactive

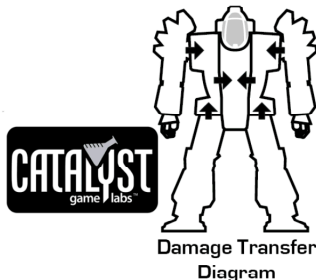
#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Reactive
6. Reactive

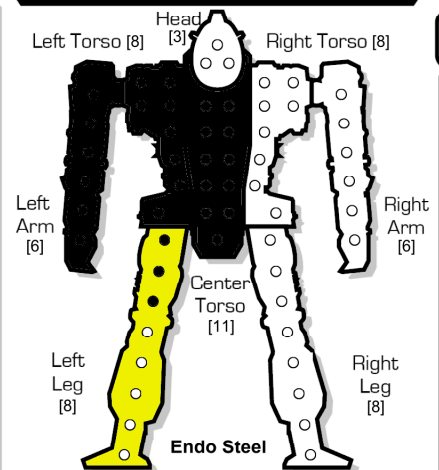
#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Reactive
6. Reactive

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



### 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	
0	

### 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	