

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Gladiator GLD-7R

Movement Points:

Walking: 4 [5]

Running: 5 [7]

Jumping: 6

Engine Type: 220 Light

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Skirmisher

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

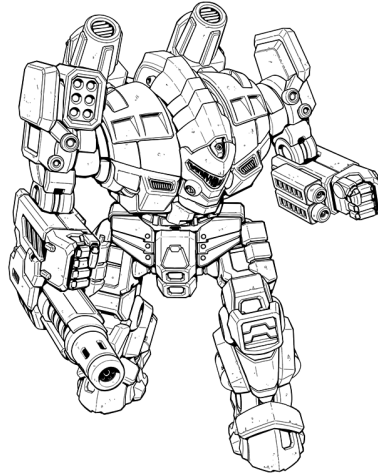
### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Plasma Rifle	RA	10	10 [DE,H]	—	5	10	15
1	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9
2	ER Small Laser	RT	2	3 [DE]	—	2	4	5

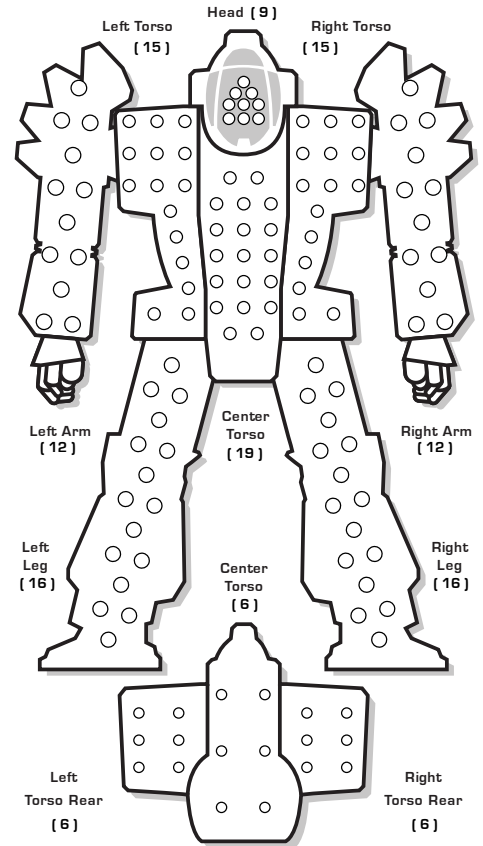
Ammo: [Plasma Rifle] 20, [SRM 4] 25

BV: 1,890



### ARMOR DIAGRAM

Hardened



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

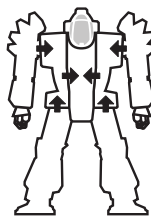
#### Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro

4-6

- XL Gyro
- XL Gyro
- XL Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Plasma Rifle
- Plasma Rifle

1-3

- Ammo [Plasma Rifle] 10
- Ammo [Plasma Rifle] 10
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer
- Roll Again

4-6

#### Right Torso (CASE II)

- Light Fusion Engine
- Light Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

1-3

- SRM 4
- ER Small Laser
- ER Small Laser
- Ammo [SRM 4] 25
- CASE II
- Roll Again

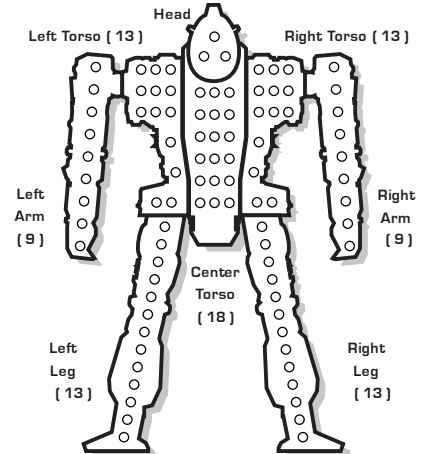
4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

### INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

### HEAT DATA

Heat Level*	Effects
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

Double Heat Sinks: 10 (20)



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Gladiator GLD-7R/SF

Movement Points: **Tonnage:** 55  
 Walking: 4 [5] **Tech Base:** Mixed  
 Running: 5 [7] **Rules Level:** Advanced  
 Jumping: 6  
 Engine Type: 220 Light

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
2	Imp. Heavy Medium Laser	LA	7	10 [DEX]	—	3	6	9
1	LB 5-X AC [C]	RA	1	5 [DB,C/F/S]	3	8	15	24
1	SRM 6 [C]	RT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: [LB-5X] 20, [LB-5X Cluster] 20, [SRM 6] 30

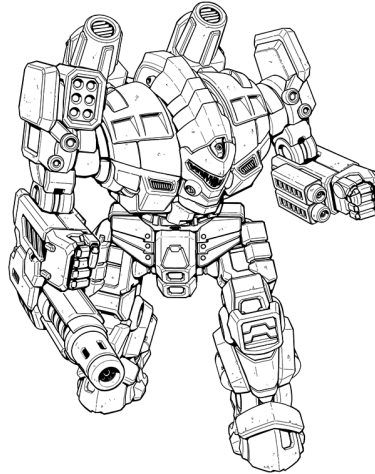
BV: 1,748



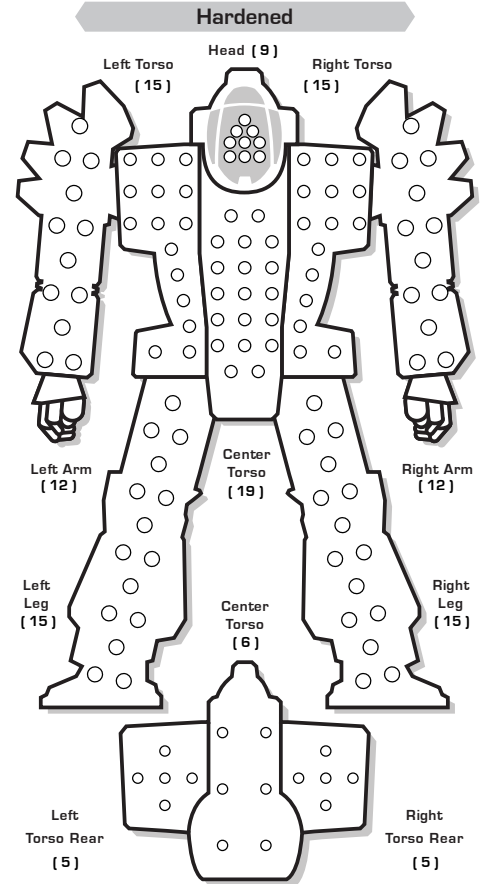
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



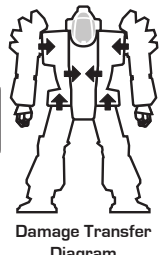
### ARMOR DIAGRAM



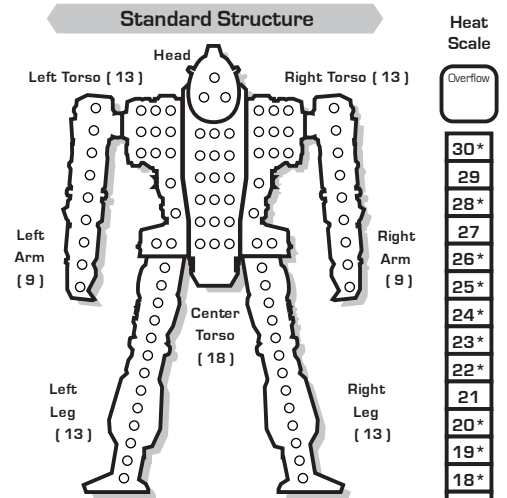
### CRITICAL TABLE

Location	1-3	4-6
<b>Left Arm (CASE II)</b>	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Imp. Heavy Medium Laser [Clan]</li> <li>Imp. Heavy Medium Laser [Clan]</li> </ol>	<ol style="list-style-type: none"> <li>Imp. Heavy Medium Laser [Clan]</li> <li>Imp. Heavy Medium Laser [Clan]</li> <li>CASE II [Clan]</li> <li>Triple Strength Myomer</li> <li>Triple Strength Myomer</li> <li>Triple Strength Myomer</li> </ol>
<b>Right Arm</b>	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>LB 5-X AC [Clan]</li> <li>LB 5-X AC [Clan]</li> </ol>	<ol style="list-style-type: none"> <li>LB 5-X AC [Clan]</li> <li>LB 5-X AC [Clan]</li> <li>Triple Strength Myomer</li> <li>Triple Strength Myomer</li> <li>Triple Strength Myomer</li> <li>Roll Again</li> </ol>
<b>Center Torso</b>	<ol style="list-style-type: none"> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>XL Gyro</li> <li>XL Gyro</li> <li>XL Gyro</li> </ol>	<ol style="list-style-type: none"> <li>XL Gyro</li> <li>XL Gyro</li> <li>XL Gyro</li> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> </ol>
<b>Left Torso</b>	<ol style="list-style-type: none"> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol>	<ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Improved Jump Jet</li> <li>Improved Jump Jet</li> <li>Improved Jump Jet</li> <li>Improved Jump Jet</li> </ol>
<b>Right Torso (CASE II)</b>	<ol style="list-style-type: none"> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Improved Jump Jet</li> <li>Improved Jump Jet</li> <li>Improved Jump Jet</li> <li>Improved Jump Jet</li> </ol>	<ol style="list-style-type: none"> <li>SRM 6 [Clan]</li> <li>Ammo [SRM 6] 15</li> <li>Ammo [SRM 6] 15</li> <li>Ammo [LB-5X] 20</li> <li>Ammo [LB-5X Cluster] 20</li> <li>CASE II [Clan]</li> </ol>
<b>Left Leg</b>	<ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Improved Jump Jet</li> <li>Improved Jump Jet</li> </ol>	
<b>Right Leg</b>	<ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Improved Jump Jet</li> <li>Improved Jump Jet</li> </ol>	

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Gladiator GLD-9SF

Movement Points:

Walking: 4 [5]

Running: 6 [8]

Jumping: 4

Engine Type: 220 Light

Tonnage: 55

Tech Base: Mixed

Rules Level: Standard

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser (C)	LA	2	3 [P,AI]	-	2	4	6
1	Fluid Gun (IS)	LA	-	0 [DB,S]	-	1	2	3
1	ER PPC (C)	RA	15	15 [DE]	-	7	14	23
	w/Capacitor							
1	Targeting Computer (C)	RA	-	[E]	-	-	-	-
1	Lift Hoist/Arresting Hoist	LT	-	[E]	-	-	-	-
1	SRM 4 (C)	RT	3	2/Msl [M,C,S]	-	3	6	9
2	Flamer (C)	RT	3	2 [DE,H,AI]	-	1	2	3
1	Lift Hoist/Arresting Hoist	RT	-	[E]	-	-	-	-

Ammo: [Fluid Gun] 40, [SRM 4] 50

BV: 2,119

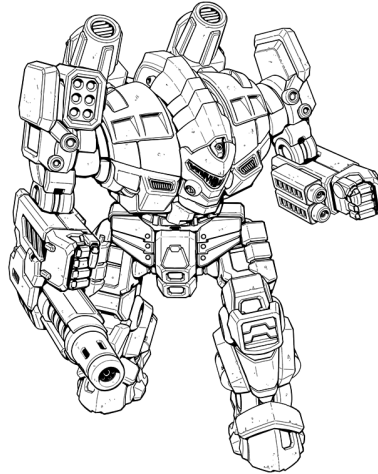


### WARRIOR DATA

Name: \_\_\_\_\_

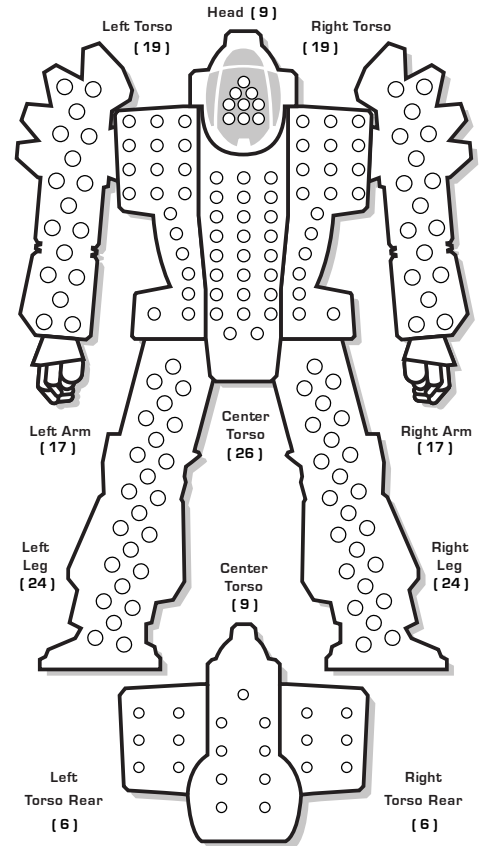
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



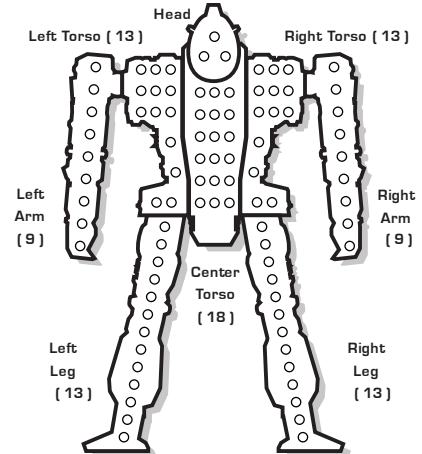
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



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

### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Small Pulse Laser [Clan]
- Fluid Gun

1-3

- Fluid Gun
- Ammo [Fluid Gun] 20
- Ammo [Fluid Gun] 20
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer

4-6

#### Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Lift Hoist/Arresting Hoist
- Lift Hoist/Arresting Hoist
- Lift Hoist/Arresting Hoist
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

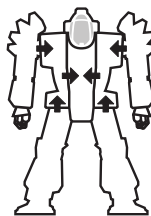
#### Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro

4-6

- XL Gyro
- XL Gyro
- XL Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER PPC [Clan]
- ER PPC [Clan]

1-3

- PPC Capacitor
- Targeting Computer [Clan]
- Targeting Computer [Clan]
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer

4-6

#### Right Torso (CASE II)

- Light Fusion Engine
- Light Fusion Engine
- SRM 4 [Clan]
- Flamer [Clan]
- Flamer [Clan]
- Ammo [SRM 4] 25

1-3

- Ammo [SRM 4] 25
- Lift Hoist/Arresting Hoist
- Lift Hoist/Arresting Hoist
- Lift Hoist/Arresting Hoist
- CASE II [Clan]
- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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	○

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Mauler MAL-1PT5

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 270 Fusion

Tonnage: 90

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Sniper

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

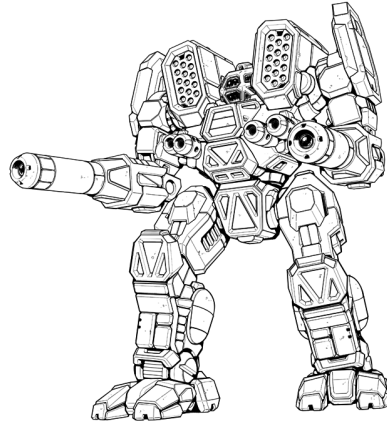
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
2	AC/2	LT	1	2 [DB,S]	4	8	16	24
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21
2	AC/2	RT	1	2 [DB,S]	4	8	16	24

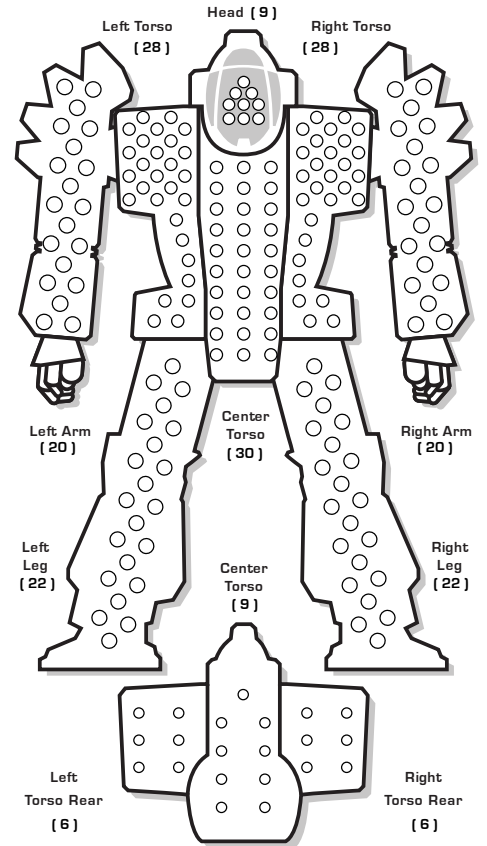
Ammo: [AC/2] 90, [LRM 15] 32

BV: 1,400



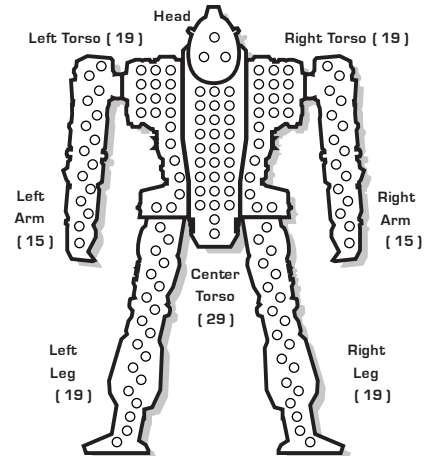
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



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

### CRITICAL TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3  
 4. Medium Laser  
 5. Roll Again  
 6. Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Heat Sink
  - LRM 15
  - LRM 15
  - LRM 15
  - AC/2
  - AC/2
- 1-3  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

- Ammo [AC/2] 45
- Ammo [LRM 15] 8
- Ammo [LRM 15] 8
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3  
 4. Gyro  
 5. Gyro  
 6. Gyro

- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Roll Again
  - Roll Again
- 4-6  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Medium Laser
  - Roll Again
  - Roll Again
- 1-3  
 4. Medium Laser  
 5. Roll Again  
 6. Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

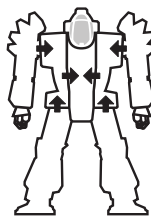
- Heat Sink
  - LRM 15
  - LRM 15
  - LRM 15
  - AC/2
  - AC/2
- 1-3  
 4. LRM 15  
 5. AC/2  
 6. AC/2

- Ammo [AC/2] 45
- Ammo [LRM 15] 8
- Ammo [LRM 15] 8
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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



Damage Transfer Diagram

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Mauler MAL-1PT6

Movement Points:

Walking: 2

Running: 3

Jumping: 0

Engine Type: 180 Fusion

Tonnage: 90

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Sniper

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

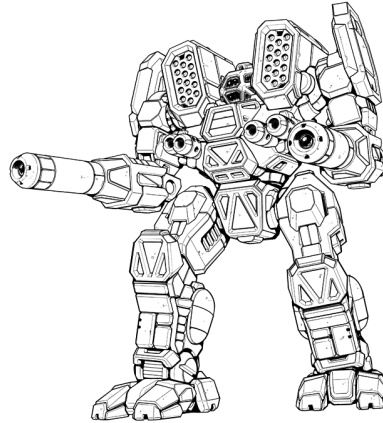
### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
2	AC/2	LT	1	2 [DB,S]	4	8	16	24
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21
2	AC/2	RT	1	2 [DB,S]	4	8	16	24
1	Small Laser	HD	1	3 [DE]	—	1	2	3

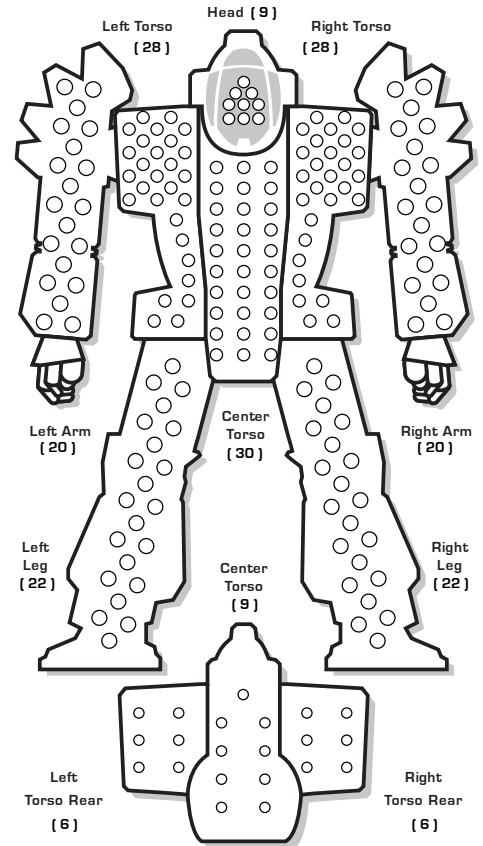
Ammo: [AC/2] 90, [LRM 15] 32

BV: 1,270



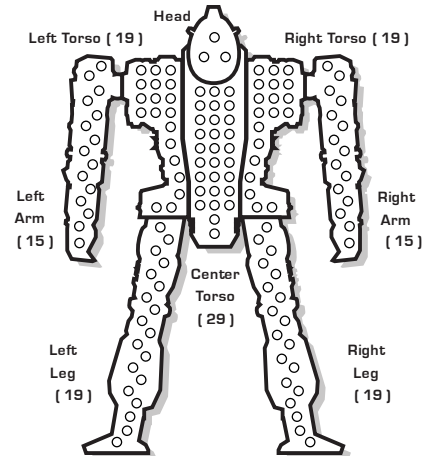
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



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

### CRITICAL TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3 [Large Laser  
Large Laser  
Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Heat Sink
- Heat Sink
- LRM 15
- LRM 15
- LRM 15
- AC/2

- AC/2
- Ammo [AC/2] 45
- Ammo [LRM 15] 8
- Ammo [LRM 15] 8
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

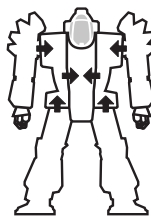
- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3

- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Heat Sink
  - Roll Again
- 4-6

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Large Laser
  - Large Laser
  - Roll Again
- 1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- Heat Sink
- Heat Sink
- LRM 15
- LRM 15
- LRM 15
- AC/2

- AC/2
  - Ammo [AC/2] 45
  - Ammo [LRM 15] 8
  - Ammo [LRM 15] 8
  - Roll Again
  - Roll Again
- 4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12
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	○○○○○○○○○○○○○○○○○

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Mauler MAL-1KX

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 270 XL

Tonnage: 90

Tech Base: Inner Sphere

Rules Level: Standard

Role: Juggernaut

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

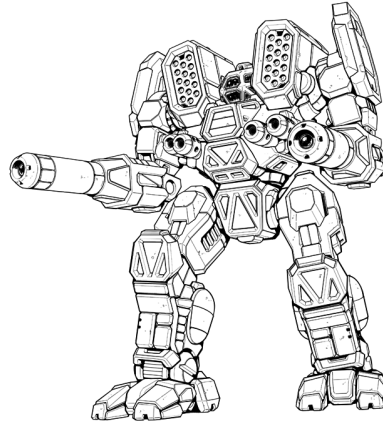
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	(hexes)
1	Snub-Nose PPC	LA	10	10/8/5	—	9	13	15	[DE,V]
1	Snub-Nose PPC	RA	10	10/8/5	—	9	13	15	[DE,V]
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21	
2	Light AC/5	LT	1	5 [DB,S]	—	5	10	15	
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21	
2	Light AC/5	RT	1	5 [DB,S]	—	5	10	15	

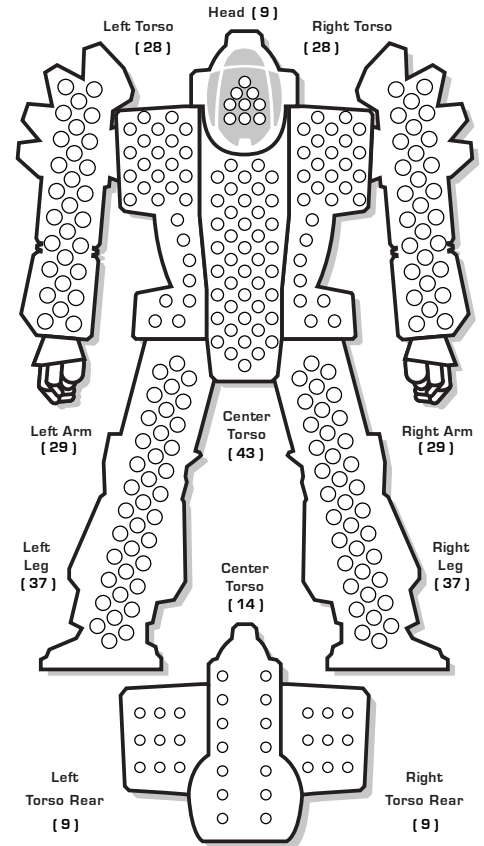
Ammo: [LAC/5] 80, [LRM 15] 32

BV: 1,678



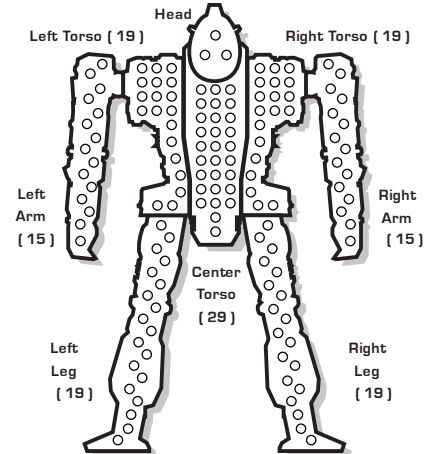
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



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

### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Snub-Nose PPC

1-3

- Snub-Nose PPC
- Ammo [LAC/5] 20
- Ammo [LAC/5] 20
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 15
- LRM 15
- LRM 15

1-3

- Light AC/5
- Light AC/5
- Light AC/5
- Light AC/5
- Ammo [LRM 15] 8
- Ammo [LRM 15] 8

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Endo Steel
- Endo Steel

1-3

- #### Center Torso
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro

4-6

- #### Right Torso
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Endo Steel
  - Endo Steel

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Snub-Nose PPC

1-3

- Snub-Nose PPC
- Ammo [LAC/5] 20
- Ammo [LAC/5] 20
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 15
- LRM 15
- LRM 15

1-3

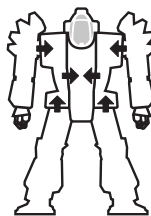
- Light AC/5
- Light AC/5
- Light AC/5
- Light AC/5
- Ammo [LRM 15] 8
- Ammo [LRM 15] 8

4-6

#### Right Leg

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

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



Damage Transfer Diagram

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Mauler MAL-1X-AFFC

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 270 Fusion

Tonnage: 90

Tech Base: Inner Sphere

Rules Level: Standard

Role: Juggernaut

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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

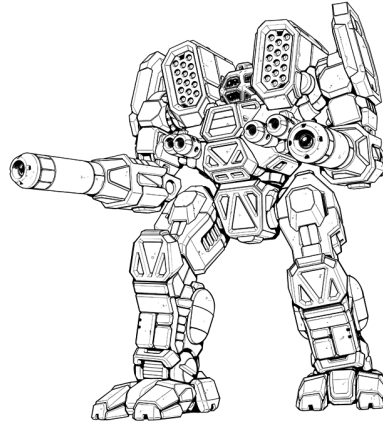
### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Large Laser	RA	8	8 [DE]	—	5	10	15
2	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9
2	AC/2	LT	1	2 [DB,S]	4	8	16	24
2	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9
2	AC/2	RT	1	2 [DB,S]	4	8	16	24

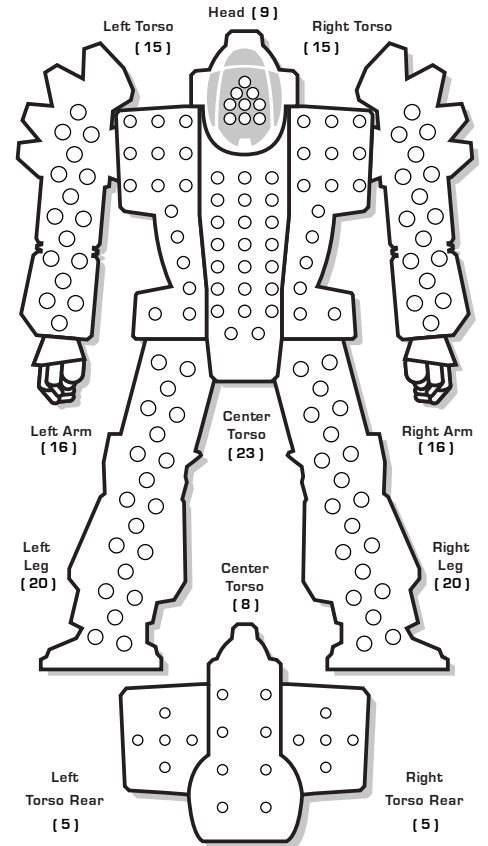
Ammo: [AC/2] 90, [SRM 4] 50

BV: 1,286



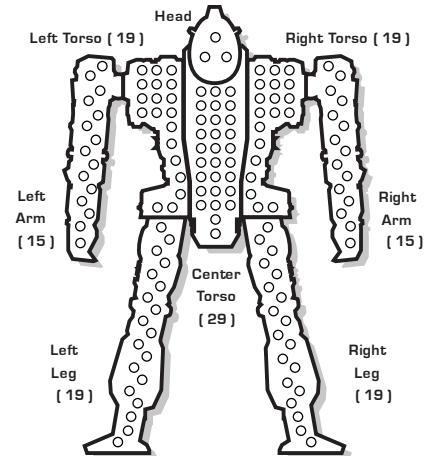
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



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

### CRITICAL TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3  
 4. Heat Sink  
 5. [Large Laser  
 6. [Large Laser

- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Torso (CASE)

- Heat Sink
  - SRM 4
  - SRM 4
  - AC/2
  - AC/2
  - Ammo [AC/2] 45
- 1-3  
 4. Ammo [SRM 4] 25  
 2. CASE  
 3. Roll Again  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again
- 4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

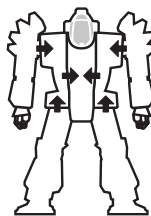
#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3  
 4. Gyro  
 5. Gyro  
 6. Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Heat Sink
  - [Large Laser
  - [Large Laser
- 1-3  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again
- 4-6

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso (CASE)

- Heat Sink
  - SRM 4
  - SRM 4
  - AC/2
  - AC/2
  - Ammo [AC/2] 45
- 1-3  
 4. Ammo [SRM 4] 25  
 2. CASE  
 3. Roll Again  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again
- 4-6

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	14
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	○○○○○○○○○○○○○○○○○

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Mauler MAL-1Y

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 270 XL

Tonnage: 90

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

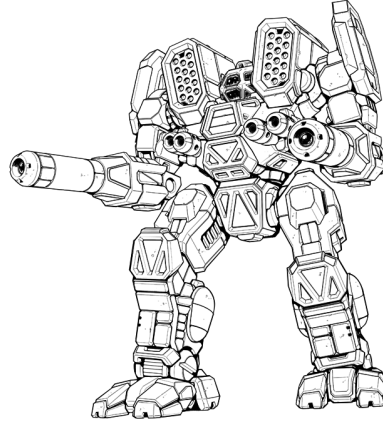
### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
2	AC/2	LT	1	2 [DB,S]	4	8	16	24
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21
2	AC/2	RT	1	2 [DB,S]	4	8	16	24

(hexes)

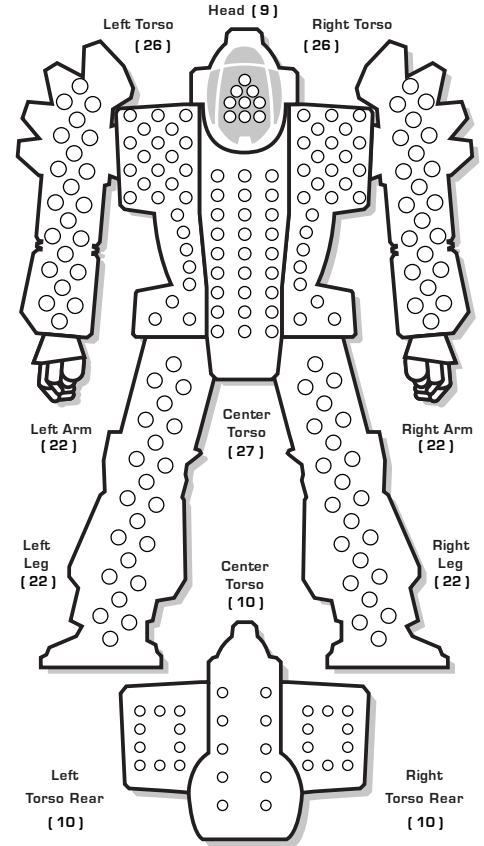
Ammo: [AC/2] 90, [LRM 15] 32

BV: 1,448



### ARMOR DIAGRAM

#### Ferro-Fibrous



### CRITICAL TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Double Heat Sink
  - Double Heat Sink

- Large Laser
  - Large Laser
- 4-6
- Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again

#### Left Torso (CASE)

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- LRM 15
  - LRM 15
  - LRM 15

- AC/2
  - AC/2
  - Ammo [AC/2] 45
  - Ammo [LRM 15] 8
  - Ammo [LRM 15] 8
  - CASE
- 4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

#### Head

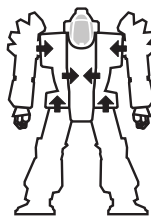
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Gyro
  - Gyro
  - Gyro

- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Large Laser
  - Large Laser
  - Ferro-Fibrous

- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
- 4-6

#### Right Torso (CASE)

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- LRM 15
  - LRM 15
  - LRM 15

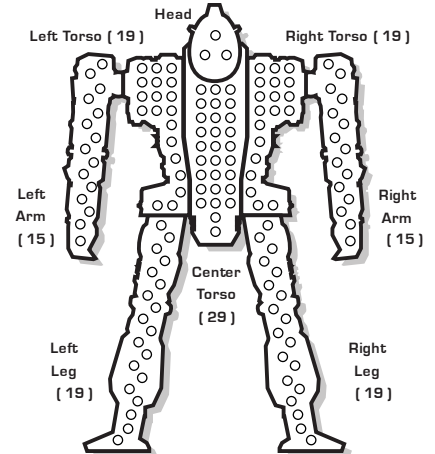
- AC/2
  - AC/2
  - Ammo [AC/2] 45
  - Ammo [LRM 15] 8
  - Ammo [LRM 15] 8
  - CASE
- 4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	11 (22)
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



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Mauler MAL-2D

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 270 Fusion

Tonnage: 90

Tech Base: Inner Sphere

Rules Level: Standard

Role: Juggernaut

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
2	Rotary AC/2	LT	1	2/Sht	—	6	12	18
				[DB,R/C]				
1	MRM 10	LT	4	1/Msl [M,C]	—	3	8	15
2	Rotary AC/2	RT	1	2/Sht	—	6	12	18
				[DB,R/C]				
1	MRM 10	RT	4	1/Msl [M,C]	—	3	8	15

Ammo: [MRM 10] 48, [RAC/2] 90

BV: 1,737

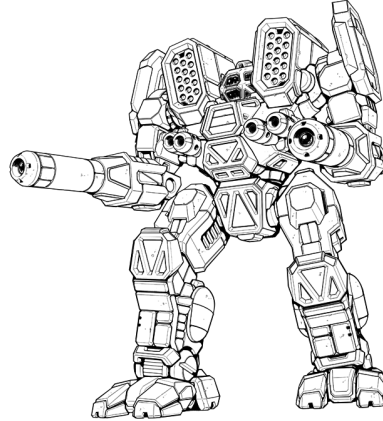


### WARRIOR DATA

Name: \_\_\_\_\_

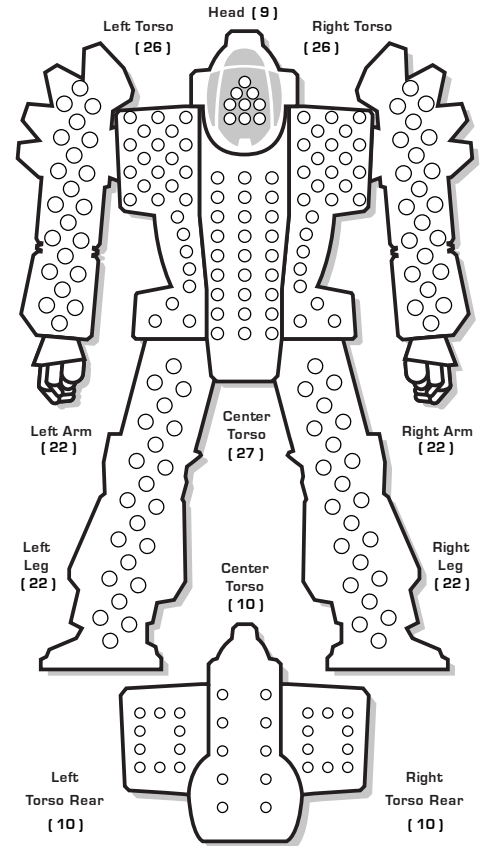
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



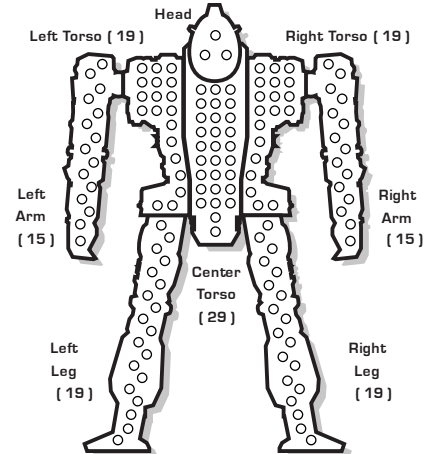
### ARMOR DIAGRAM

#### Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



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

### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER Medium Laser
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Torso (CASE)

- Rotary AC/2
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2

1-3

- MRM 10
- MRM 10
- Ammo [MRM 10] 24
- Ammo [RAC/2] 45
- CASE
- Ferro-Fibrous

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous

4-6

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER Medium Laser
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Torso (CASE)

- Rotary AC/2
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2

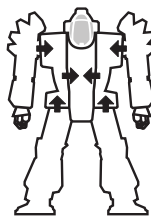
1-3

- MRM 10
- MRM 10
- Ammo [MRM 10] 24
- Ammo [RAC/2] 45
- CASE
- Ferro-Fibrous

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again



Damage Transfer Diagram

### HEAT DATA

Heat Level*	Effects
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

Double Heat Sinks: 12 [24]



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Mauler MAL-2R

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 270 Fusion

Tonnage: 90

Tech Base: Inner Sphere

Rules Level: Standard

Role: Juggernaut

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

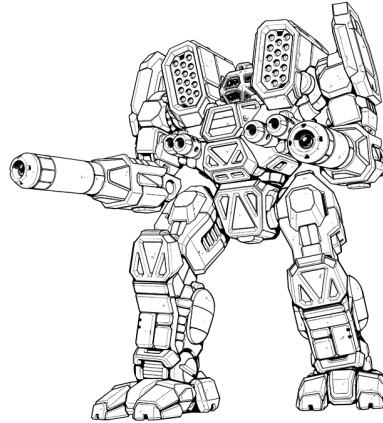
### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
2	Ultra AC/2	LT	1	2/Sht	3	8	17	25
				[DB,R/C]				
1	LRM 10	RT	4	1/Msl [M,C,S]	6	7	14	21
2	Ultra AC/2	RT	1	2/Sht	3	8	17	25
				[DB,R/C]				

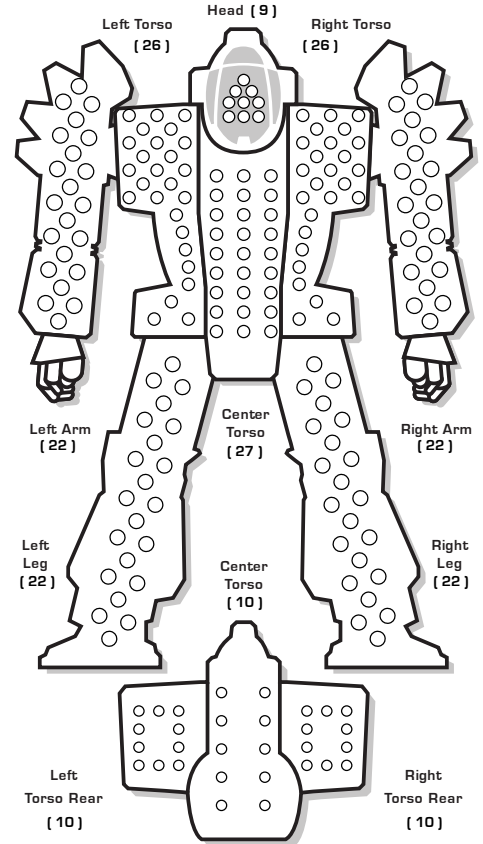
Ammo: [LRM 10] 24, [Ultra AC/2] 90

BV: 1,586



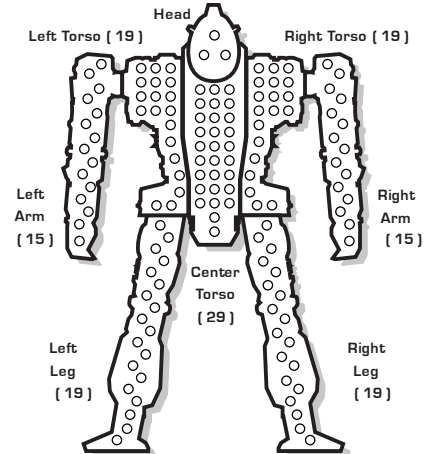
### ARMOR DIAGRAM

#### Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



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

### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER Medium Laser
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Torso (CASE)

- LRM 10
- LRM 10
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2

1-3

- Ultra AC/2
- Ultra AC/2
- Ammo [Ultra AC/2] 45
- Ammo [LRM 10] 12
- CASE
- Ferro-Fibrous

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER Medium Laser
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Torso (CASE)

- LRM 10
- LRM 10
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2

1-3

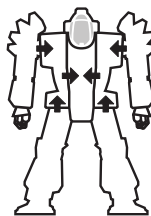
- Ultra AC/2
- Ultra AC/2
- Ammo [Ultra AC/2] 45
- Ammo [LRM 10] 12
- CASE
- Ferro-Fibrous

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

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



Damage Transfer Diagram

### HEAT DATA

Heat Level*	Effects
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

Double Heat Sinks: 12 [24]



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Mauler MAL-3K

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 270 XL

Tonnage: 90

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

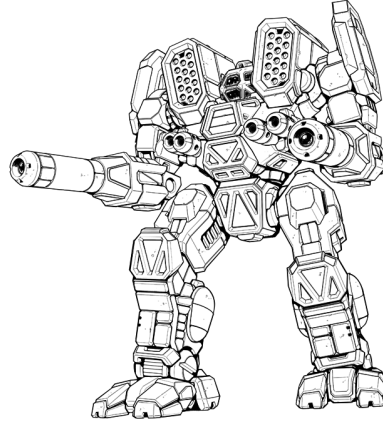
### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large VSP Laser	LA	10	11/9/7 [P,V]	—	4	8	15
1	Large VSP Laser	RA	10	11/9/7 [P,V]	—	4	8	15
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
2	Thunderbolt 5	LT	3	5[M]	5	6	12	18
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21
2	Thunderbolt 5	RT	3	5[M]	5	6	12	18

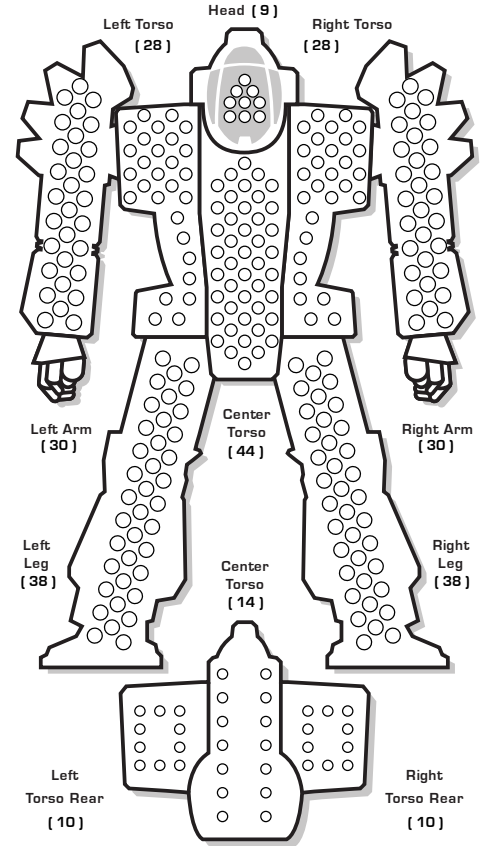
Ammo: [LRM 15] 32, [Thunderbolt 5] 48

BV: 1,622



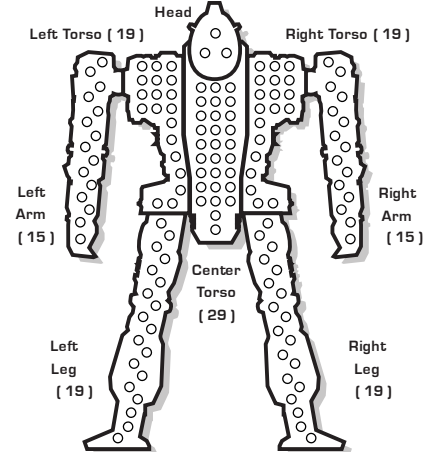
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



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

### CRITICAL TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3 [ Double Heat Sink  
Double Heat Sink

1-3

- Large VSP Laser
  - Large VSP Laser
  - Large VSP Laser
  - Large VSP Laser
  - Endo Steel
  - Endo Steel
- 4-6

4-6

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - LRM 15
  - LRM 15
  - LRM 15
- 1-3
- Thunderbolt 5
  - Thunderbolt 5
  - Ammo (Thunderbolt 5) 12
  - Ammo (Thunderbolt 5) 12
  - Ammo (LRM 15) 8
  - Ammo (LRM 15) 8
- 4-6

1-3

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Endo Steel
- Endo Steel

1-3

#### Center Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Compact Gyro
  - Compact Gyro
  - XL Fusion Engine
- 1-3

4-6

- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3

1-3

- Large VSP Laser
  - Large VSP Laser
  - Large VSP Laser
  - Large VSP Laser
  - Endo Steel
  - Endo Steel
- 4-6

4-6

#### Right Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - LRM 15
  - LRM 15
  - LRM 15
- 1-3
- Thunderbolt 5
  - Thunderbolt 5
  - Ammo (Thunderbolt 5) 12
  - Ammo (Thunderbolt 5) 12
  - Ammo (LRM 15) 8
  - Ammo (LRM 15) 8
- 4-6

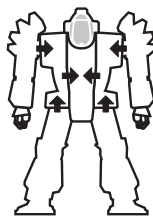
1-3

4-6

#### Right Leg

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

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



Damage Transfer Diagram