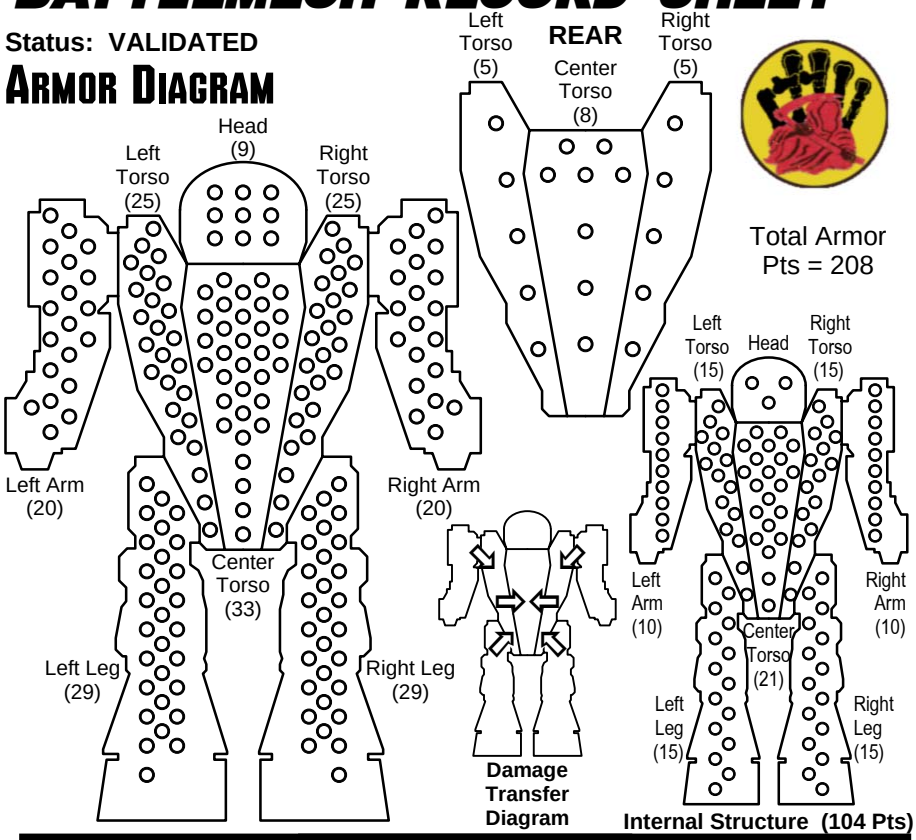
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 208

'MECH DATA

Type: Axeman AXM-1HOD
Mass: 65 tons

Movement Points:	Tech, Config. & Level:
Walking: 4	Inner Sphere
Running: 6	Biped 'Mech
Jumping: 4	Level 2 / 3050

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	Large Pulse Laser	LA	10	9	-	3	7	10
3	Medium Laser	LT	3	5	-	3	6	9
1	Autocannon/20	CT	7	20	-	3	6	9
1	Hatchet	RA	0	13				

Ammo Type:	Rounds:	BV:
Autocannon/20	10	65

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (26)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

CRITICAL HIT TABLE

Left Arm
1, Shoulder
2, Upper Arm Actuator
1-3 3, Lower Arm Actuator
4, Hand Actuator
5, Large Pulse Laser
6, Large Pulse Laser

1, *Endo Steel*
2, *Endo Steel*
4-6 3, *Endo Steel*
4, *Endo Steel*
5, *Endo Steel*
6, *Endo Steel*

Left Torso
1, XL Engine
2, XL Engine
1-3 3, XL Engine
4, Ammo (AC/20) 5
5, Ammo (AC/20) 5
6, CASE

1, Medium Laser
2, Medium Laser
4-6 3, Medium Laser
4, *Endo Steel*
5, *Endo Steel*
6, *Endo Steel*

Left Leg
1, Hip
2, Upper Leg Actuator
3, Lower Leg Actuator
4, Foot Actuator
5, Jump Jet
6, Jump Jet

Head
1, Life Support
2, Sensors
3, Cockpit
4, *Endo Steel*
5, Sensors
6, Life Support

Center Torso
1, XL Engine
2, XL Engine
1-3 3, XL Engine
4, Gyro
5, Gyro
6, Gyro

1, Gyro
2, XL Engine
4-6 3, XL Engine
4, XL Engine
5, Autocannon/20
6, Autocannon/20

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

Battle Value: **1.234**
Weapon Value: **1.449 / 1.449**
Cost, C-Bills: **11.853.711**

Right Arm
1, Shoulder
2, Upper Arm Actuator
1-3 3, Lower Arm Actuator
4, Hand Actuator
5, Hatchet
6, Hatchet

1, Hatchet
2, Hatchet
4-6 3, Hatchet
4, *Endo Steel*
5, *Endo Steel*
6, *Endo Steel*

Right Torso
1, XL Engine
2, XL Engine
1-3 3, XL Engine
4, Autocannon/20 (Cont)
5, Autocannon/20 (Cont)
6, Autocannon/20 (Cont)

1, Autocannon/20 (Cont)
2, Autocannon/20 (Cont)
4-6 3, Autocannon/20 (Cont)
4, Autocannon/20 (Cont)
5, Autocannon/20 (Cont)
6, *Endo Steel*

Right Leg
1, Hip
2, Upper Leg Actuator
3, Lower Leg Actuator
4, Foot Actuator
5, Jump Jet
6, Jump Jet

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

FASA

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