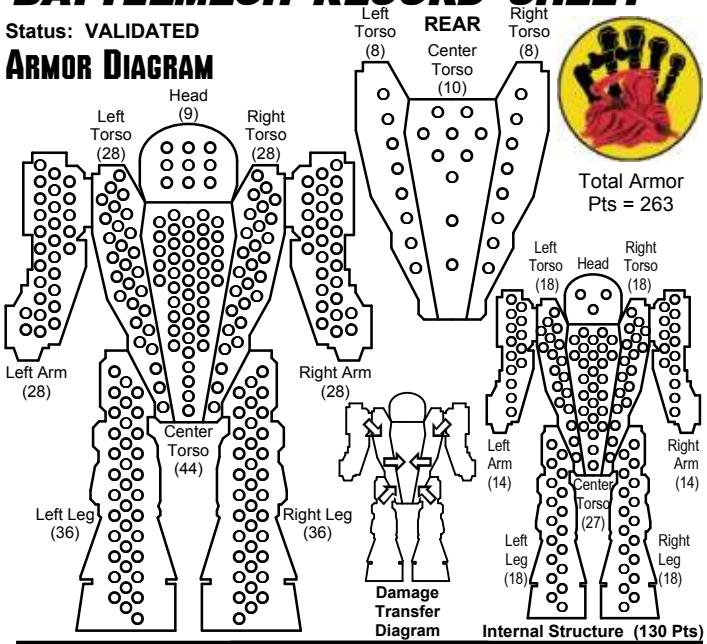
BATTLETECH®

BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



'MECH DATA

Type: Dreadnought MkIII DNT-HOD
Mass: 85 tons

Movement Points:	Tech, Config. & Level:
Walking: 3	Inner Sphere
Running: 5	Biped 'Mech
Jumping: 3	Level 2 / 3050

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	LB 10-X AC	RA	2	10	-	6	12	18
1	Medium Laser	RA	3	5	-	3	6	9
1	LB 10-X AC	LA	2	10	-	6	12	18
1	Medium Laser	LA	3	5	-	3	6	9
1	PPC	LT	10	10	3	6	12	18
1	Medium Laser	CT	3	5	-	3	6	9
1	Medium Laser	HD	3	5	-	3	6	9
1	Medium Laser	LL	3	5	-	3	6	9
1	Medium Laser	RL	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
LB 10-X AC	40	104

Total Heat Sinks: 15 Double (30)
OOOOOOOOOO OOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HIT LOCATIONS (2D6)

Roll	Left	Front/Rear	Right
2	LT (crit)	CT (crit)	RT (crit)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

PUNCH LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATIONS (1D6)

Roll	Left	Front/Rear	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

CRITICAL HIT TABLE

Left Arm

1-3:
1, Shoulder
2, Upper Arm Actuator
3, Lower Arm Actuator
4, LB 10-X AC
5, LB 10-X AC
6, LB 10-X AC

4-6:
1, LB 10-X AC
2, LB 10-X AC
3, LB 10-X AC
4, Ammo (LB 10-X) 10
5, Ammo (LB 10-X) 10
6, Medium Laser

Left Torso

1-3:
1, XL Engine
2, XL Engine
3, XL Engine
4, PPC
5, PPC
6, PPC

4-6:
1, Double Heat Sink
2, Double Heat Sink
3, Double Heat Sink
4, Double Heat Sink
5, Double Heat Sink
6, Double Heat Sink

Left Leg

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

Head

1, Life Support
2, Sensors
3, Cockpit
4, Medium 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, Jump Jet
6, Medium Laser

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

Battle Value: **1.772**
Weapon Value: **3.148 / 3.148**
Cost, C-Bills: **16.807.250**

Right Arm

1-3:
1, Shoulder
2, Upper Arm Actuator
3, Lower Arm Actuator
4, LB 10-X AC
5, LB 10-X AC
6, LB 10-X AC

4-6:
1, LB 10-X AC
2, LB 10-X AC
3, LB 10-X AC
4, Ammo (LB 10-X) 10
5, Ammo (LB 10-X) 10
6, Medium Laser

Right Torso

1-3:
1, XL Engine
2, XL Engine
3, XL Engine
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, Double Heat Sink
5, Double Heat Sink
6, Double Heat Sink

Right Leg

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

HEAT SCALE

30	Shutdown, avoid on 12+
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 Point
4	
3	
2	
1	
0	

LEVEL 3 HEAT SCALE

50	SHUTDOWN
49	-9 MP
48	+7 Modifier to Fire
47	Pilot Damage, avoid on 12
46	Shutdown, avoid on 20+
45	AMMO EXPLOSION
44	System Failure, avoid on 10+
43	-8 MP
42	Shutdown, avoid on 18+
41	+6 Modifier to Fire
40	Ammo Explosion, avoid on 12
39	Pilot Damage, avoid on 10+
38	Shutdown, avoid on 16+
37	-7 MP
36	System Failure, avoid on 8+
35	Ammo Explosion, avoid on 10+
34	Shutdown, avoid on 14+
33	+5 Modifier to Fire
32	Pilot Damage, avoid on 8+
31	-6 MP

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MOVEMENT RECORD

Turn Num	Type W/R/J	Num Hex	Move Heat	+ Weap Heat	+ Prev Heat	+ Misc Heat	= Total Heat	- H.S. Pts	= Heat Level	To Hits	Damage & Notes:
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											

MISSILE HITS TABLE

Roll	Number of Missiles Fired								
2D6	2	3	4	5	6	9	**10**	12	15	20
2	1	1	1	1	2	3	**3**	4	5	6
3	1	1	2	2	2	3	**3**	4	5	6
4	1	1	2	2	3	4	**4**	5	6	9
5	1	2	2	3	3	5	**6**	8	9	12
6	1	2	2	3	4	5	**6**	8	9	12
7	1	2	3	3	4	5	**6**	8	9	12
8	2	2	3	3	4	5	**6**	8	9	12
9	2	2	3	4	5	7	**8**	10	12	16
10	2	3	3	4	5	7	**8**	10	12	16
11	2	3	4	5	6	9	**10**	12	15	20
12	2	3	4	5	6	9	**10**	12	15	20