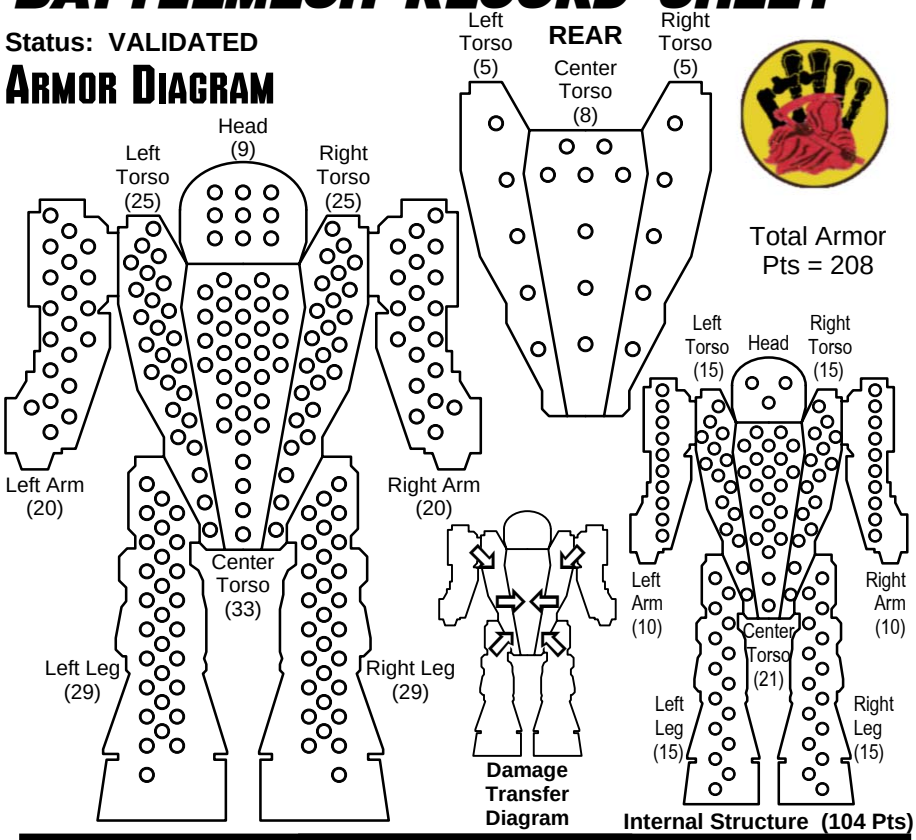
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 208

Internal Structure (104 Pts)

'MECH DATA

Type: Exterminator EXT-4HOD
Mass: 65 tons

Movement Points:	Tech, Config. & Level:
Walking: 6	Inner Sphere
Running: 9	Biped 'Mech
Jumping: 6	Level 2 / 3050

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
2	Medium Laser	RA	3	5	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9
2	Medium Laser	RT	3	5	-	3	6	9
2	Medium Laser	LT	3	5	-	3	6	9
1	Small Laser	HD	1	3	-	1	2	3

Total Heat Sinks: 14 Double (28)
OOOOOOOOOO OOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (25)

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, Medium Laser
6, Medium 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, Jump Jet
5, Jump Jet
6, Jump Jet

1, Medium Laser
2, Medium Laser
4-6 3, *Roll Again*
4, *Roll Again*
5, *Roll Again*
6, *Roll Again*

Left Leg
1, Hip
2, Upper Leg Actuator
3, Lower Leg Actuator
4, Foot Actuator
5, *Endo Steel*
6, *Roll Again*

Head
1, Life Support
2, Sensors
3, Cockpit
4, Small Laser
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, *Roll Again*
6, *Roll Again*

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

Battle Value: **1.532**
Weapon Value: **2.122 / 2.122**
Cost, C-Bills: **15.943.372**

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

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

Right Torso
1, XL Engine
2, XL Engine
1-3 3, XL Engine
4, Jump Jet
5, Jump Jet
6, Jump Jet

1, Medium Laser
2, Medium Laser
4-6 3, *Roll Again*
4, *Roll Again*
5, *Roll Again*
6, *Roll Again*

Right Leg
1, Hip
2, Upper Leg Actuator
3, Lower Leg Actuator
4, Foot Actuator
5, *Endo Steel*
6, *Roll Again*

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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