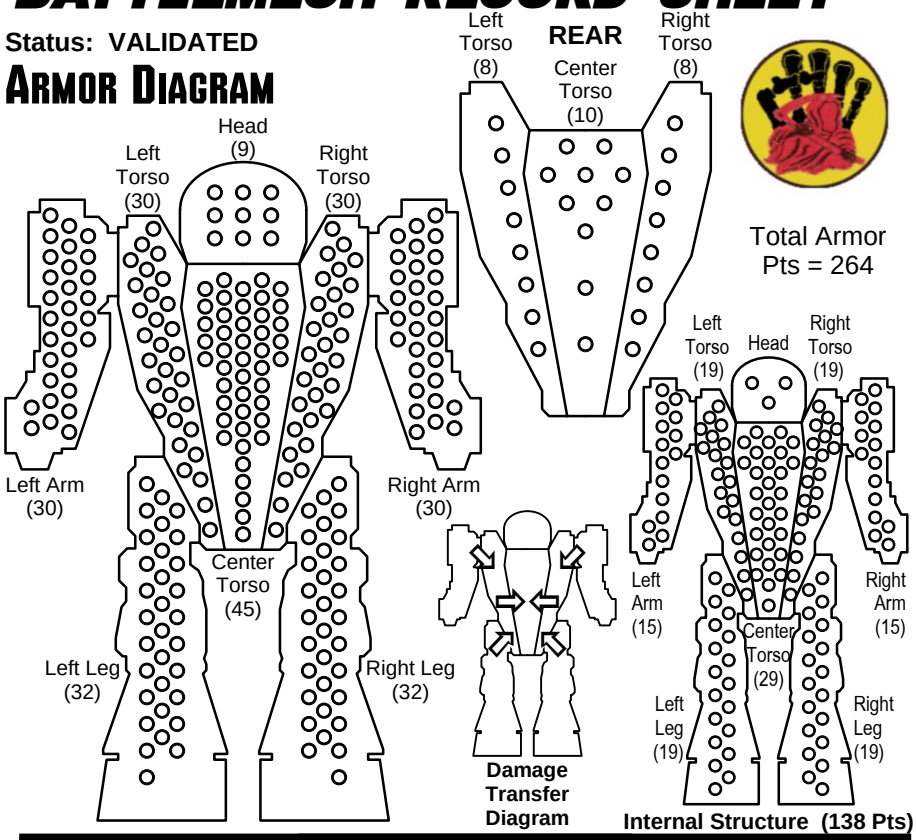
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

ARMOR DIAGRAM



Total Armor Pts = 264

'MECH DATA

Type: Mauler MAL-HOD
Mass: 90 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 (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	PPC	RA	10	10	3	6	12	18
1	PPC	LA	10	10	3	6	12	18
1	LRM 15	RT	5	1/hit	6	7	14	21
1	LRM 15	LT	5	1/hit	6	7	14	21
1	Medium Laser	CT	3	5	-	3	6	9

Ammo Type:	Rounds:	BV:
LRM 15	32	93

Total Heat Sinks: 15 Double (30)
OOOOOOOOOO OOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (33)

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
3, Lower Arm Actuator
1-3 4, PPC
5, PPC
6, PPC

1, Double Heat Sink
2, Double Heat Sink
4-6 3, Double Heat Sink
4, *Roll Again*
5, *Roll Again*
6, *Roll Again*

Left Torso
1, LRM 15
2, LRM 15
1-3 3, LRM 15
4, Double Heat Sink
5, Double Heat Sink
6, Double Heat Sink

1, Double Heat Sink
2, Double Heat Sink
4-6 3, Double Heat Sink
4, Ammo (LRM 15) 8
5, Ammo (LRM 15) 8
6, Jump Jet

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

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

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

1, Gyro
2, Fusion Engine
4-6 3, Fusion Engine
4, Fusion Engine
5, Medium Laser
6, Jump Jet

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

Battle Value: **1.785**
Weapon Value: **2.424 / 2.424**
Cost, C-Bills: **8.707.700**

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

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

Right Torso
1, LRM 15
2, LRM 15
1-3 3, LRM 15
4, Double Heat Sink
5, Double Heat Sink
6, Double Heat Sink

1, Double Heat Sink
2, Double Heat Sink
4-6 3, Double Heat Sink
4, Ammo (LRM 15) 8
5, Ammo (LRM 15) 8
6, Jump Jet

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