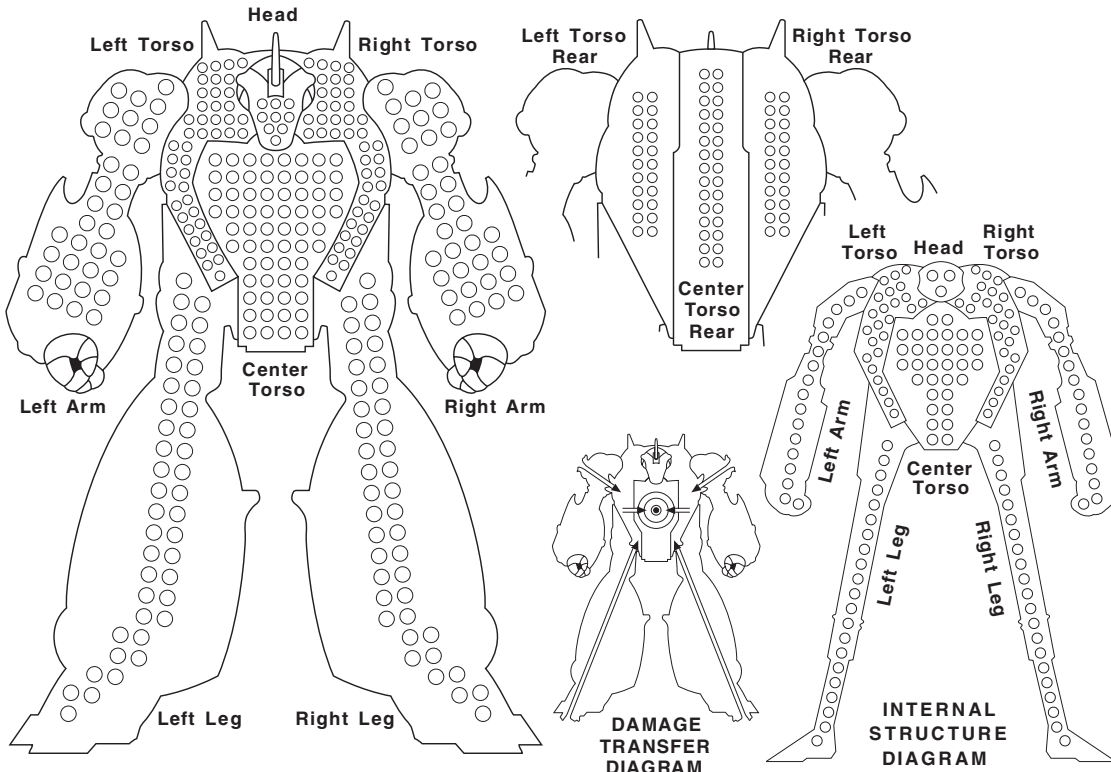


BATTLETECH™

ARMOR DIAGRAM



'MECH DATA
 Type: _____
 Tonnage: _____
Movement Points:
 Walking: _____
 Running: _____
 Jumping: _____

WEAPONS INVENTORY

#	Type	Loc.

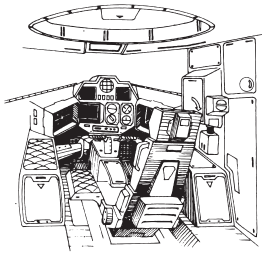
AMMO:
 AutoCannon Rounds _____
 M.G. Rounds _____
 S.R.M. Packs _____
 Missiles per pack _____
 L.R.M. Packs _____
 Missiles per pack _____

TOTAL HEAT SINKS

○○○○○○○○○○
 ○○○○○○○○○○
 ○○○○○○○○○○

WARRIOR DATA
 Name: _____
 Gunnery Skill: _____
 Piloting Skill: _____
Hits Taken: (Consciousness Number)

1st	2nd	3rd	4th	5th	6th
(3)	(5)	(7)	(10)	(11)	(Dead)

LEFT ARM	CRITICAL HIT TABLE	RIGHT ARM
1. Shoulder 2. Upper Arm Actuator 1 3. Lower Arm Actuator 4. Hand Actuator 5. _____ 6. _____ 1. _____ 2. _____ 2 3. _____ 4. _____ 5. _____ 6. _____	HEAD 1. Life Support 2. Sensors 3. Cockpit 4. _____ 5. Sensors 6. Life Support  CENTER TORSO 1. Engine 2. Engine 1 3. Engine 4. Gyro 5. Gyro 6. Gyro 1. Gyro 2. Engine 2 3. Engine 4. Engine 5. _____ 6. _____ Engine Hits ○○○ Gyro Hits ○○ Sensor Hits ○○	1. Shoulder 2. Upper Arm Actuator 1 3. Lower Arm Actuator 4. Hand Actuator 5. _____ 6. _____ 1. _____ 2. _____ 2 3. _____ 4. _____ 5. _____ 6. _____ RIGHT TORSO 1. _____ 2. _____ 1 3. _____ 4. _____ 5. _____ 6. _____ RIGHT LEG 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. _____ 6. _____
LEFT TORSO 1. _____ 2. _____ 1 3. _____ 4. _____ 5. _____ 6. _____ 1. _____ 2. _____ 2 3. _____ 4. _____ 5. _____ 6. _____		
LEFT LEG 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. _____ 6. _____		

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
09	
08	-1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	