

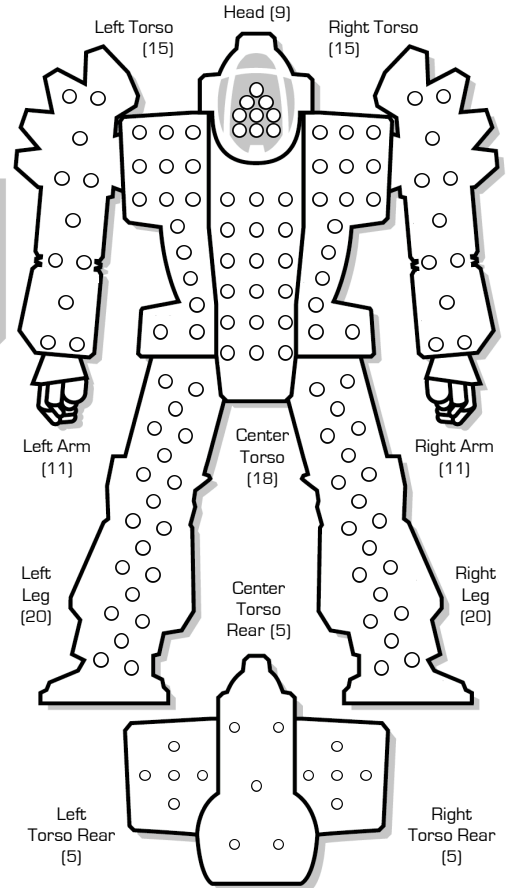
BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 134

ARMOR DIAGRAM

Ferro-Fibrous



'MECH DATA

Type: Assassin ASN-30 (Alice)

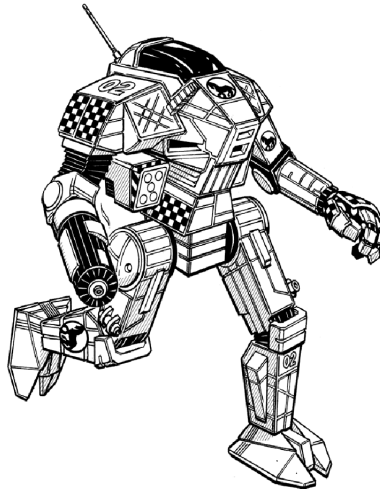
Movement Points: **Tonnage:** 40
 Walking: 7 **Tech Base:** Inner Sphere
 Running: 11 **Rules Level:** Standard
 Jumping: 7 **Role:** Striker

WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness#



Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C3 Slave	H	0	—	—	—	—	—
1	Targeting Computer	CT	0	—	—	—	—	—
1	ER Medium Laser	RT	5	5	—	4	8	12
1	Guardian ECM Suite	RT	0	—	—	—	—	6
1	Beagle Active Probe	LT	0	—	—	—	—	4
1	ER Medium Laser	LT	5	5	—	4	8	12
2	ER Medium Laser	RA	5	5	—	4	8	12

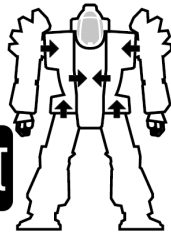
BV: 1,507



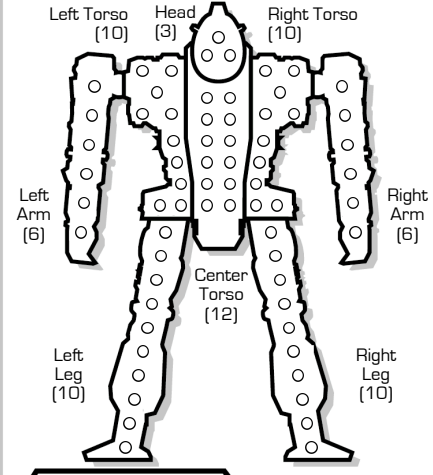
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Head	1. Life Support	2. Sensors	3. Cockpit	4. C3 Slave	5. Sensors	6. Life Support
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Endo Steel	6. Endo Steel
Center Torso	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. ER Medium Laser	4. ER Medium Laser	5. Ferro-Fibrous	6. Ferro-Fibrous
Left Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. ER Medium Laser	4. Jump Jet	5. Jump Jet	6. Jump Jet
Center Torso Rear	1. Gyro	2. Light Fusion Engine	3. Light Fusion Engine	4. Light Fusion Engine	5. Jump Jet	6. Targeting Computer
Right Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. ER Medium Laser	4. Jump Jet	5. Jump Jet	6. Jump Jet
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous

Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 [20]
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale

Heat Level	Overflow
30*	○
29	○
28*	○
27	○
26*	○
25*	○
24*	○
23*	○
22*	○
21	○
20*	○
19*	○
18*	○
17*	○
16	○
15*	○
14*	○
13*	○
12	○
11	○
10*	○
9	○
8*	○
7	○
6	○
5*	○
4	○
3	○
2	○
1	○
0	○