

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Assassin ASN-30

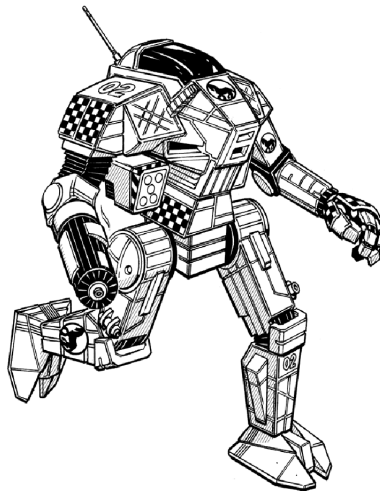
Movement Points: **Tonnage:** 40
 Walking: 7 **Tech Base:** Inner Sphere
 Running: 11 **Rules Level:** Experimental
 Jumping: 7 **Role:** Scout

WARRIOR DATA

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

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

 Consciousness#



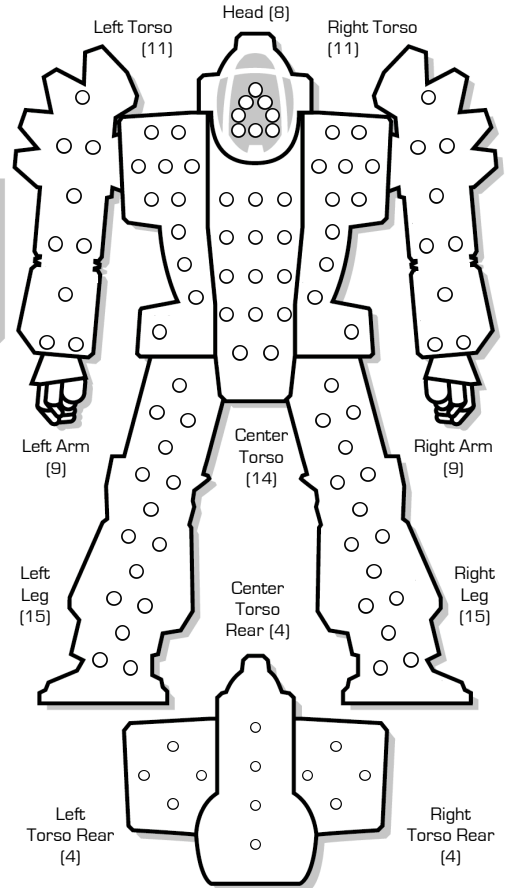
Weapons & Equipment Inventory [hexes]

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|-----------------|-----|----|-----|-----|-----|-----|-----|
| 1 | LB 5-X AC | RT | 1 | 5 | 3 | 7 | 14 | 21 |
| 1 | ER Medium Laser | RA | 5 | 5 | - | 4 | 8 | 12 |

BV: 925



ARMOR DIAGRAM



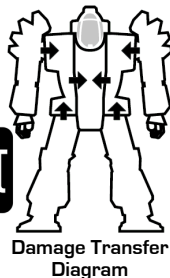
CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Endo Steel
 - Endo Steel
- 1-3**
- Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Left Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
 - Endo Steel
- 1-3**
- Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**

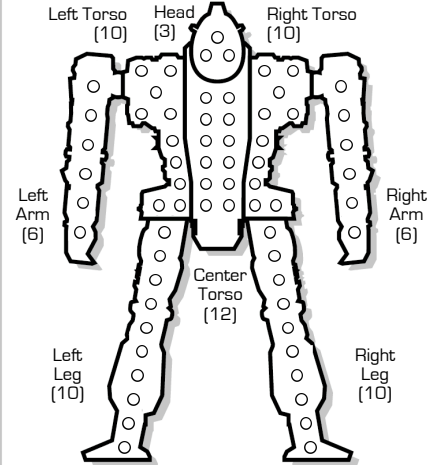
- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support
- Center Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- Gyro
 - Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Jump Jet
 - Endo Steel
- 4-6**

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - ER Medium Laser
 - Endo Steel
 - Endo Steel
- 1-3**
- Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Right Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - LB 5-X AC
 - LB 5-X AC
 - LB 5-X AC
 - LB 5-X AC
- 1-3**
- LB 5-X AC
 - Ammo (LB 5-X) 20
 - Jump Jet
 - Jump Jet
 - Jump Jet
 - Endo Steel
- 4-6**

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

| Heat Level* | Effects | Heat Sinks: 10 [20] Double |
|-------------|------------------------|----------------------------|
| 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 Scale | 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 | |
| 5* | |
| 4 | |
| 3 | |
| 2 | |
| 1 | |
| 0 | |