

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Assassin ASN-99

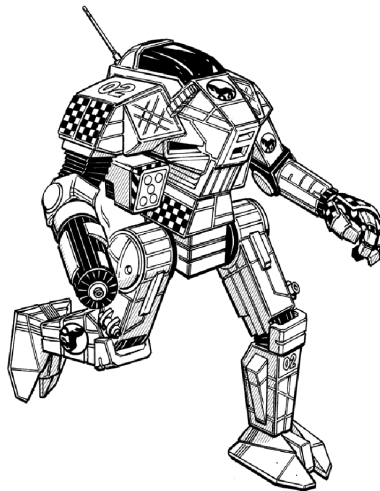
Movement Points: **Tonnage:** 40
 Walking: 7 **Tech Base:** Inner Sphere
 Running: 11 **Rules Level:** Standard
 Jumping: 7 **Role:** Scout

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)

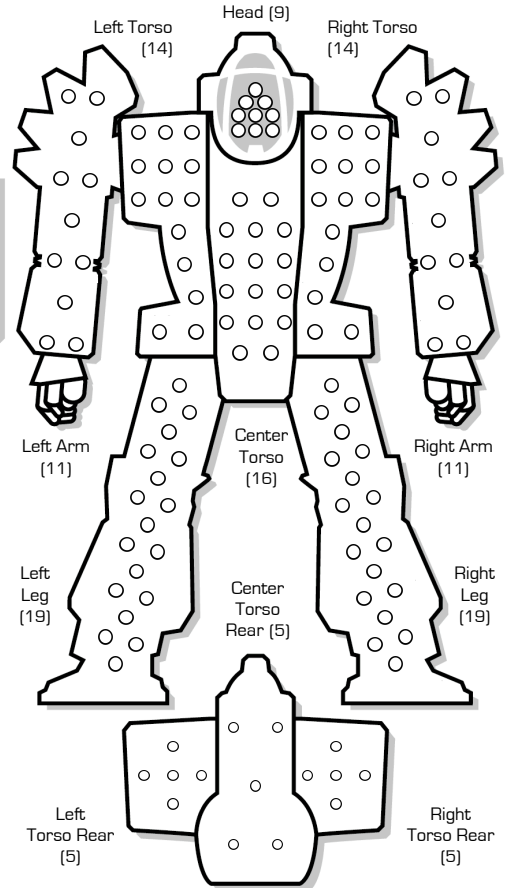
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	H	0	—	—	5	9	15
1	SRM 2	RT	2	2/Msl	—	3	6	9
1	Guardian ECM Suite	LT	0	—	—	—	—	6
1	SRM 2	LT	2	2/Msl	—	3	6	9
1	Light PPC	RA	5	5	3	6	12	18
1	Sword	LA	0	5	—	1	—	—

BV: 1,116



ARMOR DIAGRAM

Stealth

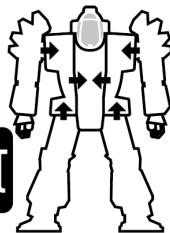


CRITICAL HIT TABLE

- #### Left Arm
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Sword
 - Sword
- #### Center Torso
- XL Engine
 - Stealth
 - Stealth
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- #### Left Torso
- XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
- 1-3
- SRM 2
 - Ammo (SRM 2) 50
 - Guardian ECM Suite
 - Guardian ECM Suite
 - Stealth
 - Stealth
- 4-6

- #### Head
- Life Support
 - Sensors
 - Cockpit
 - TAG
 - Sensors
 - Life Support
- #### Right Arm
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Light PPC
 - Light PPC
 - Stealth
- #### Center Torso
- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Roll Again
- 4-6
- #### Right Torso
- XL Engine
 - XL Engine
 - XL Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
- 1-3
- SRM 2
 - Stealth
 - Stealth
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

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

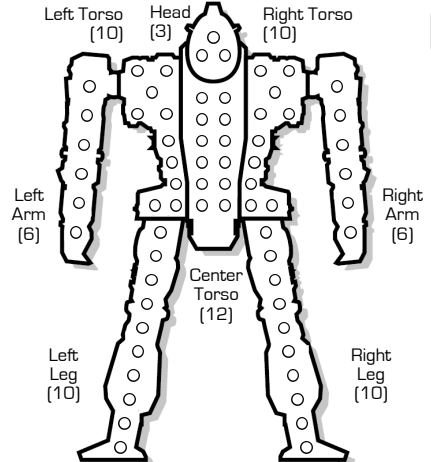


Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM

Heat Scale



Heat Level*	Effects	Heat Sinks: 10 [20] Double
30*	Shutdown	○
29	Ammo Exp. avoid on 8+	○
28*	Shutdown, avoid on 10+	○
27	-5 Movement Points	○
26*	+4 Modifier to Fire	○
25*	Ammo Exp. avoid on 6+	○
24*	Shutdown, avoid on 8+	○
23*	-4 Movement Points	○
22*	Ammo Exp. avoid on 4+	○
21	Shutdown, avoid on 6+	○
20*	+3 Modifier to Fire	○
19*	-3 Movement Points	○
18*	Shutdown, avoid on 4+	○
17*	+2 Modifier to Fire	○
16	-2 Movement Points	○
15*	+1 Modifier to Fire	○
14*	-1 Movement Points	○
13*		○
12		○
11		○
10*		○
9		○
8*		○
7		○
6		○
5*		○
4		○
3		○
2		○
1		○
0		○

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	○