

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Assassin "Servitor"

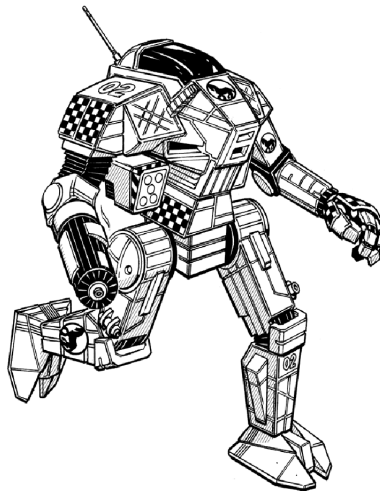
Movement Points: **Tonnage:** 40
 Walking: 7 **Tech Base:** Inner Sphere
 Running: 11 **Rules Level:** Experimental
 Jumping: 7 **Role:** Striker

WARRIOR DATA

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

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

 Consciousness#



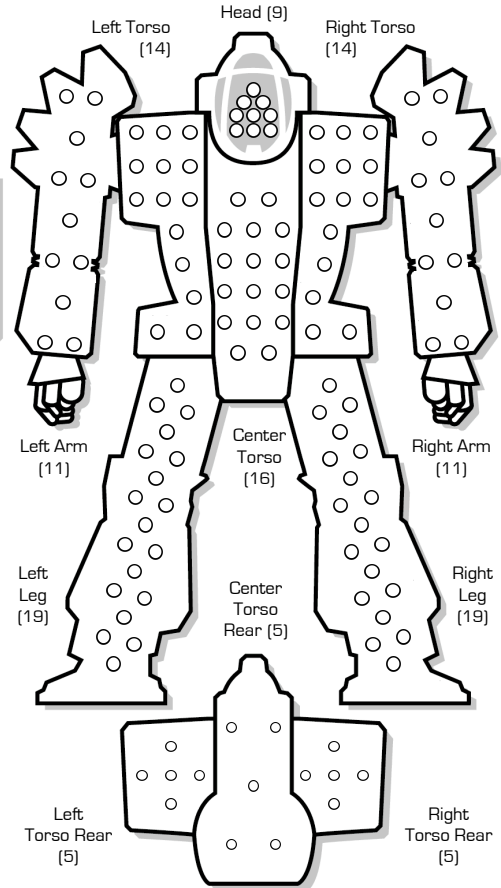
Weapons & Equipment Inventory [hexes]

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|----------------------|-----|----|-------|-----|-----|-----|-----|
| 1 | Small Laser | H | 1 | 3 | — | 1 | 2 | 3 |
| 1 | SRM 2 | RT | 2 | 2/Msl | — | 3 | 6 | 9 |
| 1 | SRM 2 | LT | 2 | 2/Msl | — | 3 | 6 | 9 |
| 1 | Medium X-Pulse Laser | RA | 6 | 6 | — | 3 | 6 | 9 |
| 1 | Small Vibroblade | LA | 3 | 7* | — | 1 | — | — |
| 1 | Small X-Pulse Laser | RL | 3 | 3 | — | 2 | 4 | 5 |
| 1 | Small X-Pulse Laser | LL | 3 | 3 | — | 2 | 4 | 5 |

BV: 1,019



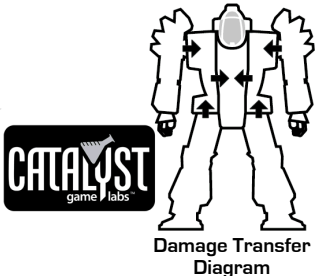
ARMOR DIAGRAM



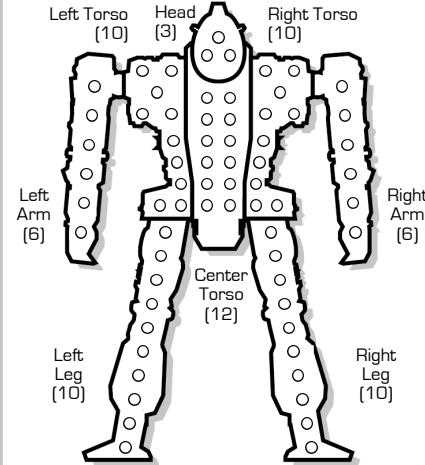
CRITICAL HIT TABLE

| | | |
|--|---|--|
| Left Arm 1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 1-3 4. Hand Actuator 5. Small Vibroblade 6. Roll Again 1. Roll Again 2. Roll Again 4-6 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again | Head 1. Life Support 2. Sensors 3. Cockpit 4. Small Laser 5. Sensors 6. Life Support | Right Arm 1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 1-3 4. Medium X-Pulse Laser 5. Roll Again 6. Roll Again 1. Roll Again 2. Roll Again 4-6 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again |
| Left Torso 1. XL Engine 2. XL Engine 3. XL Engine 1-3 4. Jump Jet 5. Jump Jet 6. Jump Jet 1. SRM 2 2. Ammo (SRM 2) 50 4-6 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again | Center Torso 1. XL Engine 2. XL Engine 3. XL Engine 1-3 4. Gyro 5. Gyro 6. Gyro 1. Gyro 2. XL Engine 4-6 3. XL Engine 4. XL Engine 5. Jump Jet 6. Roll Again | Right Torso 1. XL Engine 2. XL Engine 3. XL Engine 1-3 4. Jump Jet 5. Jump Jet 6. Jump Jet 1. SRM 2 2. Roll Again 4-6 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again |
| Left Leg 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Small X-Pulse Laser 6. Roll Again | Right Leg 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Small X-Pulse Laser 6. Roll Again | |

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

| |
|----------|
| 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 |