

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Champion CHP-2N

Movement Points: Tonnage: 60
Walking: 5 Tech Base: Inner Sphere
Running: 8 2810
Jumping: 0 D/XE-D-D

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Small Laser	CT	1	3 [DE]	-	1	2	3
1	Autocannon/10	RT	3	10 [DB, S]	-	5	10	15
1	SRM-6	LT	4	2/m	-	3	6	9
2	Medium Laser	LT	3	5 [DE]	-	3	6	9
Ammunition Type		Rounds						
AC/10		20						
SRM-6		15						

Cost: 5,008,800 C-Bills
+39,000 (ammo)

BV: 1.339 (Base: 1.116)
Weapon Heat (15,0)
Dissipation (10)

WARRIOR DATA

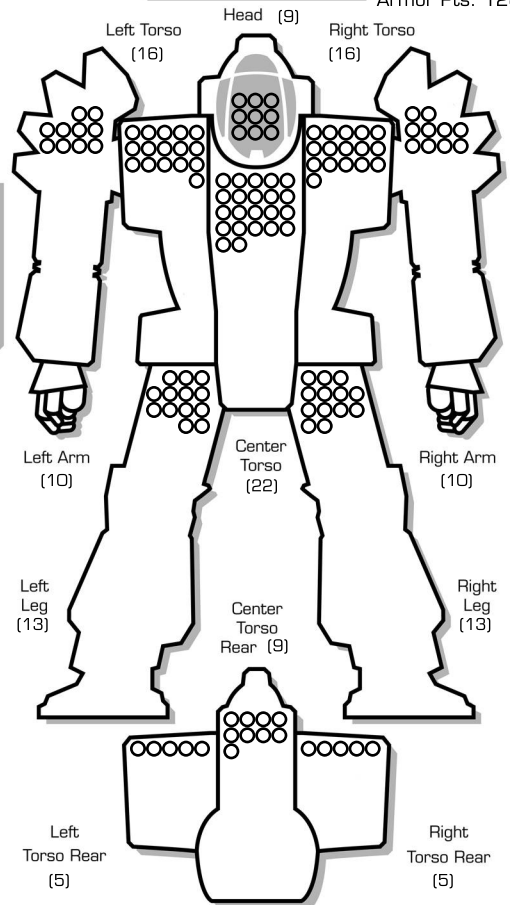
Name: R1 C1

Gunnery Skill: 4 Piloting Skill: 3

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Armor Pts: 128



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Center Torso

1. Roll Again
 2. Roll Again
 3. Roll Again
 4. Roll Again
 5. Roll Again
 6. Roll Again
1. Fusion Engine
 2. Fusion Engine
 3. Fusion Engine
 - 1-3. Gyro
 4. Gyro
 5. Gyro
 6. Gyro

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. SRM-6
2. SRM-6
- 1-3. Medium Laser
4. Medium Laser
5. @SRM 6 (15)
6. Roll Again

1. Gyro
2. Fusion Engine
3. Fusion Engine
- 4-6. Fusion Engine
5. Small Laser
6. Small Laser

Right Torso

1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
- 1-3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

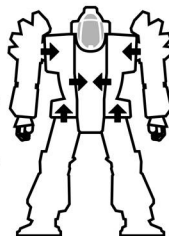
1. Autocannon/10
2. @AC/10 (10)
3. @AC/10 (10)
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Right Leg

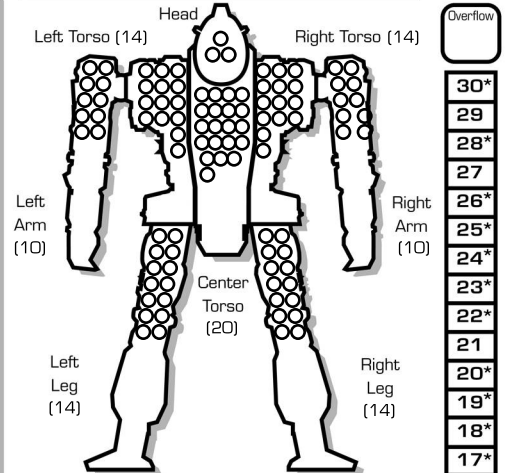
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 Single
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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Dragon DRG-1N

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 60

Tech Base: Inner Sphere

2754

D/C-E-D-D

WARRIOR DATA

Name: R1 C2

Gunnery Skill: 4

Piloting Skill: 3

Hits Taken

Consciousness#

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM-10	CT	4	1/m	6	7	14	21
1	(R) Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Autocannon/5	RA	1	5 [DB, S]	3	6	12	18
1	Medium Laser	LA	3	5 [DE]	-	3	6	9

Ammunition Type

Rounds

LRM-10

24

AC/5

40

Cost: 4,926,400 C-Bills
+69,000 (ammo)

BV: 1.350 (Base: 1.125)
Weapon Heat (11,0)
Dissipation (10)

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Medium Laser
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. (R) Medium Laser
2. @LRM 10 (12)
3. @LRM 10 (12)
- 1-3 4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
- 4-6 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. Roll Again
6. Roll Again

Head

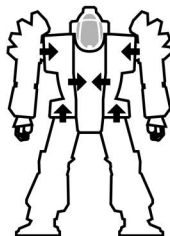
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
- 1-3 4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
- 4-6 4. Fusion Engine
5. LRM-10
6. LRM-10

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Autocannon/5
5. Autocannon/5
6. Autocannon/5

1. Autocannon/5
2. Roll Again
3. Roll Again
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. @AC/5 (20)
2. @AC/5 (20)
3. Roll Again
- 1-3 4. Roll Again
5. Roll Again
6. Roll Again

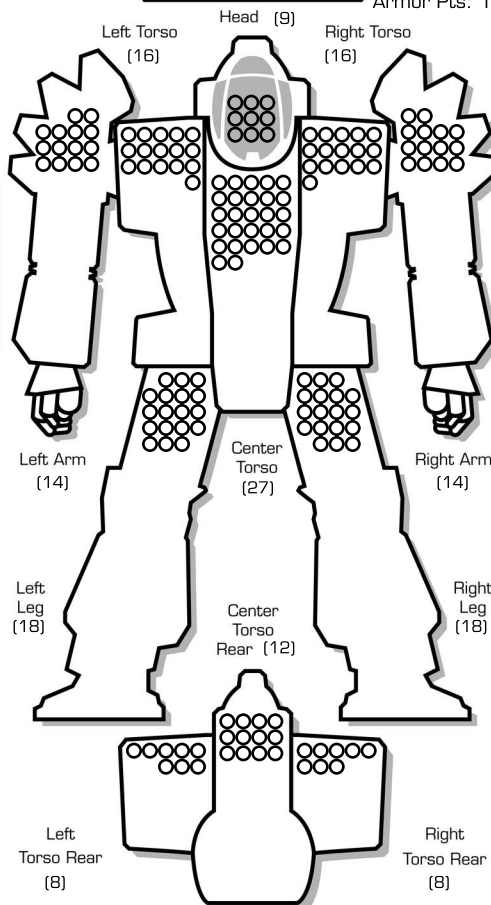
1. Roll Again
2. Roll Again
3. Roll Again
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

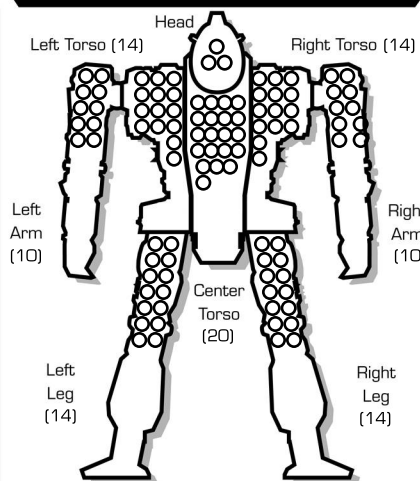
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

ARMOR DIAGRAM

Armor Pts: 160



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 Single
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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Lancelot LNC25-02

Movement Points: Tonnage: 60
Walking: 4 Tech Base: Inner Sphere
Running: 6 2864
Jumping: 0 D/XE-D-D

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Large Laser	LA	8	8 [DE]	-	5	10	15

Cost: 4,769,600 C-Bills
+0 (ammo)

BV: 1,483 (Base: 1,236)
Weapon Heat (29,0)
Dissipation (19)

WARRIOR DATA

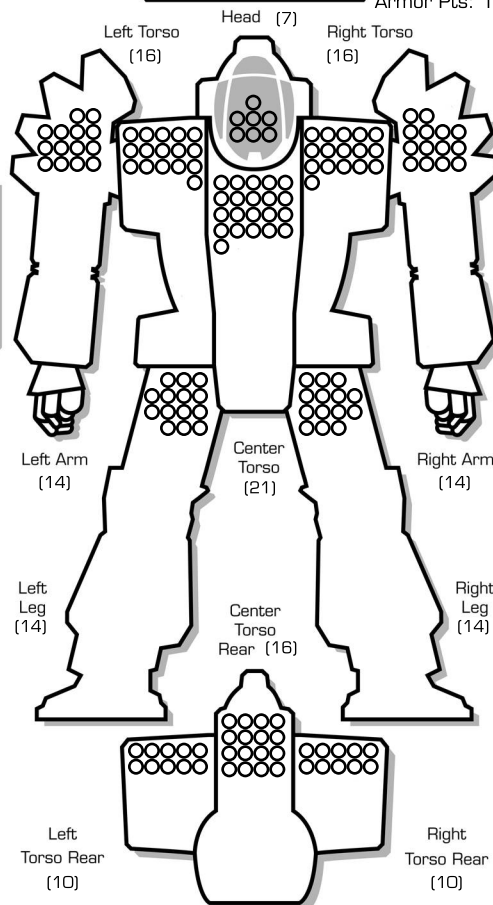
Name: R1 C3

Gunnery Skill: 3 Piloting Skill: 5

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Armor Pts: 152



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Large Laser
4. Large Laser
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
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. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Medium Laser

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

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Large Laser
4. Large Laser
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

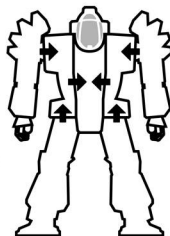
Right Torso

1. Heat Sink
2. PPC
3. PPC
4. PPC
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

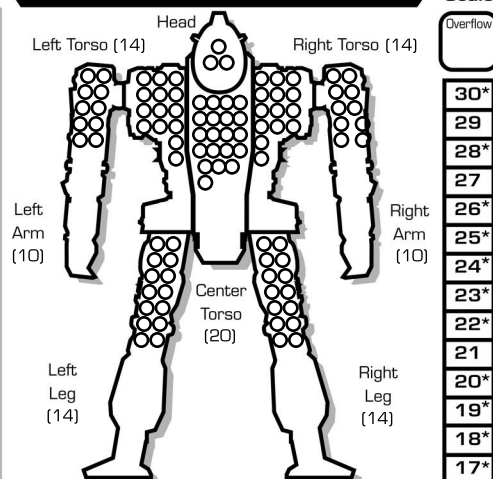
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks: 19 Single
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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Rifleman RFL-4D

Movement Points: Tonnage: 60
Walking: 4 Tech Base: Inner Sphere
Running: 6 3021
Jumping: 0 D/XE-D-D

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	PPC	LA	10	10 [DE]	3	6	12	18
1	Large Laser	LA	8	8 [DE]	-	5	10	15

Cost: 4,980,800 C-Bills
+0 (ammo)

BV: 1.408 (Base: 1.173)
Weapon Heat (36,0)
Dissipation (15)

WARRIOR DATA

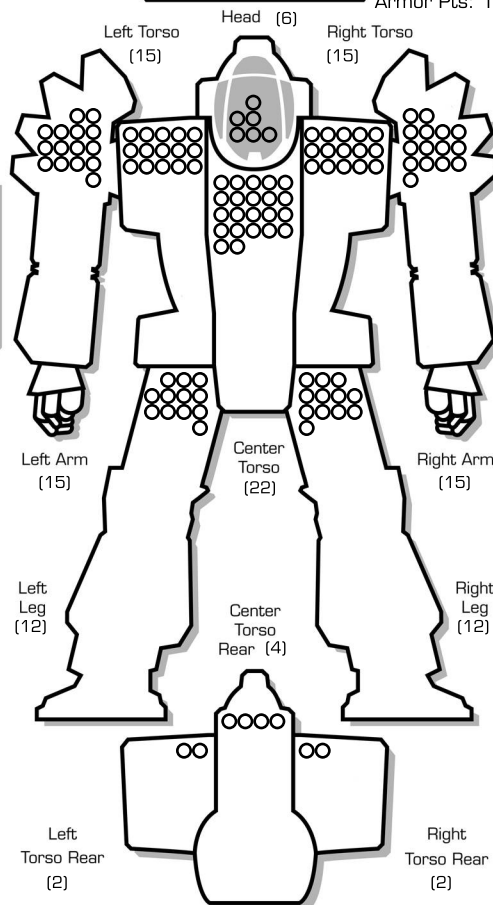
Name: R1 C4

Gunnery Skill: 4 Piloting Skill: 3

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Armor Pts: 120



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. PPC
4. PPC
5. PPC
6. Large Laser
1. Large Laser
2. Roll Again
3. Roll Again
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Roll Again
2. Roll Again
3. Roll Again
- 1-3 4. Roll Again
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
- 4-6 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. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
- 1-3 4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Fusion Engine
3. Fusion Engine
- 4-6 4. Fusion Engine
5. Heat Sink
6. Heat Sink

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

Right Arm

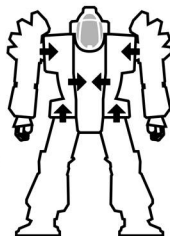
1. Shoulder
2. Upper Arm Actuator
- 1-3 3. PPC
4. PPC
5. PPC
6. Large Laser
1. Large Laser
2. Roll Again
3. Roll Again
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Roll Again
2. Roll Again
3. Roll Again
- 1-3 4. Roll Again
5. Roll Again
6. Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

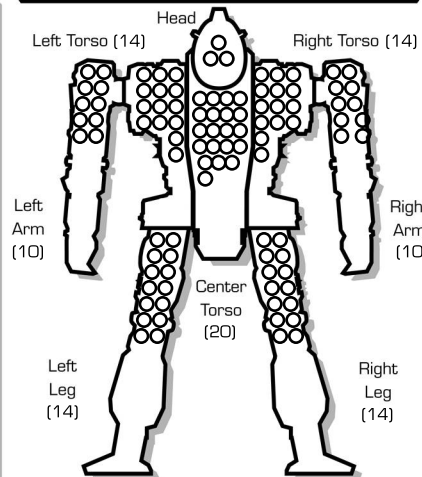


Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 Single
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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Exterminator EXT-4A

Movement Points: Tonnage: 65
Walking: 5 Tech Base: Inner Sphere
Running: 8 3007
Jumping: 5 D/X-E-D-D

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	-	1	2	3
1	Machine Gun	RT	0	2	-	1	2	3
				[DB, AI]				
1	LRM-10	LT	4	1/m	6	7	14	21
2	Medium Laser	RA	3	5 [DE]	-	3	6	9
2	Medium Laser	LA	3	5 [DE]	-	3	6	9
Ammunition Type		Rounds						
LRM-10		12						
MG		200						

Cost: 6,486,122 C-Bills
+31,000 (ammo)

BV: 1,372
Weapon Heat (17,0)
Dissipation (10)

WARRIOR DATA

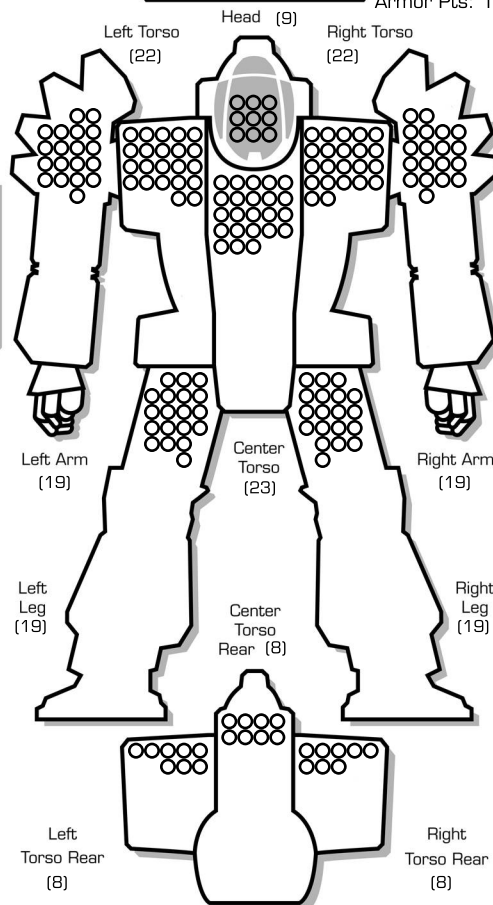
Name: R1 C5

Gunnery Skill: 4 Piloting Skill: 5

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Armor Pts: 176



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Medium Laser

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Medium Laser

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Jump Jet
- Jump Jet
- LRM-10
- LRM-10
- Roll Again
- Roll Again

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- @LRM 10 (12)

Right Torso

- Jump Jet
- Jump Jet
- Machine Gun
- @MG (200)
- Roll Again
- Roll Again

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

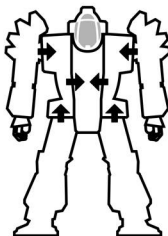
Life Support ○

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

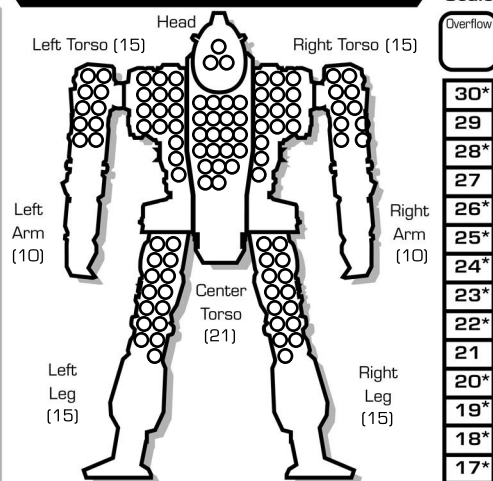
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 Single
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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: JagerMech JM6-A

Movement Points: Tonnage: 65
Walking: 4 Tech Base: Inner Sphere
Running: 6 2778
Jumping: 0 D/C-E-D-D

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	LRM-15	RA	5	1/m	6	7	14	21
1	Autocannon/2	RA	1	2 [DB, S]	4	8	16	24
1	LRM-15	LA	5	1/m	6	7	14	21
1	Autocannon/2	LA	1	2 [DB, S]	4	8	16	24

Ammunition Type	Rounds
LRM-15	16
AC/2	45

Cost: 5,413,925 C-Bills +61,000 (ammo)
BV: 1,346 (Base: 1,122)
Weapon Heat (18,0)
Dissipation (10)

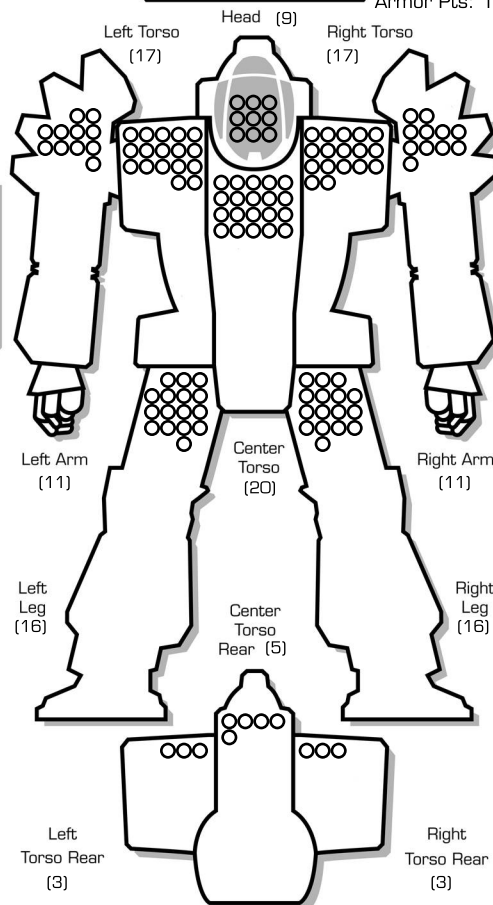
WARRIOR DATA

Name: R1 C6
Gunnery Skill: 3 Piloting Skill: 5

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Armor Pts: 128



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. LRM-15
4. LRM-15
5. LRM-15
6. Autocannon/2

1. Roll Again
2. Roll Again
- 4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Medium Laser
2. @AC/2 (45)
- 1-3 3. @LRM 15 (8)
4. Roll Again
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 Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

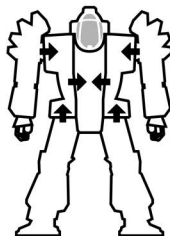
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Fusion Engine
2. Fusion Engine
- 1-3 3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
- 4-6 3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. LRM-15
4. LRM-15
5. LRM-15
6. Autocannon/2

1. Roll Again
2. Roll Again
- 4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Medium Laser
2. @LRM 15 (8)
- 1-3 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

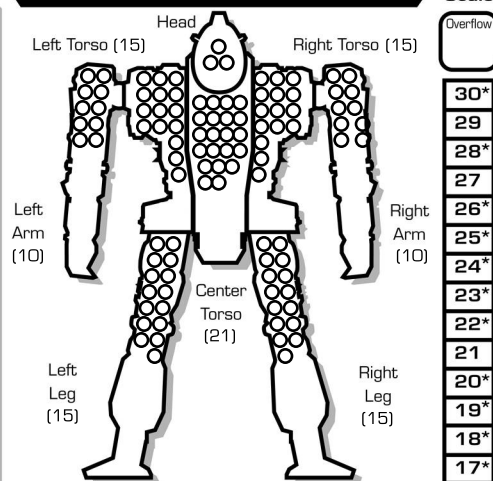
1. Roll Again
2. Roll Again
- 4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 Single
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