

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: Bruin 2

Movement Points: Tonnage: 80
Walking: 4 Tech Base: Clan
Running: 6 3083
Jumping: 4 F/X-X-D-D

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM-2	CT	2	2/m	-	3	6	9
3	Machine Gun	RT	0	2	-	1	2	3
				[DB, AI]				
3	Machine Gun	LT	0	2	-	1	2	3
				[DB, AI]				
1	Large Pulse Laser	RA	10	10 [P]	-	6	14	20
1	Ultra AC/5	RA	1/s	5	-	7	14	21
				[DB, R/C/R2]				
1	Large Pulse Laser	LA	10	10 [P]	-	6	14	20
1	Ultra AC/5	LA	1/s	5	-	7	14	21
				[DB, R/C/R2]				
Ammunition Type			Rounds					
Ultra AC/5			40					
MG (1/2)			100					
SRM-2			50					

Cost: 18,238,800 C-Bills
+45,500 (ammo)

BV: 2,640 (Base: 2,200)
Weapon Heat (24,0)
Dissipation (26)

WARRIOR DATA

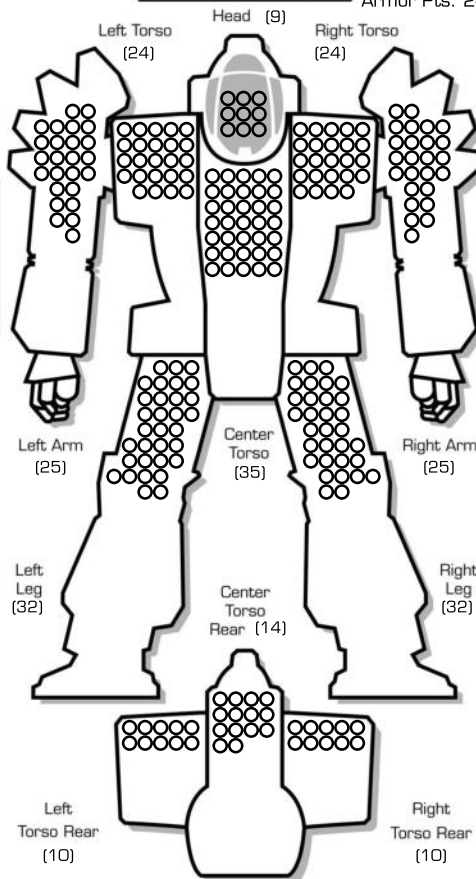
Name: R4 C1 M1

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: 240



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Pulse Laser
5. Large Pulse Laser
6. Ultra AC/5

1. Ultra AC/5
2. Ultra AC/5
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Machine Gun
4. Machine Gun
5. Machine Gun
6. @Ultra AC/5 (20)

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. Jump Jet
6. Jump Jet

Head

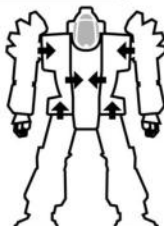
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso (CASE)

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. SRM-2
6. @SRM 2 (50)

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Pulse Laser
5. Large Pulse Laser
6. Ultra AC/5

1. Ultra AC/5
2. Ultra AC/5
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Machine Gun
6. Machine Gun

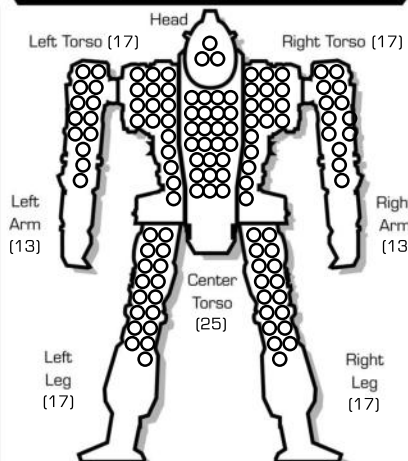
1. Machine Gun
2. @MG 1/2 (100)
3. @Ultra AC/5 (20)
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) 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	○○○

'MECH RECORD SHEET

Type: Shrike 2

Movement Points:	Tonnage: 95
Walking: 4	Tech Base: Clan
Running: 6	3115
Jumping: 4 (5)	F/X-X-E-D

Name: R4 C2 M1

Gunnery Skill: 3 Piloting Skill: 5

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

Weapons & Equipment Inventory (hexes)

Gty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM-10	CT	4	1/m	-	7	14	21
1	ER Medium Laser	RT	5	7 [DE]	-	5	10	15
1	ER Medium Laser	LT	5	7 [DE]	-	5	10	15
1	Partial Wing	LT	-	-	-	-	-	-
1	Targeting Computer	RA	-	-	-	-	-	-
2	Ultra AC/10	LA	3/s	10	-	6	12	18

Ammunition Type	Rounds
LRM-10	12
Ultra AG/10	30

Cost: 26.775.970 C-Bills +66.000 (ammo)	BV: 3.415 (Base: 2.846) Weapon Heat (20,0) Dissipation (25)
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CRITICAL HIT TABLE

Left Arm (CASE)

- 1-3
1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Ultra AC/10
 5. Ultra AC/10
 6. Ultra AC/10

- 4-6
1. Ultra AC/10
 2. Ultra AC/10
 3. Ultra AC/10
 4. Ultra AC/10
 5. Ultra AC/10
 6. @Ultra AC/10 (10)

Left Torso (CASE)

- 1-3**
1. XL Fusion Engine
 2. XL Fusion Engine
 3. Partial Wing
 4. Partial Wing
 5. Partial Wing
 6. Jump Jet
- 4-6**
1. Jump Jet
 2. ER Medium Laser
 3. @Ultra AC/10 (10)
 4. @Ultra AC/10 (10)
 5. Endo-Steel
 6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Ferro-Fibrous

Head

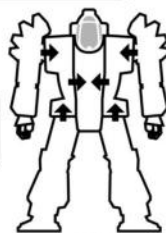
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Steel
5. Sensors
6. Life Support

Center Torso

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

- 4-6**
1. Gyro
 2. XL Fusion Engine
 3. XL Fusion Engine
 4. XL Fusion Engine
 5. LRM-10
 6. Ferro-Fibrous

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Targeting Computer
6. Targeting Computer

- 4-6
1. Targeting Computer
 2. Targeting Computer
 3. Targeting Computer
 4. Endo-Steel
 5. Endo-Steel
 6. Ferro-Fibrous

Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Partial Wing
4. Partial Wing
5. Partial Wing
6. Jump Jet

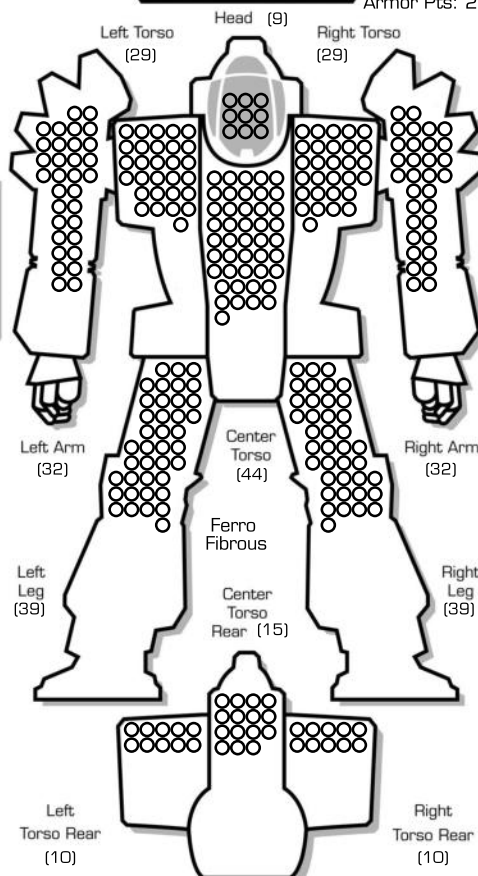
- 4-6
1. Jump Jet
 2. ER Medium Laser
 3. @LRM 10 (12)
 4. Endo-Steel
 5. Ferro-Fibrous
 6. Ferro-Fibrous

Right Leg

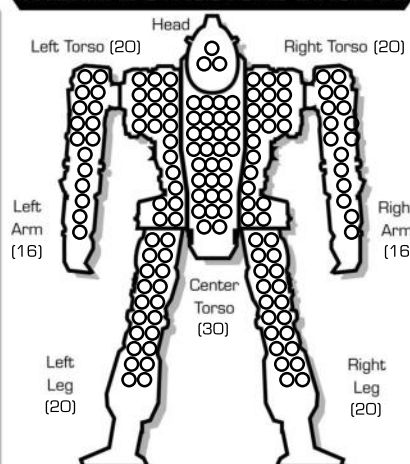
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Ferro-Fibrous

ARMOR DIAGRAM

Armor Pts: 288



INTERNAL STRUCTURE DIAGRAM

Heat
Scale

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (25) Laser
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	

30*
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28*
27
26*
25*
24*
23*
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19*
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17*
16
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13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: Grizzly 2

Movement Points: Tonnage: 70
Walking: 4 Tech Base: Clan
Running: 6 3063
Jumping: 4 F/X-X-D-D

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Micro Laser	RT	1	2 [DE]	-	1	2	4
1	ATM-9	LT	6	2/m	4	5	10	15
	ER			1/m	4	9	18	27
	HE			3/m	-	3	6	9
				[M, C/S/C5/9]				
1	Gauss Rifle	RA	1	15	2	7	15	22
				[DB, X]				
1	ER Large Laser	LA	12	10 [DE]	-	8	15	25
2	ER Micro Laser	LA	1	2 [DE]	-	1	2	4
Ammunition Type			Rounds					
Gauss Rifle			16					
ATM-9			14					

Cost: 7,189,753 C-Bills
+190,000 (ammo)

BV: 2,634 (Base: 2,195)
Weapon Heat (25,0)
Dissipation (22)

WARRIOR DATA

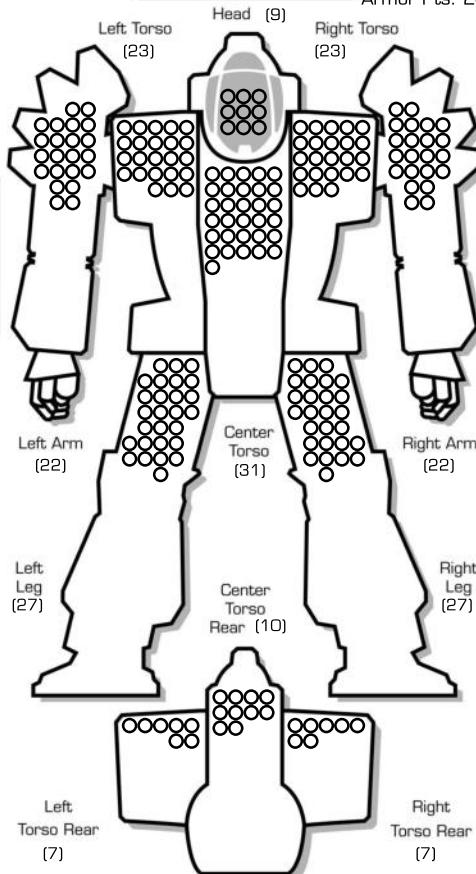
Name: R4 C2 M2

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: 208



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Large Laser
5. ER Micro Laser
6. ER Micro Laser

1-3

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

4-6

Left Torso (CASE)

1. ATM-9
2. ATM-9
3. ATM-9
4. ATM-9
5. @ATM 9 (7)
6. @ATM 9 (7)

1-3

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

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo-Steel
5. Sensors
6. Life Support

Center Torso

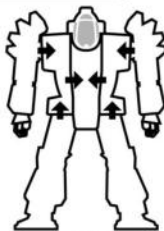
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

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



Damage Transfer Diagram

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Gauss Rifle
6. Gauss Rifle

1-3

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. @Gauss Rifle (8)
6. @Gauss Rifle (8)

4-6

Right Torso

1. ER Micro Laser
2. ER Micro Laser
3. ER Micro Laser
4. ER Micro Laser
5. Endo-Steel
6. Endo-Steel

1-3

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

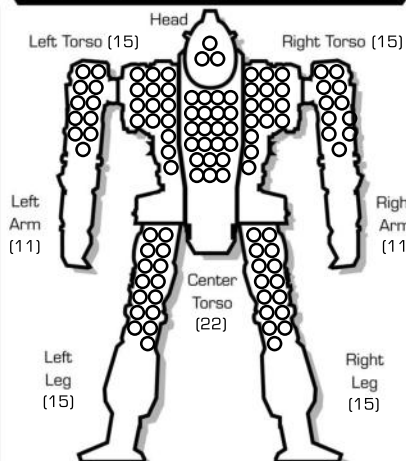
4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) 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*
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13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: Thor II (Grand Summoner) E

Movement Points:

Tonnage: 70

Walking: 5

Tech Base: Clan

Running: 8

3070

Jumping: 8 IMP

F/X-X-E-D

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5 [DE]	-	2	4	6
1	ER PPC	RA	15	15 [DE]	-	7	14	23
1	ER PPC	LA	15	15 [DE]	-	7	14	23

Cost: 24,619,365 C-Bills

+0 (ammo)

BV: 3,482 (Base: 2,638)

Weapon Heat (32,0)

Dissipation (32)

WARRIOR DATA

Name: R4 C3 M1

Gunnery Skill: 3

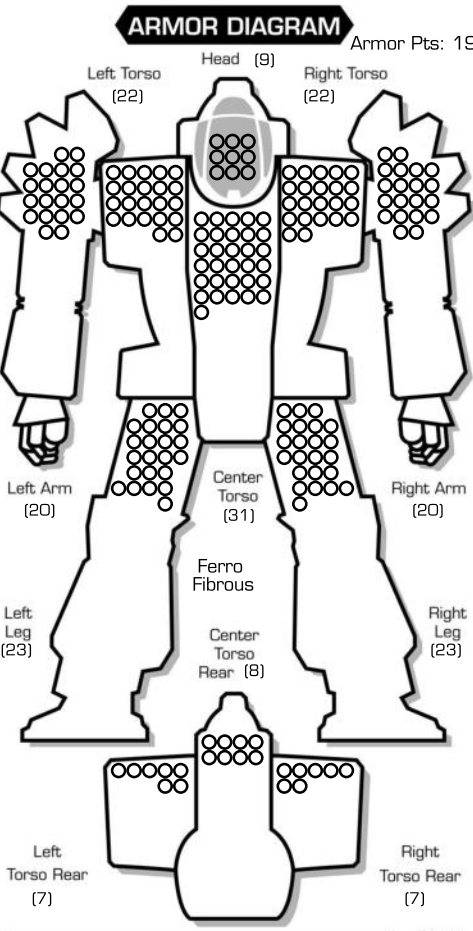
Piloting Skill: 4

Hits Taken

123456

Consciousness#

3571011Dead



CRITICAL HIT TABLE

Left Arm

1. Shoulder

2. Upper Arm Actuator

1-3 [ER PPC]

4. [ER PPC]

5. [Double Heat Sink]

6. [Double Heat Sink]

Right Arm

1. Shoulder

2. Upper Arm Actuator

1-3 [ER PPC]

4. [ER PPC]

5. [Double Heat Sink]

6. [Double Heat Sink]

Center Torso

1. Roll Again

2. Endo-Steel

3. Endo-Steel

4. Endo-Steel

5. Ferro-Fibrous

6. Ferro-Fibrous

Left Torso

1. XL Fusion Engine

2. XL Fusion Engine

1-3 [Improved Jump Jet]

4. [Improved Jump Jet]

5. [Improved Jump Jet]

6. [Improved Jump Jet]

Right Torso

1. XL Fusion Engine

2. XL Fusion Engine

1-3 [Improved Jump Jet]

4. [Improved Jump Jet]

5. [Improved Jump Jet]

6. [Improved Jump Jet]

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

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

CATALYST

game labs

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Heat Scale

HEAT DATA

Heat Level*

Effects

Heat Sinks: 16 (32) 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

○

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: Karhu C

Movement Points: Tonnage: 65
Walking: 5 Tech Base: Clan
Running: 8 3079
Jumping: 5 X/X-X-E-D

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	RT	1/s	5	-	7	14	21
				[DB, R/C/R2]				
1	Ultra AC/5	LT	1/s	5	-	7	14	21
				[DB, R/C/R2]				
1	Retractable Blade	RA	0	7 [PA]	-	1	0	0
1	ER Large Laser	LA	12	10 [DE]	-	8	15	25
1	ER Medium Laser	LA	5	7 [DE]	-	5	10	15
Ammunition Type			Rounds					
Ultra AC/5			40					

Cost: 18,468,725 C-Bills +18,000 (ammo) BV: 2,510 (Base: 2,092)
Weapon Heat (19,0) Dissipation (24)

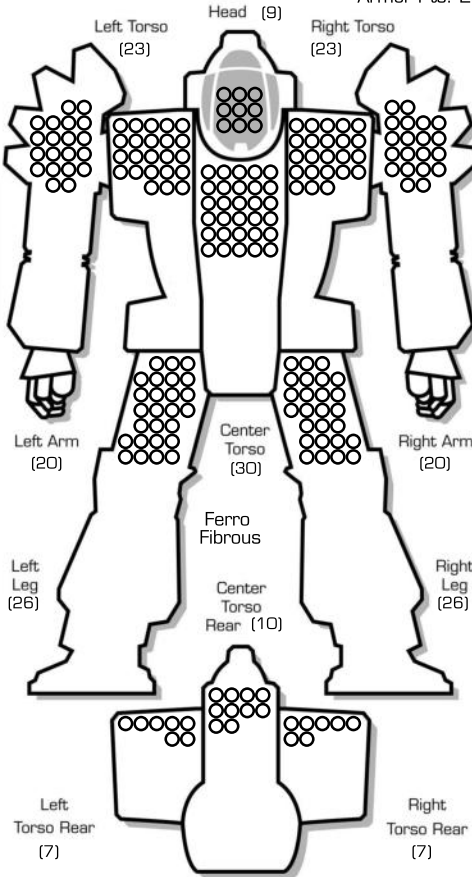
WARRIOR DATA

Name: R4 C3 M2
Gunnery Skill: 3 Piloting Skill: 5
Hits Taken
Consciousness#

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

ARMOR DIAGRAM

Armor Pts: 201



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Medium Laser
- Roll Again

1-3

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Retractable Blade
- Retractable Blade

1-3

Center Torso

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

1-3

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Ultra AC/5
- Ultra AC/5

1-3

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Ultra AC/5
- Ultra AC/5

1-3

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

Left Leg

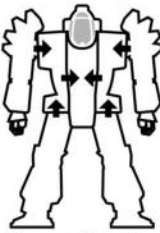
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo-Steel
- Endo-Steel

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo-Steel
- Endo-Steel

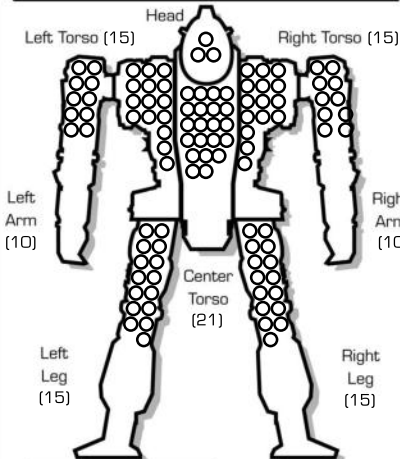
4-6



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12 (24)
28	Ammo Exp. avoid on 8+	Double
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
30*
29
28*
27
26*
25*
24*
23*
22*
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20*
19*
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8*
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5*
4
3
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BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: Onager

Movement Points: Tonnage: 90
Walking: 3 Tech Base: Clan
Running: 5 3083
Jumping: 5 IMP F/X-X-E-D

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3	-	2	4	6
				[P, AI]				
1	Medium Pulse Laser	RT	4	7 [P]	-	4	8	12
1	SRM-6	RT	4	2/m	-	3	6	9
2	Micro Pulse Laser	RT	1	3	-	1	2	3
				[P, AI]				
1	Medium Pulse Laser	LT	4	7 [P]	-	4	8	12
1	SRM-6	LT	4	2/m	-	3	6	9
1	HAG-30	LA	6	30	2	8	16	24
				[DB, X/C/F/C5/30]				

Ammunition Type	Rounds
HAG-30	16
SRM-6	30

Cost: 10,990,930 C-Bills
+174,000 (ammo)

BV: 3,606 (Base: 2,732)
Weapon Heat (26,0)
Dissipation (24)

WARRIOR DATA

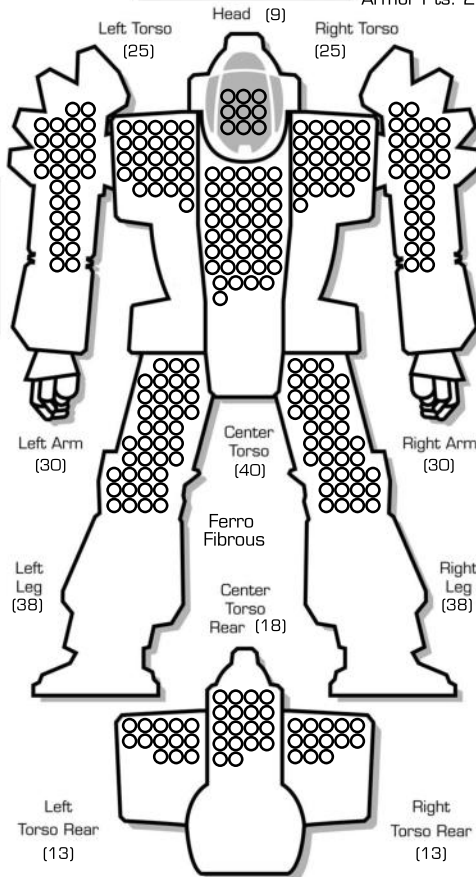
Name: R4 C4 M1

Gunnery Skill: 3 Piloting Skill: 4

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

ARMOR DIAGRAM

Armor Pts: 279



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- HAG-30
- HAG-30
- HAG-30
- HAG-30

1-3

- HAG-30
- HAG-30
- HAG-30
- HAG-30
- @HAG 30 (4)
- @HAG 30 (4)

4-6

Left Torso (CASE)

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- SRM-6
- Medium Pulse Laser

1-3

- @SRM 6 (15)
- @SRM 6 (15)
- @HAG 30 (4)
- @HAG 30 (4)
- Endo-Steel
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

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

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Improved Jump Jet
- Improved Jump Jet

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo-Steel
- Endo-Steel

1-3

- Endo-Steel
- Endo-Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- SRM-6
- Medium Pulse Laser

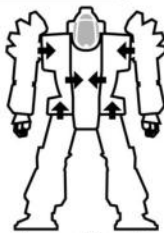
1-3

- Micro Pulse Laser
- Micro Pulse Laser
- Endo-Steel
- Endo-Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

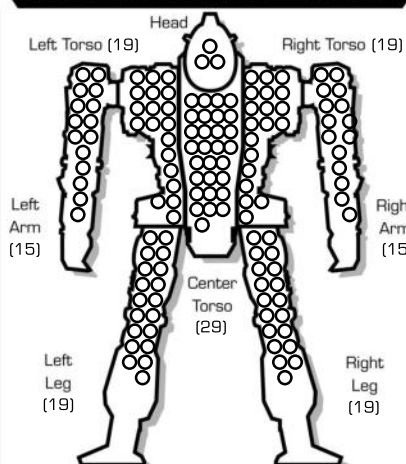
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) 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
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

'MECH RECORD SHEET

Type: Sun Cobra 2

Movement Points:	Tonnage: 55
Walking: 6	Tech Base: Clan
Running: 9	3093
Jumping: 0	F/X-X-D-D

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	LT	-	-	-	-	-	-
1	ER PPC	RA	15	15 [DE]	-	7	14	23
1	ER PPC	LA	15	15 [DE]	-	7	14	23

Cost: 11.615.700 C-Bills
+0 (ammo)

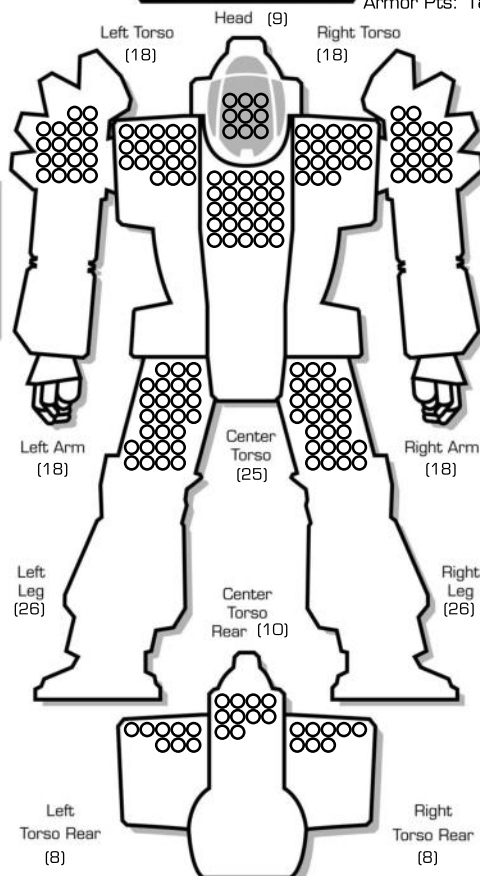
BV: 2.394
Weapon Heat (30,0)
Dissipation (32)

Name: R4 C4 M2

Gunnery Skill: 4 Piloting Skill: 5

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

Armor Pts: 184



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. [ER PPC
5. [ER PPC
6. Endo-Steel

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

Left Torso

- 1-3
1. XL Fusion Engine
 2. XL Fusion Engine
 3. Targeting Computer
 4. Targeting Computer
 5. Targeting Computer
 6. Endo-Steel

- 4-6**
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. Endo-Steel
6. Roll Again

Head

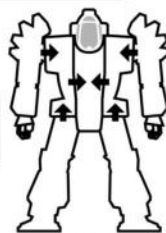
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Steel
5. Sensors
6. Life Support

Center Torso

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

- 4-6**
1. Gyro
 2. XL Fusion Engine
 3. XL Fusion Engine
 4. XL Fusion Engine
 5. [Double Heat Sink
 6. [Double Heat Sink

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. [ER PPC
5. [ER PPC
6. Endo-Steel]

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

Right Torso

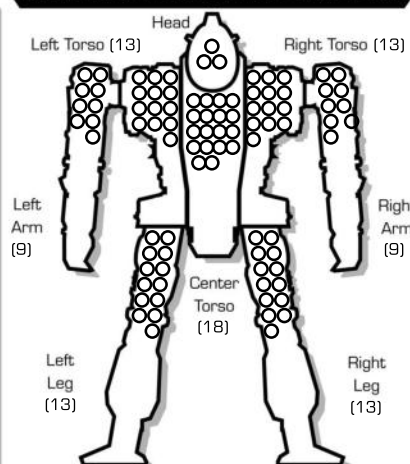
- 1-3
1. XL Fusion Engine
 2. XL Fusion Engine
 3. [Double Heat Sink
 4. [Double Heat Sink
 5. [Double Heat Sink
 6. [Double Heat Sink

- 4-6**
1. Endo-Steel
 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. Endo-Steel
6. Roll Again

INTERNAL STRUCTURE DIAGRAM

Heat
Scale

HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) 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	○○○

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	

'MECH RECORD SHEET

Type: Atlas AS7-S4

Movement Points:	Tonnage: 100
Walking: 3	Tech Base: Inner Sphere
Running: 5	3109
Jumping: 0	E/X-X-F-E

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15 [DB, X]	2	7	15	22
2	Medium X-Pulse Laser	LT	6	6 [P]	-	3	6	9
1	Guardian ECM Suite	LT	0	[E]	-	-	-	6
1	ER PPC	RA	15	10 [DE]	-	7	14	23
1	ER PPC	LA	15	10 [DE]	-	7	14	23

Ammunition Type	Rounds
Gauss Rifle	16

Cost: 14.306.000 C-Bills
+40.000 (ammo)

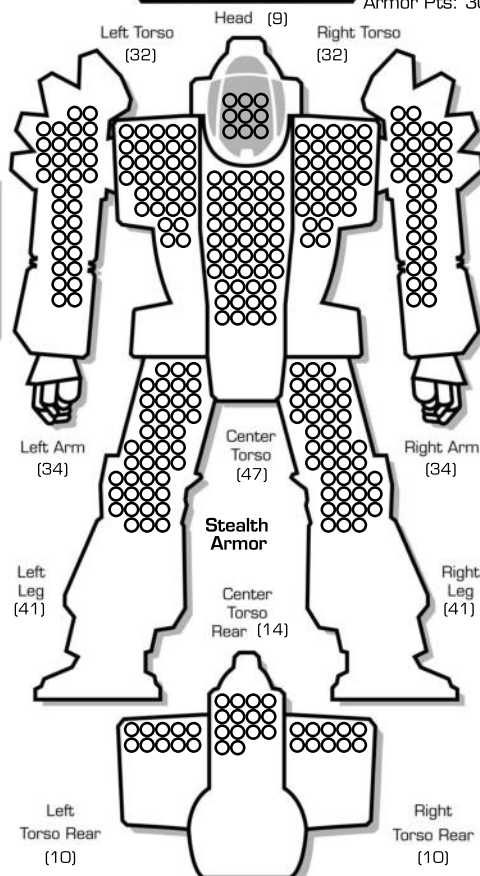
BV: 3.390 (Base: 2.568)
Weapon Heat (43,0)
Dissipation (34)

Name: R4 C5 M1

Gunnery Skill: 3 Piloting Skill: 4

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

Armor Pts: 304



CRITICAL HIT TABLE

Left Arm

- 1-3
1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Double Heat Sink
 6. Double Heat Sink

- 4-6
1. Double Heat Sink
 2. ER PPC
 3. ER PPC
 4. ER PPC
 5. Stealth Armor
 6. Stealth Armor

Left Torso

- | | | |
|-----|----|----------------------|
| 1-3 | 1. | Double Heat Sink |
| | 2. | Double Heat Sink |
| | 3. | Double Heat Sink |
| | 4. | Double Heat Sink |
| | 5. | Double Heat Sink |
| | 6. | Double Heat Sink |
| 4-6 | 1. | Medium X-Pulse Laser |
| | 2. | Medium X-Pulse Laser |
| | 3. | Guardian ECM Suite |
| | 4. | Guardian ECM Suite |
| | 5. | Stealth Armor |
| | 6. | Stealth Armor |

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth Armor
6. Stealth Armor

Head

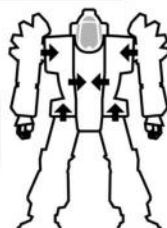
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

- 1-3
1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Double Heat Sink
 6. Double Heat Sink

- 4-6
1. Double Heat Sink
 2. ER PPC
 3. ER PPC
 4. ER PPC
 5. Stealth Armor
 6. Stealth Armor

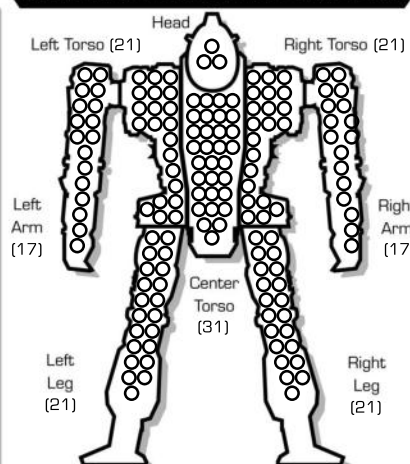
Right Torso (CASE II)

- | | | |
|-----|----|------------------|
| 1-3 | 1. | Gauss Rifle |
| | 2. | Gauss Rifle |
| | 3. | Gauss Rifle |
| | 4. | Gauss Rifle |
| | 5. | Gauss Rifle |
| | 6. | Gauss Rifle |
| 4-6 | 1. | Gauss Rifle |
| | 2. | @Gauss Rifle (8) |
| | 3. | @Gauss Rifle (8) |
| | 4. | CASE II |
| | 5. | Stealth Armor |
| | 6. | Stealth Armor |

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth Armor
6. Stealth Armor

INTERNAL STRUCTURE DIAGRAM

Heat
Scale

HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 (34) 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	

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: Titan TI-1Aj

Movement Points: Tonnage: 100
Walking: 3 Tech Base: Inner Sphere
Running: 5 3145
Jumping: 3 E/E-F-D-D

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	-	3	6	9
1	SRM-4	CT	3	2/m	-	3	6	9
1	ER PPC	RT	15	10 [DE]	-	7	14	23
2	SRM-4	RT	3	2/m	-	3	6	9
1	ER PPC	LT	15	10 [DE]	-	7	14	23
2	SRM-4	LT	3	2/m	-	3	6	9
3	Medium Laser	RA	3	5 [DE]	-	3	6	9
3	Medium Laser	LA	3	5 [DE]	-	3	6	9

Ammunition Type Rounds
SRM-4 50

Cost: 10,904,000 C-Bills
+54,000 (ammo)

BV: 2,561 (Base: 2,328)
Weapon Heat (66,0)
Dissipation (32)

WARRIOR DATA

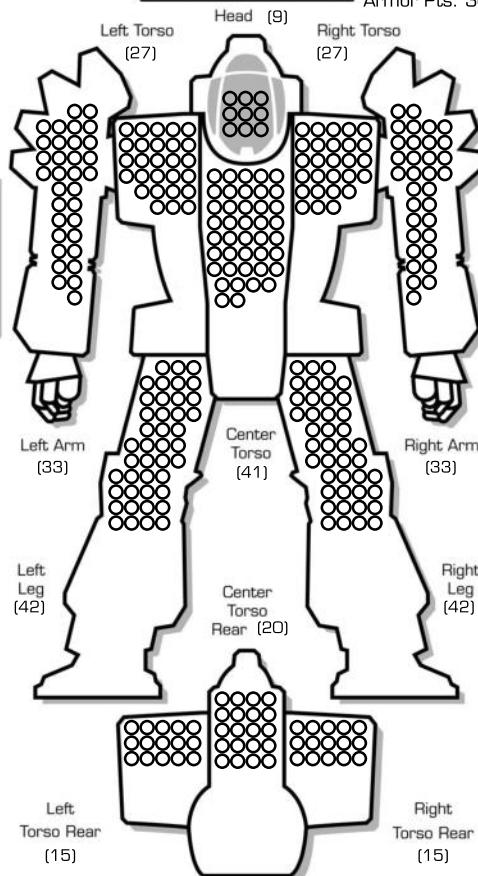
Name: R4 C5 M2

Gunnery Skill: 4 Piloting Skill: 4

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

ARMOR DIAGRAM

Armor Pts: 304



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Medium Laser
3. Medium Laser
4. Medium Laser
5. Roll Again
6. Roll Again

Left Torso (CASE)

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER PPC
5. ER PPC
6. ER PPC

1. SRM-4
2. SRM-4
3. @SRM 4 (25)
4. CASE
5. Roll Again
6. Roll Again

Left Leg

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

Head

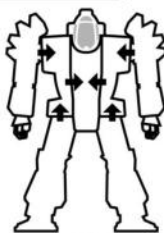
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

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. Jump Jet
6. SRM-4

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Medium Laser
3. Medium Laser
4. Medium Laser
5. Roll Again
6. Roll Again

Right Torso (CASE)

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER PPC
5. ER PPC
6. ER PPC

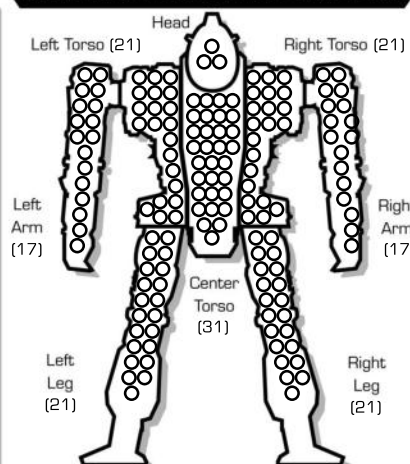
1. SRM-4
2. SRM-4
3. @SRM 4 (25)
4. CASE
5. Roll Again
6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) 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
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

'MECH RECORD SHEET

Type: Hauptmann HA1-O F

Movement Points:	Tonnage: 95
Walking: 3	Tech Base: Inner Sphere
Running: 5	3145
Jumping: 0	F/X-X-F-E

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	HD	6	6 [P]	-	3	6	9
1	Angel ECM	CT	0	[E]	-	-	-	6
1	Imp. Heavy Gauss Rifle	LT	2	22 [DB, X]	3	6	12	19
1	Heavy PPC	RA	15	15 [DE]	-	3	6	12 18
2	Medium X-Pulse Laser	LA	6	6 [P]	3	3	6	9

Ammunition Type	Rounds
iHGB	16

Cost: 14.568.572 C-Bills
+80.000 (ammo)

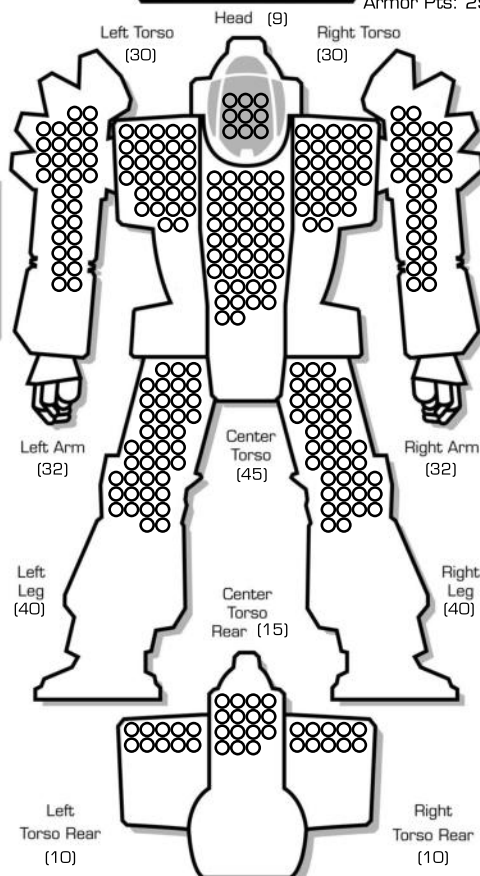
BV: 3.279 (Base: 2.484)
Weapon Heat (35,0)
Dissipation (22)

Name: R4 C6 M1

Gunnery Skill: 3 Piloting Skill: 4

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

Armor Pts: 293



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium X-Pulse Laser
6. Medium X-Pulse Laser

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

Left Torso (CASE II)

- 1-3**
1. Imp. Heavy Gauss Rifle
 2. Imp. Heavy Gauss Rifle
 3. Imp. Heavy Gauss Rifle
 4. Imp. Heavy Gauss Rifle
 5. Imp. Heavy Gauss Rifle
 6. Imp. Heavy Gauss Rifle
- 4-6**
1. Imp. Heavy Gauss Rifle
 2. Imp. Heavy Gauss Rifle
 3. Imp. Heavy Gauss Rifle
 4. Imp. Heavy Gauss Rifle
 5. Imp. Heavy Gauss Rifle
 6. CASE II

Left Leg

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

Head

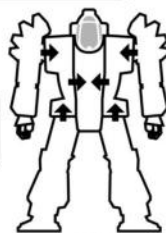
1. Life Support
2. Sensors
3. Cockpit
4. Medium X-Pulse Laser
5. Sensors
6. Life Support

Center Torso

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

- 4-6**
1. Gyro
 2. Fusion Engine
 3. Fusion Engine
 4. Fusion Engine
 5. [Angel ECM
 6. [Angel ECM

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

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

Right Torso (CASE)

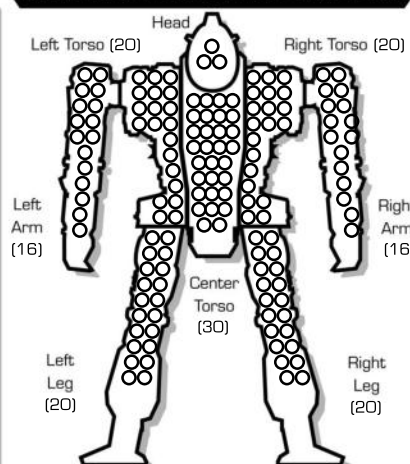
- 1-3
1. @iHGR (4)
 2. @iHGR (4)
 3. @iHGR (4)
 4. @iHGR (4)
 5. Roll Again
 6. Roll Again

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

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: 11 (22) 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	

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: Avatar AV1-O J

Movement Points: Tonnage: 70
Walking: 4 Tech Base: Mixed
Running: 6 3099
Jumping: 0 X/X-X-X-X

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	HAG-30 (C)	RA	6	30	2	8	16	24
				[DB, X/C/F/C5/30]				
1	HAG-30 (C)	LA	6	30	2	8	16	24
				[DB, X/C/F/C5/30]				
Ammunition Type			Rounds					
HAG-30			32					

Cost: 17,228,792 C-Bills
+240,000 (ammo)

BV: 2,668 (Base: 2,223)
Weapon Heat (18,0)
Dissipation (20)

WARRIOR DATA

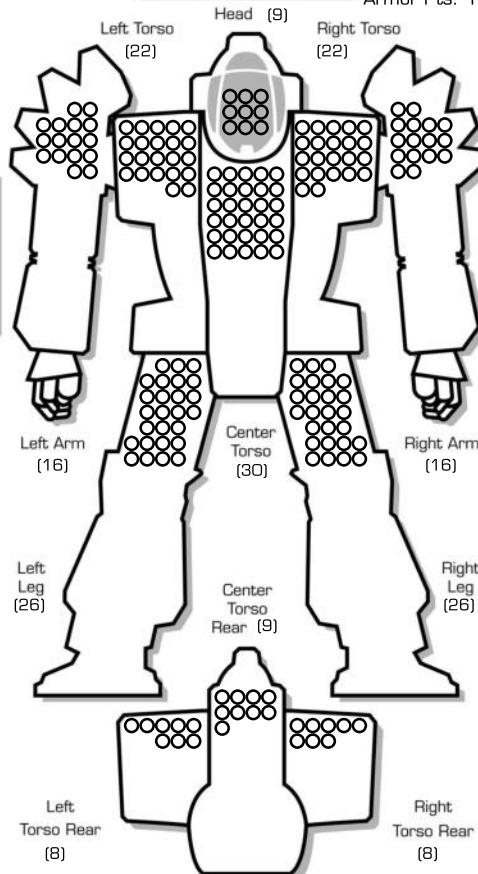
Name: R4 C6 M2

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: 192



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 HAG-30 (C)
- 4-6 HAG-30 (C)
- HAG-30 (C)
- HAG-30 (C)

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 HAG-30 (C)
- 4-6 HAG-30 (C)
- HAG-30 (C)
- HAG-30 (C)

Center Torso

- HAG-30 (C)
 - HAG-30 (C)
 - 4-6 HAG-30 (C)
 - HAG-30 (C)
 5. @HAG 30 (4)
 6. @HAG 30 (4)
- XL Fusion Engine
 - XL Fusion Engine
 - 1-3 XL Fusion Engine
 - 4-6 XL Fusion Engine
 - Gyro
 - Gyro

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4-6 @HAG 30 (4)
- @HAG 30 (4)
- Roll Again

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4-6 @HAG 30 (4)
- @HAG 30 (4)
- Roll Again

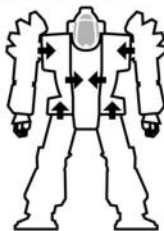
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

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

Right Leg

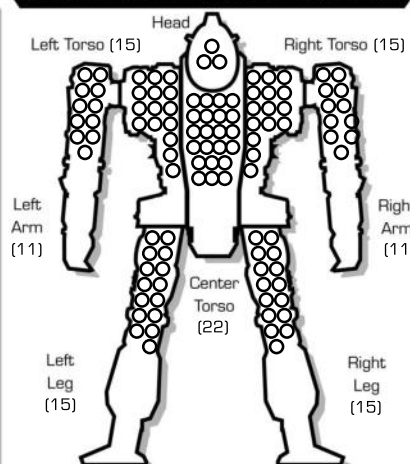
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 (20) Double
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