CLASSIC BATTLETECH™

3072 RECORD SHEETS™

CATALYST game labs™

RECORD SHEET DESIGN BY DAVID L. MCCULLOCH

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: C-MK-O MALAK INVICTUS

Movement Points:
Walking: 7
Running: 11
Jumping: 0

Tonnage: 30
Tech Base: Inner Sphere 3069

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C^3 CPU	LT	—	(E)	—	—	—	—
1	Flamer	RA	3	2 (DE,H,AI)	—	1	2	3
1	Retractable Blade	LA	0	3	—	—	—	—
1	Light PPC	RT	5	5 (DE)	3	6	12	18
1	SRM 2	LT	2	2/Msl (M,C,S)	—	3	6	9
1	ER Medium Laser	H	5	5 (DE)	—	4	8	12

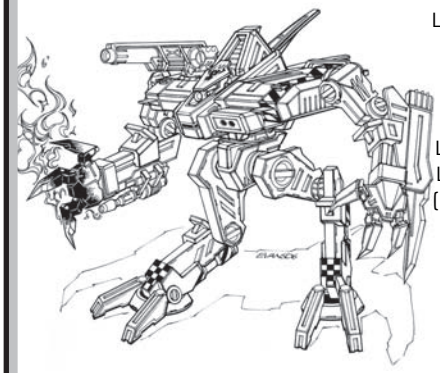
Cost: 6,557,363 C-bills **BV:** 837

WARRIOR DATA

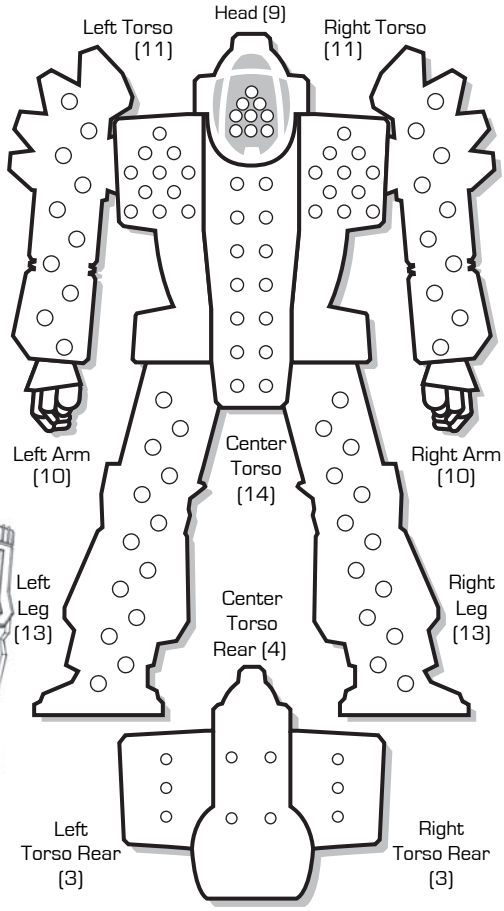
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

4-6
1. Double Heat Sink
2. Retractable Blade
3. Retractable Blade
4. Retractable Blade
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Left Torso

1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Improved C^3 CPU
4. Improved C^3 CPU
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. SRM 2
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

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

Head

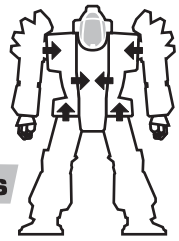
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. ER Medium Laser
6. Roll Again

Center Torso

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

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

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
5. Flamer
6. Endo Steel

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

Right Torso

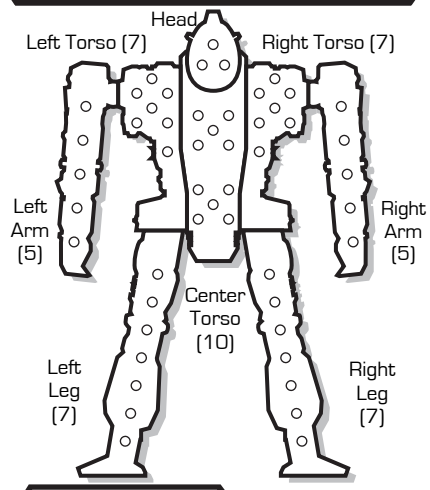
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Light PPC
4. Light PPC
5. Ammo (SRM 2) 50
6. CASE

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



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

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	

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: C-PRT-O PRETA INVICTUS

Movement Points:
- **Walking:** 6
- **Running:** 9
- **Jumping:** 0

Tonnage: 45
Tech Base: Inner Sphere 3069

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C^3 CPU	CT	—	(E)	—	—	—	—
1	Snub-Nose PPC	RA	10	10/8/5 (DE,V)	—	9	13	15
1	Retractable Blade	LA	0	5	—	—	—	—
1	AMS	LT	1	(PD)	—	—	—	—
1	Light PPC	H	5	5 (DE)	3	6	12	18

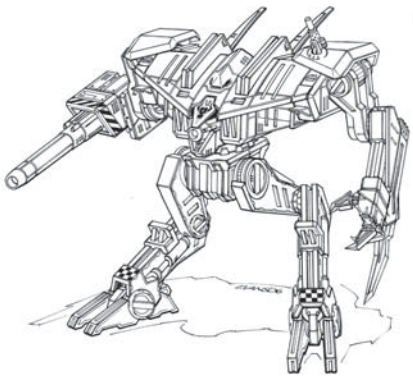
Cost: 9,777,259 C-bills **BV:** 1,122

WARRIOR DATA

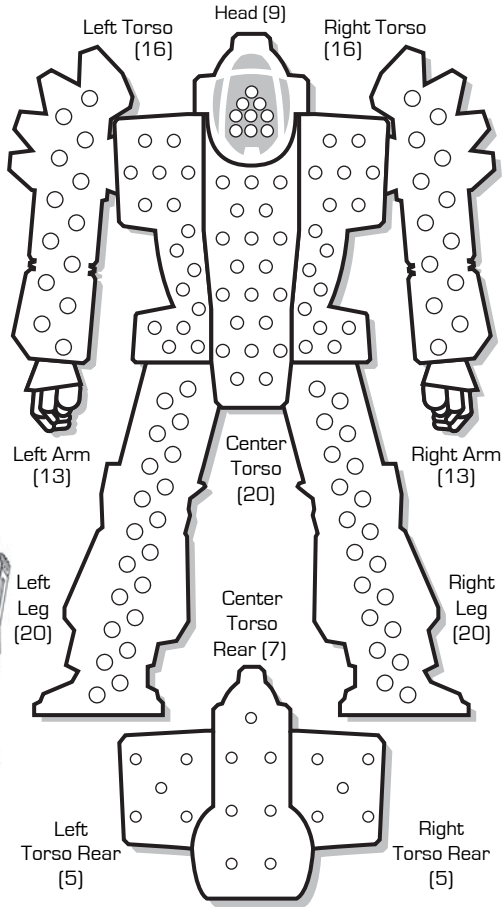
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand
5. Retractable Blade
6. Retractable Blade

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

Left Torso
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. AMS
4. Ammo (AMS) 12
5. CASE
6. Endo Steel

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

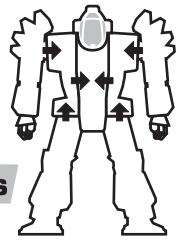
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Light PPC
6. Light PPC

Center Torso
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Improved C^3 CPU
6. Improved C^3 CPU

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



Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Snub-Nose PPC
4. Snub-Nose PPC
5. Endo Steel
6. Endo Steel

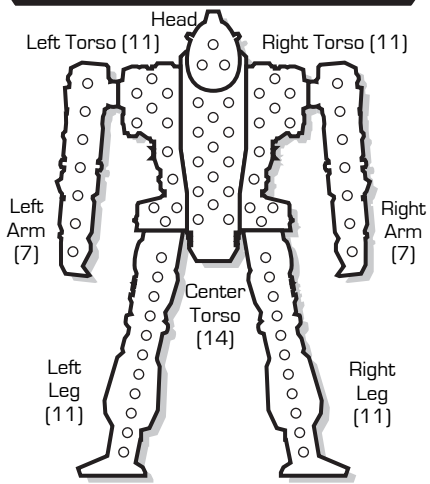
4-6
1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Endo Steel

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. Endo Steel

INTERNAL STRUCTURE DIAGRAM



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

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	

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: C-CRG-O GRIGORI INVICTUS

Movement Points:
- **Walking:** 4
- **Running:** 6
- **Jumping:** 0

Tonnage: 60
Tech Base: Inner Sphere 3069

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C^3 CPU	LT	—	(E)	—	—	—	—
1	MRM 20	RA	6	1/Msl (M,C)	—	3	8	15
1	Retractable Blade	LA	0	6	—	—	—	—
1	LRM 15	LT	5	1/Msl (M,C,S)	6	7	14	21
1	Streak SRM 4	LT	3	2/Msl (M,C)	—	3	6	9
1	Light PPC	H	5	5 (DE)	3	6	12	18

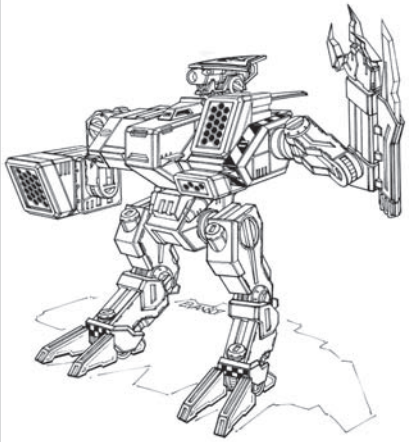
Cost: 12,327,600 C-bills **BV:** 1,313

WARRIOR DATA

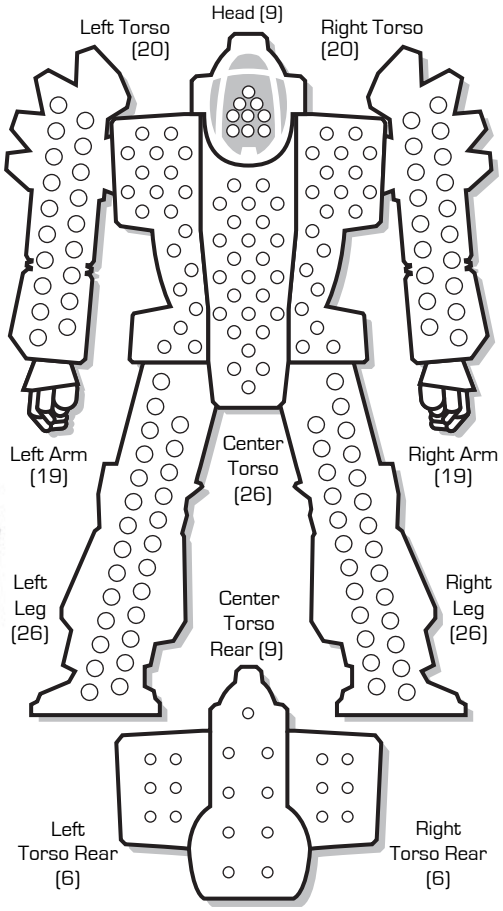
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

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

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

Left Torso
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Improved C^3 CPU
4. Improved C^3 CPU
5. LRM 15
6. LRM 15

4-6
1. LRM 15
2. Streak SRM 4
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

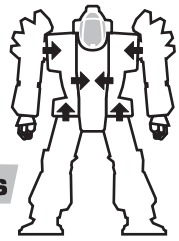
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Light PPC
6. Light PPC

Center Torso
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

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

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



Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. MRM 20
4. MRM 20
5. MRM 20
6. Light Ferro-Fibrous

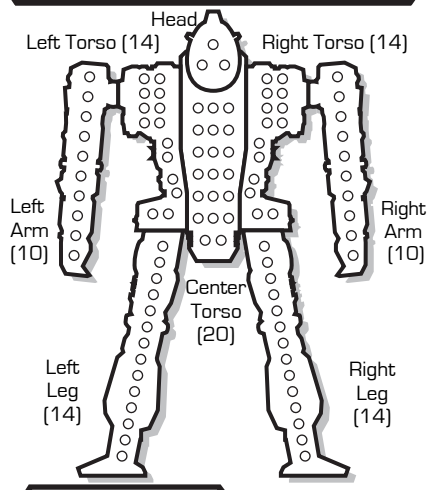
4-6
1. Light Ferro-Fibrous
2. Light Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Ammo (MRM) 12
4. Ammo (LRM) 8
5. Ammo (LRM) 8
6. Ammo (Streak) 25

4-6
1. CASE
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. Light Ferro-Fibrous
6. Light Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



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

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	

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: C-DVA-O DEVA INVICTUS

Movement Points:
- **Walking:** 4
- **Running:** 6
- **Jumping:** 0

Tonnage: 70
Tech Base: Inner Sphere 3069

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C^3 CPU	RT	—	(E)	—	—	—	—
1	Gauss Rifle	RA	1	15 (DB,X)	2	7	15	22
1	Light PPC	RT	5	5 (DE)	3	6	12	18
1	Retractable Blade	LA	0	7	—	—	—	—
1	Light PPC	LT	5	5 (DE)	3	6	12	18
1	Light PPC	H	5	5 (DE)	3	6	12	18

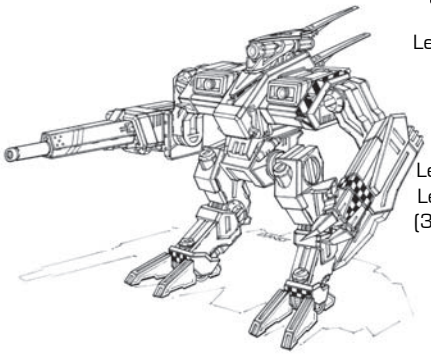
Cost: 19,985,838 C-bills **BV:** 1,655

WARRIOR DATA

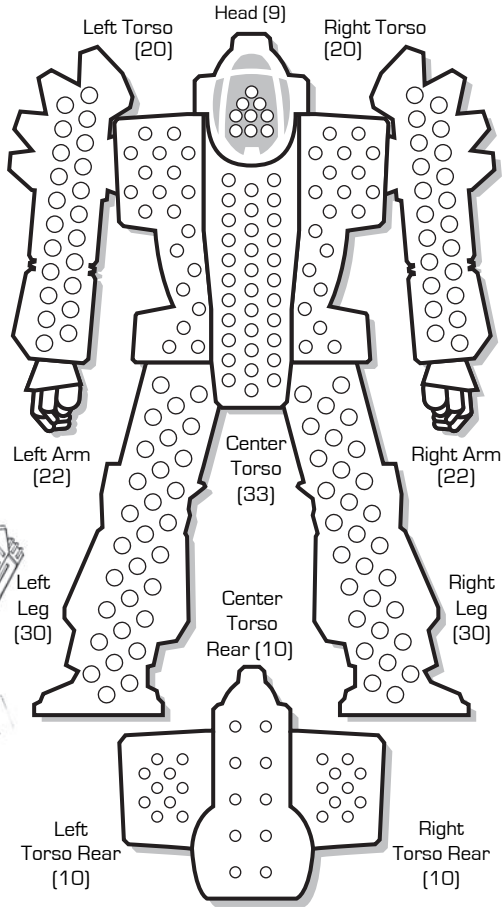
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Retractable Blade
6. Retractable Blade

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

Left Torso

1-3:
1. Light Fusion Engine
2. Light Fusion Engine
3. Light PPC
4. Light PPC
5. Endo Steel
6. Endo Steel

4-6:
1. Endo Steel
2. Endo Steel
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. Endo Steel

Head

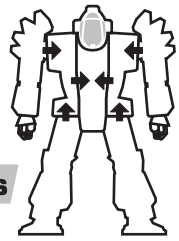
1. Life Support
2. Sensors
3. Cockpit
4. Sensors
5. Light PPC
6. Light PPC

Center Torso

1-3:
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Heavy Duty Gyro
5. Heavy Duty Gyro
6. Heavy Duty Gyro

4-6:
1. Heavy Duty Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Roll Again
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. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6:
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Ammo (Gauss) 8
5. Endo Steel
6. Endo Steel

Right Torso

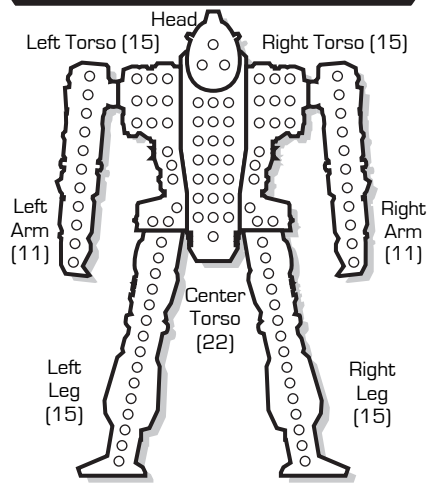
1-3:
1. Light Fusion Engine
2. Light Fusion Engine
3. Improved C^3 CPU
4. Improved C^3 CPU
5. Light PPC
6. Light PPC

4-6:
1. CASE
2. Endo Steel
3. Endo Steel
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. Endo Steel

INTERNAL STRUCTURE DIAGRAM



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

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	

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: C-SRP-O SERAPH INVICTUS

Movement Points:
- **Walking:** 3 [4]
- **Running:** 5 [6]
- **Jumping:** 0

Tonnage: 85
Tech Base: Inner Sphere 3069

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C^3 CPU	LT	—	(E)	—	—	—	—
1	Ultra AC/10	RA	4/Sht	10/Sht (DB,R/C)	—	6	12	18
1	MML 5	RT	3	(M,S,C)				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Retractable Blade	LA	0	9	—	—	—	—
1	MML 5	LT	3	(M,S,C)				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Streak SRM 6	LT	4	2/Msl (M,C)	—	3	6	9
1	Snub-Nose PPC	H	10	10/8/5 (DE,V)	0	9	13	15

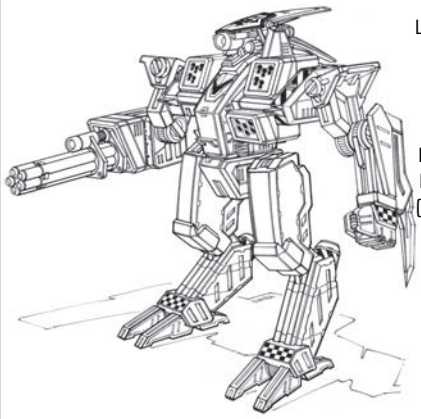
Cost: 21,017,272 C-bills **BV:** 1,888

WARRIOR DATA

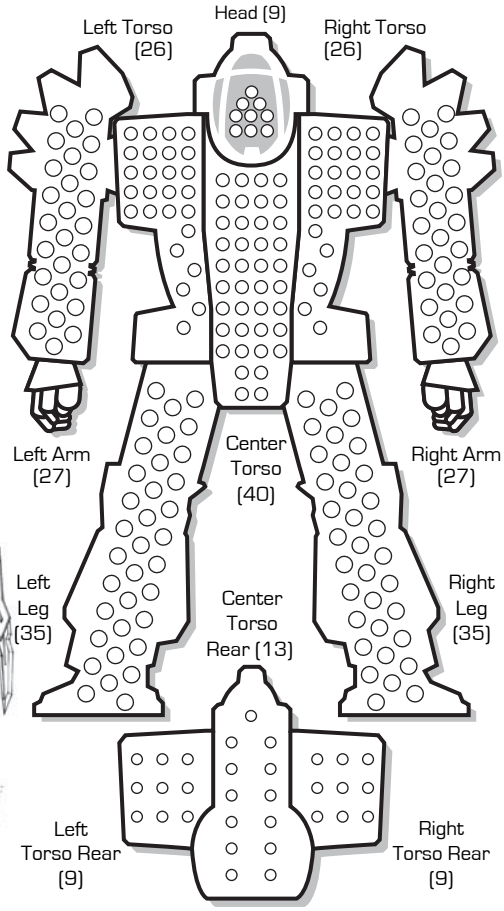
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Retractable Blade
6. Retractable Blade

4-6:
1. Retractable Blade
2. Retractable Blade
3. Retractable Blade
4. Retractable Blade
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Left Torso
1-3:
1. Light Fusion Engine
2. Light Fusion Engine
3. Improved C^3 CPU
4. Improved C^3 CPU
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. Double Heat Sink
2. MML 5
3. MML 5
4. MML 5
5. Streak SRM 6
6. Streak SRM 6

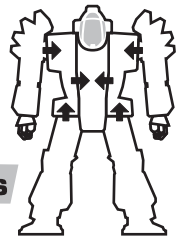
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Snub-Nose PPC
6. Snub-Nose PPC

Center Torso
1-3:
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Roll Again
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. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Ultra AC/10

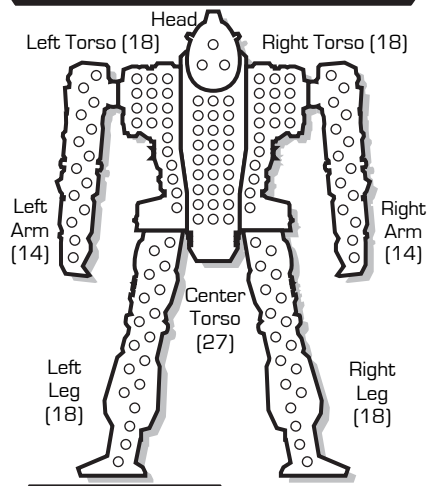
4-6:
1. Ultra AC/10
2. Ultra AC/10
3. Ultra AC/10
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

Right Torso
1-3:
1. Light Fusion Engine
2. Light Fusion Engine
3. MML 5
4. MML 5
5. MML 5
6. Ammo (Ultra) 10

4-6:
1. Ammo (Ultra) 10
2. Ammo (Ultra) 10
3. Ammo (MML/SRM) 20
4. Ammo (MML/LRM) 24
5. Ammo (Streak) 15
6. CASE

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Triple-Strength Myomer
6. Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



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

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	

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CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: C-ANG-O ARCHANGEL INVICTUS

Movement Points:
- **Walking:** 3
- **Running:** 5
- **Jumping:** 3

Tonnage: 100
Tech Base: Inner Sphere 3069

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C^3 CPU	CT	—	(E)	—	—	—	—
1	Heavy PPC	RA	15	15 (DE)	3	6	12	18
1	Retractable Blade	LA	0	10	—	—	—	—
1	Targeting Computer	LT	—	(T)	—	—	—	—
1	Plasma Rifle	H	10	10 (DE,H,AI)	—	5	10	15
1	Guardian ECM	CT	—	(E)	—	—	—	6

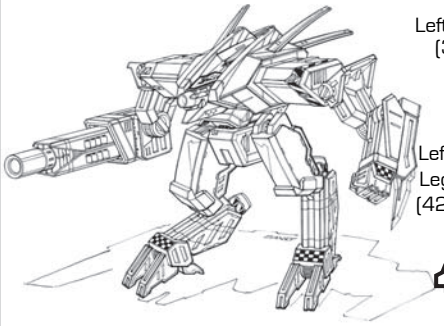
Cost: 21,752,500 C-bills **BV:** 2,355

WARRIOR DATA

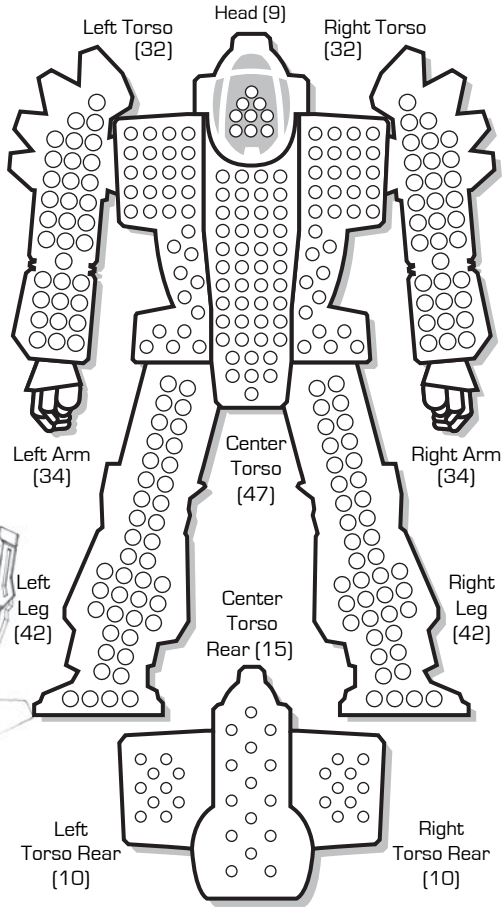
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Retractable Blade
6. Retractable Blade

4-6:
1. Retractable Blade
2. Retractable Blade
3. Retractable Blade
4. Retractable Blade
5. Roll Again
6. Roll Again

Left Torso
1-3:
1. Jump Jet
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Endo Steel

4-6:
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
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. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Sensors
5. Plasma Rifle
6. Plasma Rifle

Center Torso
1-3:
1. Compact Fusion Engine
2. Compact Fusion Engine
3. Compact Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. Improved C^3 CPU

4-6:
1. Improved C^3 CPU
2. Jump Jet
3. Guardian ECM
4. Guardian ECM
5. Ammo (Plasma Rifle) 10
6. Ammo (Plasma Rifle) 10

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

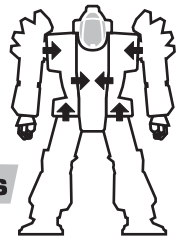
Right Arm
1-3:
1. Shoulder
2. Upper Arm Actuator
3. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

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

Right Torso
1-3:
1. Jump Jet
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Endo Steel
6. Endo Steel

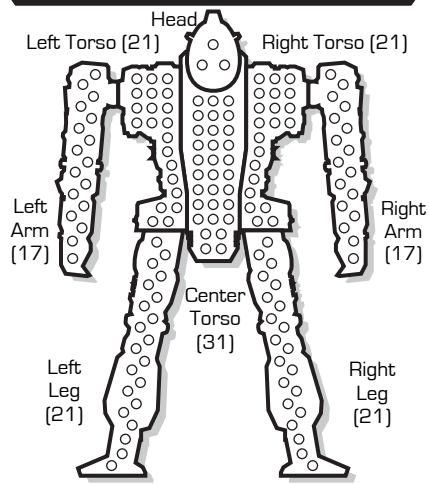
4-6:
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



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

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	

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