

CLASSIC

BATTLETECH



RECORD SHEETS SWORD AND DRAGON

DAVION



KURITA



Record Sheets Design by David L. McCulloch

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: JR-7K JENNER GRACE II

Movement Points: Tonnage: 35
 Walking: 7 Tech Base: Inner Sphere
 Running: 11 3067
 Jumping: 0

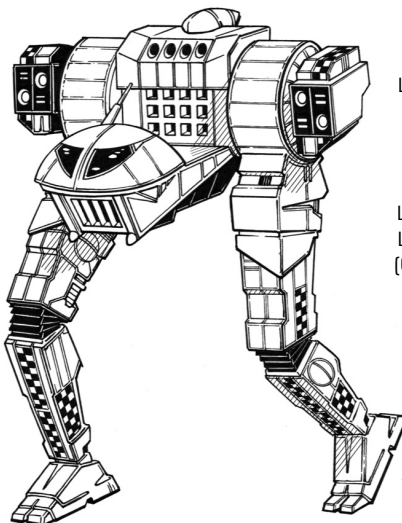
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Damage	Min	Sht	Med	Lng
1	Light PPC	RA	5	5 (DE)	3	6	12	18
1	Light PPC	LA	5	5 (DE)	3	6	12	18
1	NARC	LT	0	—	0	3	6	9
1	C³ Slave	—	—	—	—	—	—	—

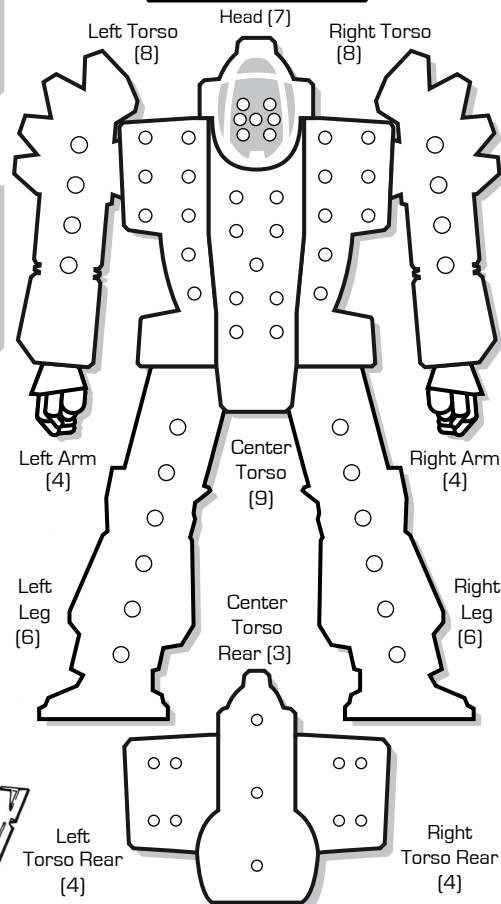
WARRIOR DATA

Name: _____
 Gunnery Skill: ____ Piloting Skill: ____
 Hits Taken
 Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Light PPC
- Light PPC
- Ferro-Fibrous
- Ferro-Fibrous

- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- NARC
- NARC
- Ammo (NARC) 6
- CASE
- Ferro-Fibrous
- Ferro-Fibrous

- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

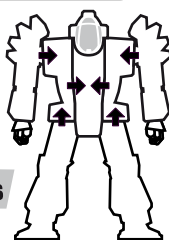
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

- 1-3
- Gyro
 - Engine
 - Engine
 - Engine
 - C³ Slave
 - Endo-Steel

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Light PPC
- Light PPC
- Ferro-Fibrous
- Ferro-Fibrous

- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

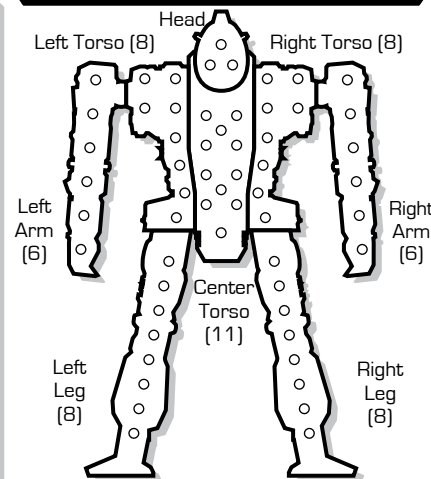
- Single Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel

Right Leg

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

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

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	○

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: HCT-5S HATCHETMAN AUSTIN

Movement Points: Tonnage: 45
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 3059
 Jumping: 4

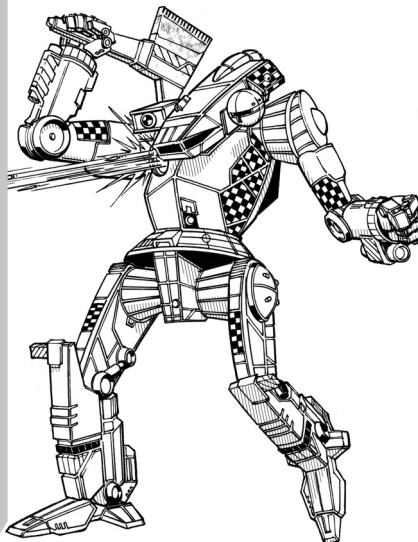
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Damage	Min	Sht	Med	Lng
1	LB 10-X AC	RT	2	10	-	6	12	18
				(DB, C/S/F)				
3	ER Medium Laser	LA	5	5 (DE)	-	4	8	12
1	Hatchet	RA	-	9	-	-	-	-

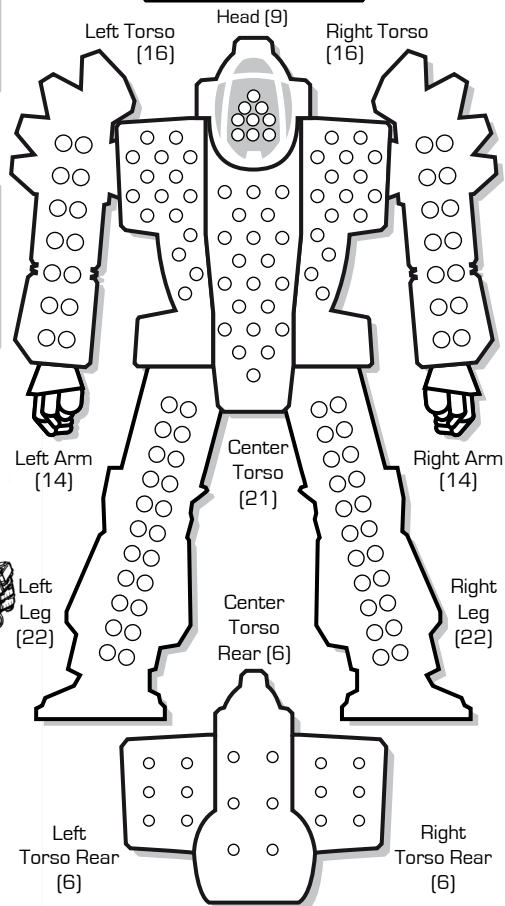
WARRIOR DATA

Name: _____
 Gunnery Skill: ____ Piloting Skill: ____
 Hits Taken
 Consciousness#

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



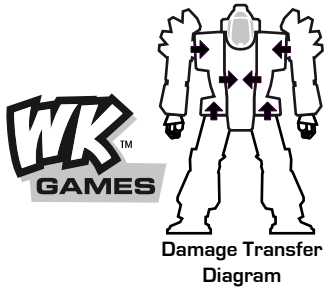
ARMOR DIAGRAM



CRITICAL HIT TABLE

- | | | | |
|---|--|---|--|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator ER Medium Laser ER Medium Laser <p>1-3</p> <ol style="list-style-type: none"> ER Medium Laser Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>4-6</p> | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>1-3</p> <p>Center Torso</p> <ol style="list-style-type: none"> Light Engine Light Engine Light Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Light Engine Light Engine Light Engine Ferro-Fibrous Ferro-Fibrous <p>4-6</p> | <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Hatchet Hatchet Hatchet Ferro-Fibrous Ferro-Fibrous <p>4-6</p> | <p>Right Torso</p> <ol style="list-style-type: none"> Light Engine Light Engine LB 10-X AC LB 10-X AC LB 10-X AC LB 10-X AC <p>1-3</p> <ol style="list-style-type: none"> LB 10-X AC LB 10-X AC Ammo (LB 10-X) 10 Ammo (LB 10-X) 10 CASE Ferro-Fibrous <p>4-6</p> |
|---|--|---|--|

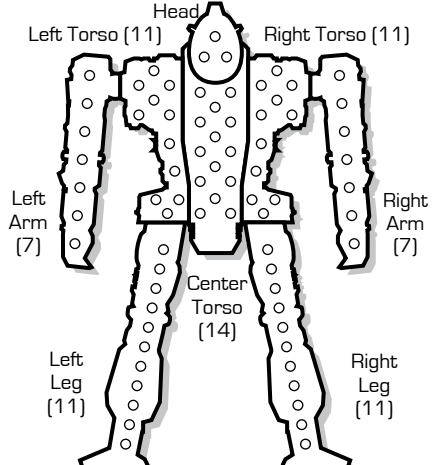
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



- Left Torso**
- Light Engine
 - Light Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10
30	Shutdown	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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: ENF-5D ENFORCER DANIEL

Movement Points: **Tonnage:** 50
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 3054
 Jumping: 5

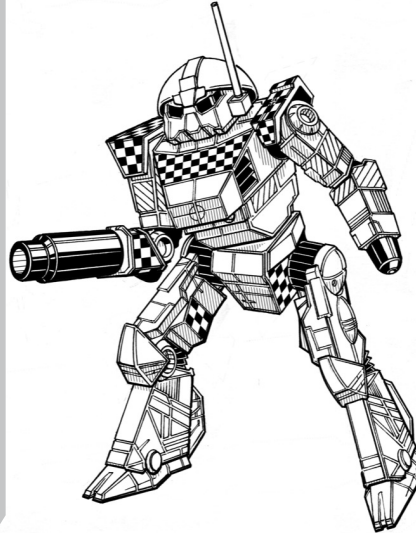
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Damage	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15 (DB, X)	2	7	15	22
2	ER Medium Laser	LA	5	5 (DE)	-	4	8	12
1	ER Small Laser	LT	2	3 (DE)	-	2	4	5

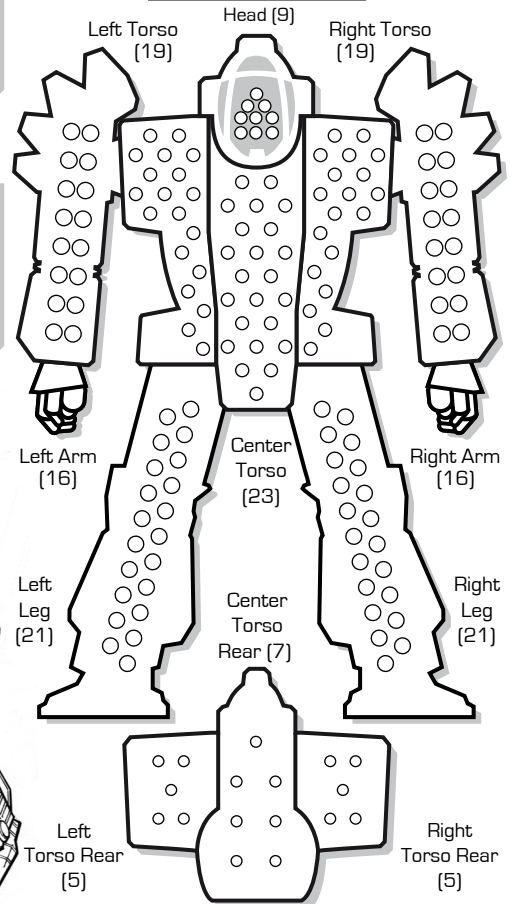
WARRIOR DATA

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

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. ER Medium Laser
- 5. ER Medium Laser
- 6. Ferro-Fibrous

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

Left Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. ER Small Laser
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

- 1. Ferro-Fibrous
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 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

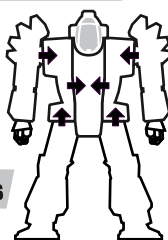
- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

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

- 1. Gyro
- 2. XL Engine
- 3. XL Engine
- 4. XL Engine
- 5. Jump Jet
- 6. Roll Again

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



Damage Transfer Diagram

Right Arm

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

- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4. Gauss Rifle
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Right Torso

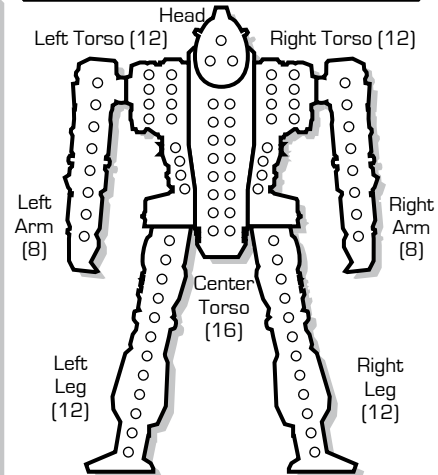
- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 4. Ammo (Gauss) 8
- 5. Ammo (Gauss) 8
- 6. Ammo (Gauss) 8

- 1. CASE
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 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 DATA

Heat Level*	Effects	Heat Sinks: 10
30	Shutdown	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

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	

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: DRG-7K GRAND DRAGON MARK

Movement Points: Tonnage: 60
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 [10] 3067
 Jumping: 0

Weapons & Equipment Inventory (hexes)

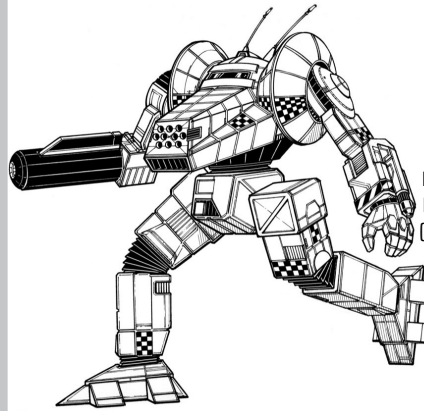
Qty	Type	Loc	Ht	Damage	Min	Sht	Med	Lng
1	Heavy PPC	RA	15	15 (DE)	3	6	12	18
1	ER Medium Laser	LA	5	5 (DE)	-	4	8	12
1	LRM 15	LT	5	1/Msl (M,C,S)	6	7	14	21
1	C³ Slave	LT	-	-	-	-	-	-

WARRIOR DATA

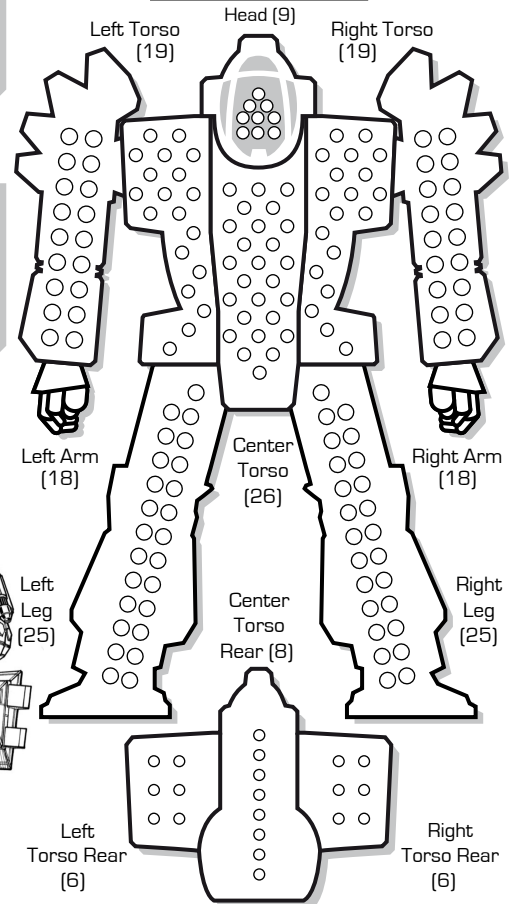
Name: _____

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso

- Light Engine
- Light Engine
- LRM 15
- LRM 15
- LRM 15
- Ammo (LRM 15) 8

- Ammo (LRM 15) 8
- C³ Slave
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Leg

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

Head

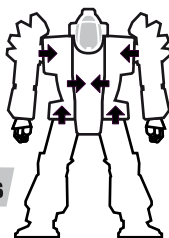
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- Light Engine
- Light Engine
- Light Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Light Engine
- Light Engine
- Light Engine
- Endo Steel
- Endo Steel

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heavy PPC
- Heavy PPC
- Heavy PPC

- Heavy PPC
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso

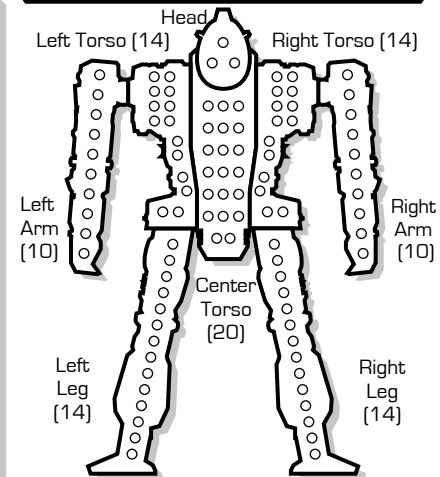
- Light Engine
- Light Engine
- MASC
- MASC
- MASC
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 [24]
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

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	

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **BL-10-KNT BLACK KNIGHT ROSS**

Movement Points: **Tonnage: 75**
 Walking: 4 [5] Tech Base: Inner Sphere
 Running: 6 [8] 3055
 Jumping: 0

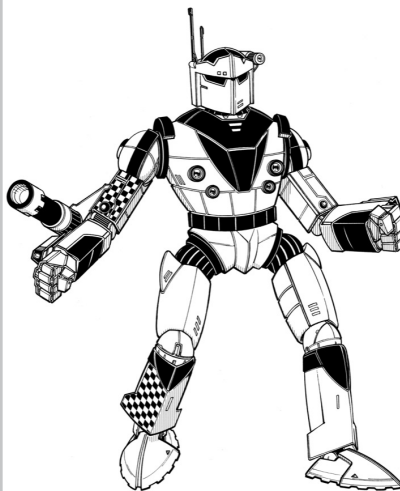
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Damage	Min	Sht	Med	Lng
1	ER PPC	RA	15	10 (DE)	-	7	14	23
1	Med. Pulsar Laser	LT	4	6 (P)	-	2	4	6
1	Med. Pulse Laser	RT	4	6 (P)	-	2	4	6
1	ER Medium Laser	LT	5	5 (DE)	-	4	8	12
1	ER Medium Laser	RT	5	5 (DE)	-	4	8	12
1	ER Small Laser	LA	2	3 (DE)	-	2	4	5
1	Med. Pulse Laser	RA	4	6 (P)	-	2	4	6
1	Hatchet	LA	0	15	-	-	-	-
1	Targeting Computer	LT	-	-	-	-	-	-

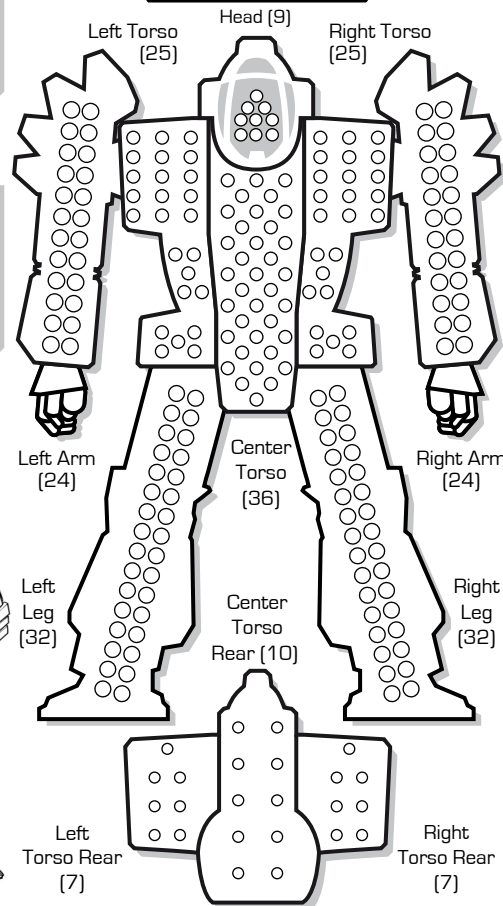
WARRIOR DATA

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

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Hatchet
- Hatchet

- Hatchet
- Hatchet
- Hatchet
- 4-6 ER Small Laser
- Ferro-Fibrous
- TSM

Left Torso

- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- ER Medium Laser
- Targeting Computer

- 1-3 Targeting Computer
- Targeting Computer
- Targeting Computer
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- TSM

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- TSM
- Ferro-Fibrous

Head

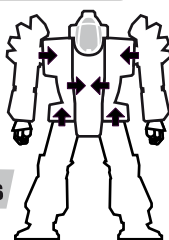
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- 1-3 Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

- 4-6 Gyro
- Engine
- Engine
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- ER PPC
- ER PPC

- 1-3 ER PPC
- 2 Medium Pulse Laser
- 3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 TSM

Right Torso

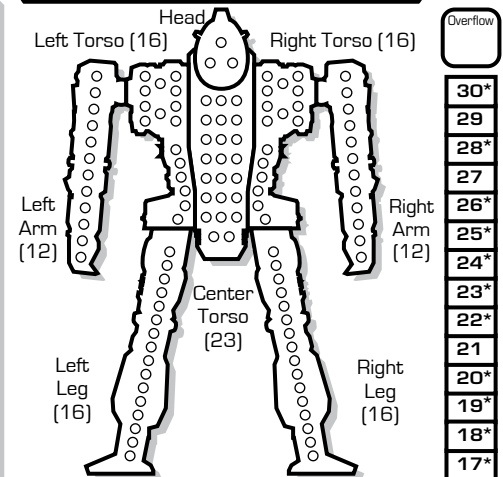
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- 1-3 Medium Pulse Laser
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- 6 TSM

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- TSM
- Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30)
30	Shutdown	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

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	

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: HTM-27T HATAMOTO-CHI DANIEL II

Movement Points: Tonnage: 80
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 3052
 Jumping: 0

Weapons & Equipment Inventory (hexes)

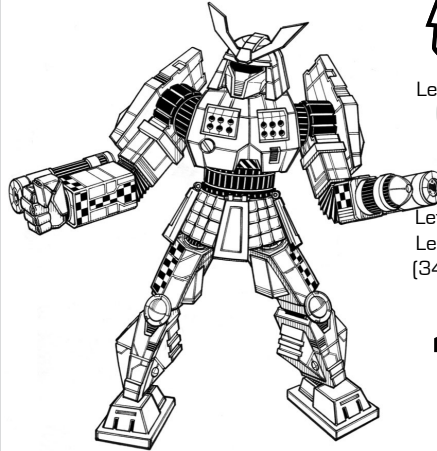
Qty	Type	Loc	Ht	Damage	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
				(DB, C/S/F)				
1	LB 10-X AC	LA	2	10	-	6	12	18
				(DB, C/S/F)				
1	Streak SRM 6	RT	4	2/Msl	-	3	6	9
				(M, C)				
1	Streak SRM 6	LT	4	2/Msl	-	3	6	9
				(M, C)				
1	C³ Master	RT	-	-	-	-	-	-

WARRIOR DATA

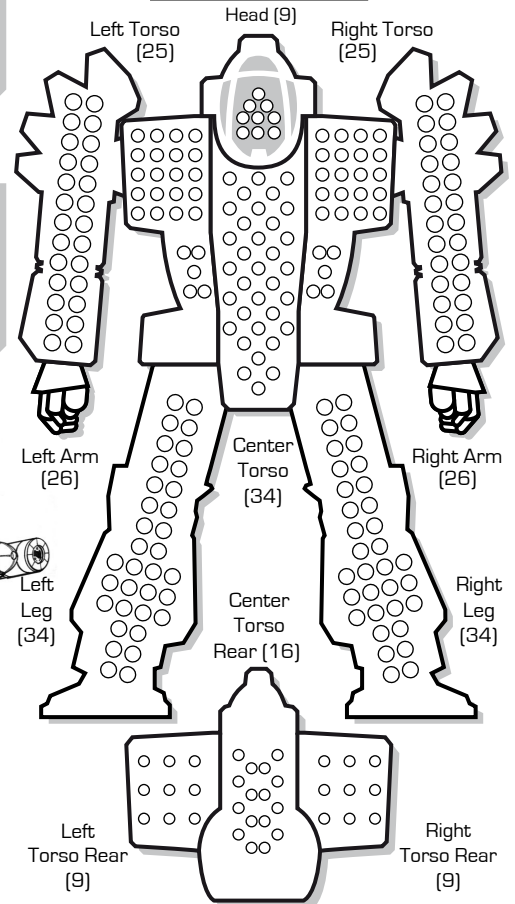
Name: _____

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LB 10-X AC
- LB 10-X AC
- LB 10-X AC

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- Streak SRM 6
- Streak SRM 6
- 1-3 Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Ammo (Streak 6) 15
- CASE

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Roll Again

Left Leg

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

Head

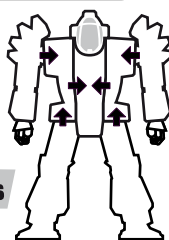
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- Engine
- Engine
- Engine
- 1-3 Gyro
- Gyro
- Gyro

- Gyro
- Engine
- Engine
- 4-6 Engine
- Endo Steel
- Endo Steel

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- LB 10-X AC
- LB 10-X AC

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- 4-6 LB 10-X AC
- Endo Steel
- Endo Steel

Right Torso

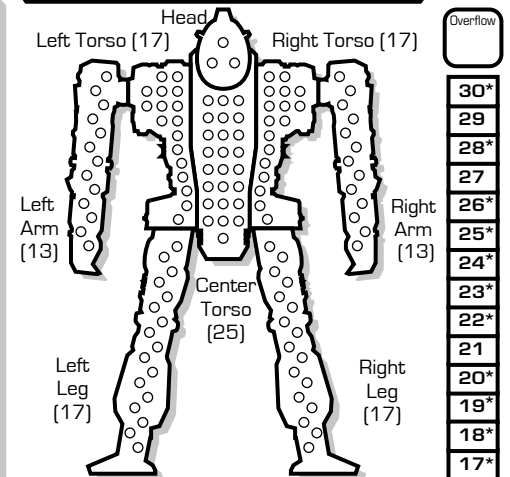
- C³ Master Computer
- C³ Master Computer
- 1-3 C³ Master Computer
- C³ Master Computer
- C³ Master Computer
- Streak SRM 6

- Streak SRM 6
2. Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- 4-6 Ammo (Streak 6) 15
- CASE
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Roll Again

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