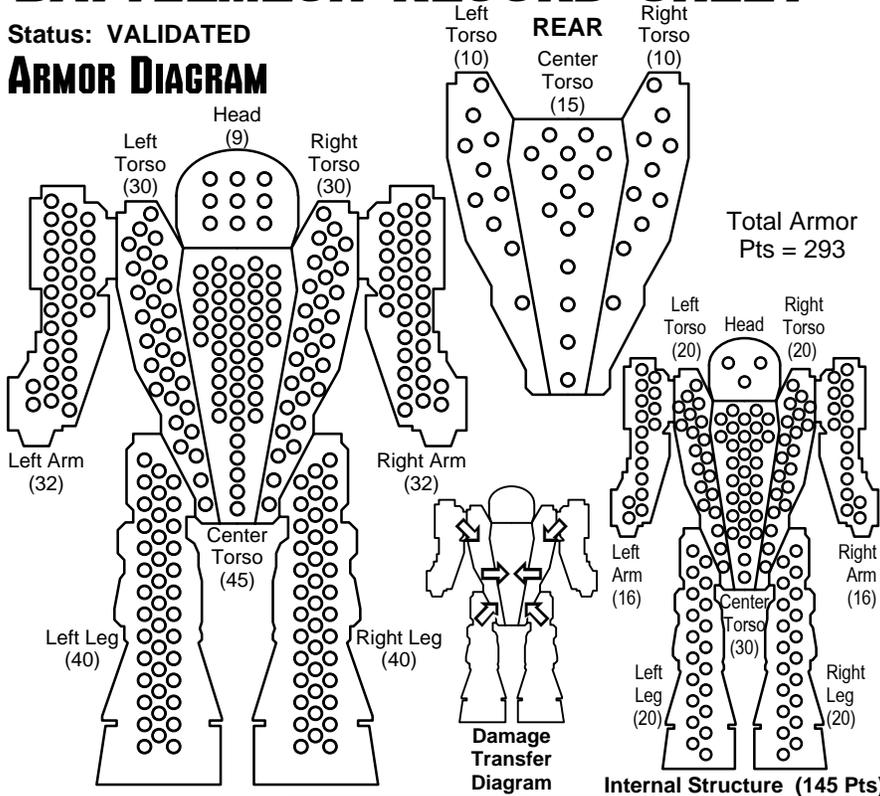


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Internal Structure (145 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- 1 LB 20-X AC
- LB 20-X AC
- 3 LB 20-X AC
- 4 LB 20-X AC
- 5 LB 20-X AC
- 6 LB 20-X AC

Left Torso (CASE)

- XL Engine
- XL Engine
- 1-3 Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- 1 ER Medium Laser
- 2 Ammo (LB 20-X) 5
- 3 Ammo (LB 20-X) 5
- 4 Ammo (LB 20-X) 5
- 5 Ammo (LB 20-X) 5
- 6 Endo Steel

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

- XL Engine
- XL Engine
- XL Engine
- 1-3 Gyro
- Gyro
- Gyro
- 1 Gyro
- 2 XL Engine
- 3 XL Engine
- 4 XL Engine
- 5 ER Small Laser
- 6 ER Small Laser

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

Battle Value: **1,992**
 Weapon Value: **3,498 / 3,498**
 Cost, C-Bills: **27,341,276**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- 1 LB 20-X AC
- LB 20-X AC
- 3 LB 20-X AC
- 4 LB 20-X AC
- 5 LB 20-X AC
- 6 LB 20-X AC

Right Torso (CASE)

- XL Engine
- XL Engine
- 1-3 Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- 1 ER Medium Laser
- 2 Ammo (LB 20-X) 5
- 3 Ammo (LB 20-X) 5
- 4 Ammo (LB 20-X) 5
- 5 Ammo (LB 20-X) 5
- 6 Endo Steel

Right Leg

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

'MECH DATA

Type: **Cygnus**

Mass: **95 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Clan**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 2 / 3132**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 20-X AC	RA	6	20	-	4	8	12
1	LB 20-X AC	LA	6	20	-	4	8	12
2	Heavy Medium Laser	RT	7	10	-	3	6	9
1	ER Medium Laser	RT	5	7	-	5	10	15
2	Heavy Medium Laser	LT	7	10	-	3	6	9
1	ER Medium Laser	LT	5	7	-	5	10	15
2	ER Small Laser	CT	2	5	-	2	4	6

Ammo Type: Rounds: BV:
 LB 20-X AC 40 296

Total Heat Sinks: 15 Double (30)

○○○○○○○○○○ ○○○○

Auto Eject: Weapon Heat:
 Operational Disabled **(54)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	