



# BATTLE TECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Daikyu DAI-01

Movement Points: Tonnage: 70  
 Walking: 5 Tech Base: Inner Sphere  
 Running: 8 3055  
 Jumping: 0 E/X-X-E

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	SRM-4	LT	3	2/m	-	3	6	9
1	Ultra AC/5	RA	1/s	5	2	6	13	20
[DB, R/C/R2]								
1	ER PPC	LA	15	10 [DE]	-	7	14	23
1	Ultra AC/5	LA	1/s	5	2	6	13	20
[DB, R/C/R2]								

Ammunition Type	Rounds
Ultra AC/5	40
SRM-4	25

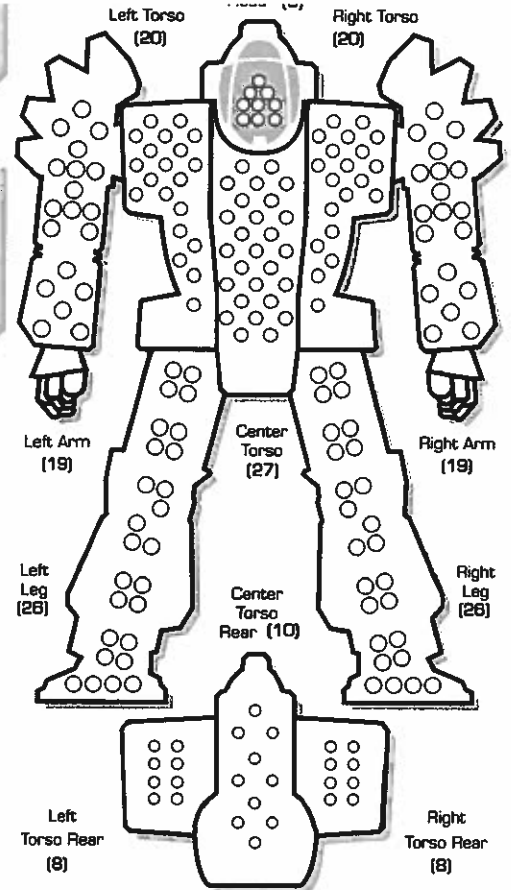
Cost: 16,137,307 C-Bills

BV: 1,593  
 Weapon Heat (25)  
 Dissipation (22)

### WARRIOR DATA

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

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



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Ultra AC/5
  - Ultra AC/5
- 1-3
- Ultra AC/5
  - Ultra AC/5
  - Ultra AC/5
- 4-6
- ER PPC
  - ER PPC
  - ER PPC

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - SRM-4
  - Medium Laser
  - Endo-Steel
- 1-3
- Endo-Steel
  - Endo-Steel
- 4-6
- Roll Again
  - Roll Again
  - 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

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Endo-Steel
  - Endo-Steel
- 4-6

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Ultra AC/5
  - Ultra AC/5
- 1-3
- Ultra AC/5
  - Ultra AC/5
  - Ultra AC/5
- 4-6
- Endo-Steel
  - Roll Again
  - Roll Again

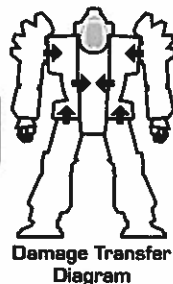
#### Right Torso (CASE)

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Ultra AC/5 (20)
  - Ultra AC/5 (20)
  - SRM 4 (25)
- 1-3
- CASE
  - Endo-Steel
  - Endo-Steel
  - Endo-Steel
  - Roll Again
  - Roll Again
- 4-6

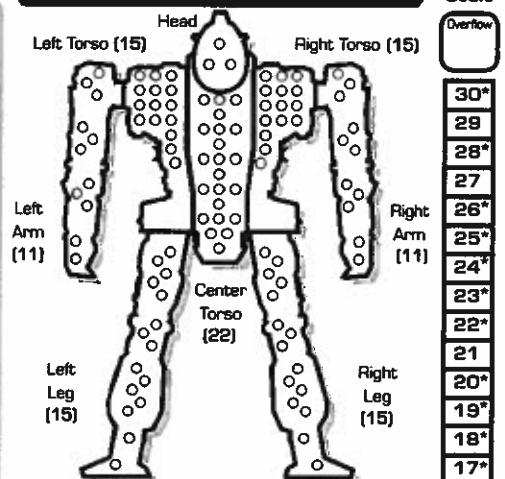
#### Right Leg

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

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



### 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	○○○○○○○○○○○○○○○○○○○

# BATTLETECH

## 'MECH RECORD SHEET

### MECH DATA

Type: **Thunder THR-1L**

Movement Points: **Walking: 5** **Tonnage: 70**  
**Running: 8** **Tech Base: Inner Sphere**  
**Jumping: 0** **3055**  
**E/X-X-E**

### Weapons & Equipment Inventory (hexes)

Gty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	CT	4	6 [P]	-	2	4	6
1	Autocannon/20	RT	7	20 [DB, S]	-	3	6	9
1	Medium Pulse Laser	RT	4	6 [P]	-	2	4	6
1	Medium Pulse Laser	LT	4	6 [P]	-	2	4	6
1	LRM-5	LT	2	1/m	6	7	14	21

Ammunition Type	Rounds
AC/20	15
LRM-5	24

Cost: 15,511,537 C-Bills

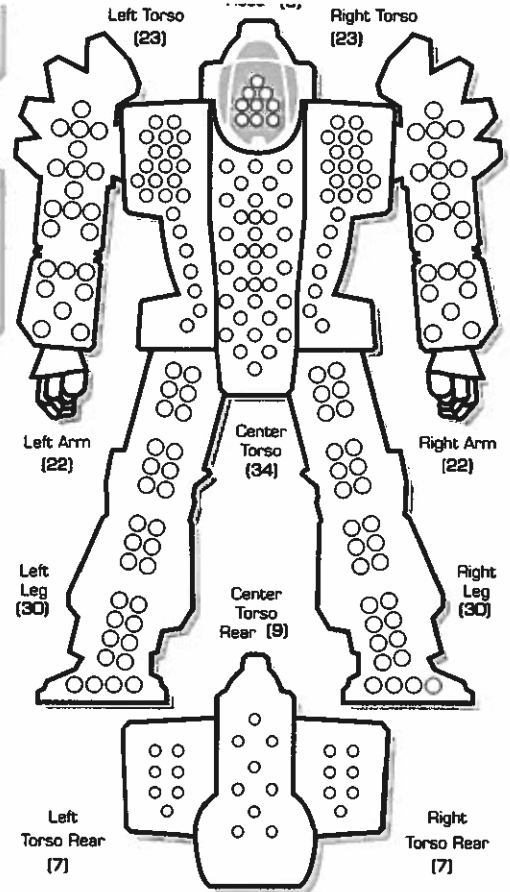
BV: 1,471  
 Weapon Heat (21)  
 Dissipation (22)

### WARRIOR DATA

Name:

Gunnery Skill: Piloting Skill:

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



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

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

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- LRM-5
- AC/20 (5)

- AC/20 (5)
- AC/20 (5)
- LRM 5 (24)
- CASE
- Roll Again
- Roll Again

#### Left Leg

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

#### Head

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

#### Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Roll Again

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20

- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Roll Again
- Roll Again

#### Right Torso

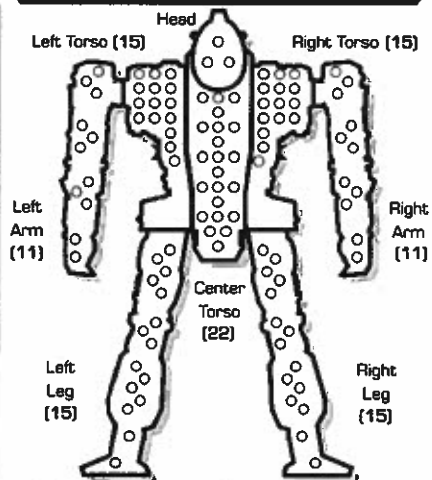
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Autocannon/20
- Autocannon/20
- Medium Pulse Laser

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### 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

Overlow

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: Archer ARC-4M

Movement Points: Tonnage: 70  
 Walking: 4 Tech Base: Inner Sphere  
 Running: 6 3049  
 Jumping: 0 E/X-FE

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	(R) Medium Laser	CT	3	5 [DE]	-	3	6	9
1	LRM-20	AT	6	1/m	6	7	14	21
w/Artemis IV FCS [M, C/S/C5/20]								
1	LRM-20	LT	6	1/m	6	7	14	21
w/Artemis IV FCS [M, C/S/C5/20]								
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
Ammunition Type		Rounds						
LRM-20 (Artemis)		24						

Cost: 6,944,273 C-Bills

BV: 1,705  
 Weapon Heat (24)  
 Dissipation (20)

### WARRIOR DATA

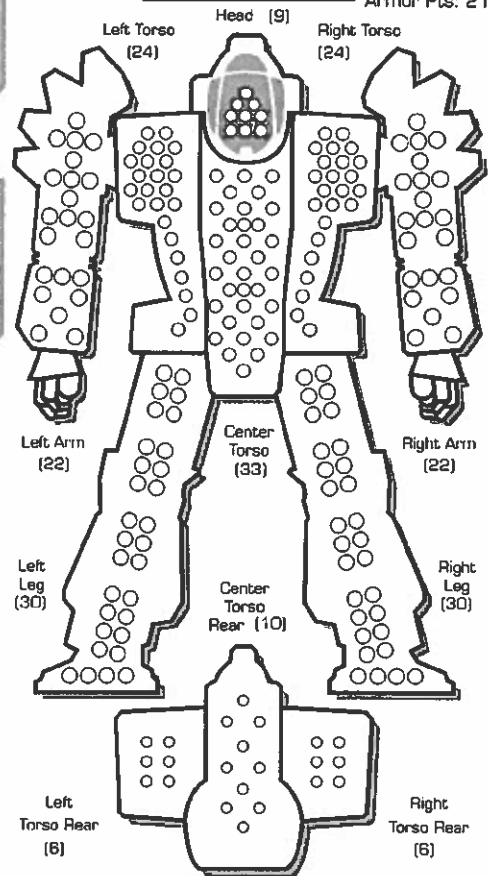
Name:

Gunnery Skill: Piloting Skill:

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

### ARMOR DIAGRAM

Armor Pts: 216



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Medium Laser
  - Endo-Steel
- 1-3
- Endo-Steel
  - Endo-Steel
  - Endo-Steel
  - Endo-Steel
  - Endo-Steel
  - Endo-Steel
- 4-6

#### Left Torso (CASE)

- LRM-20
  - LRM-20
  - LRM-20
  - LRM-20
  - LRM-20
  - Artemis IV FCS
- 1-3
- Ammo (LRM 20 Artemis) 6
  - Ammo (LRM 20 Artemis) 6
  - CASE
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Leg

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

#### Head

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

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - (R) Medium Laser
  - (R) Medium Laser
- 4-6

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

#### Right Arm

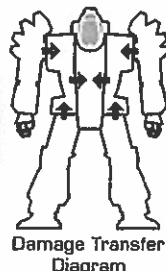
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Medium Laser
  - Endo-Steel
- 1-3
- Endo-Steel
  - Endo-Steel
  - Endo-Steel
  - Endo-Steel
  - Endo-Steel
  - Endo-Steel
- 4-6

#### Right Torso (CASE)

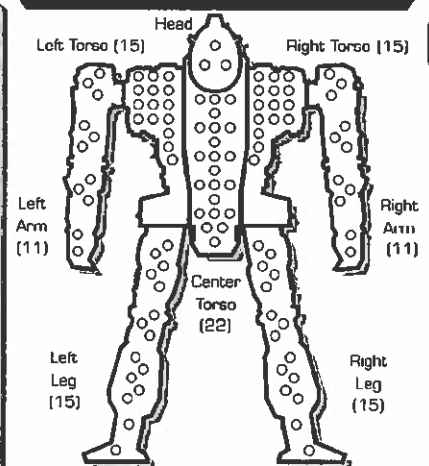
- LRM-20
  - LRM-20
  - LRM-20
  - LRM-20
  - LRM-20
  - Artemis IV FCS
- 1-3
- Ammo (LRM 20 Artemis) 6
  - Ammo (LRM 20 Artemis) 6
  - CASE
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### 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	○

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	○

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Catapult CPLT-C1 (Jenny) "Butterbee"

Movement Points: Tonnage: 65  
 Walking: 4 Tech Base: Mixed  
 Running: 6 (8) 3027  
 Jumping: 4 E/X-FE

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 (DE)	-	3	6	9
1	Large Laser	RT	8	8 (DE)	-	5	10	15
1	Medium Laser	RT	3	5 (DE)	-	3	6	9
1	Large Laser	LT	8	8 (DE)	-	5	10	15
1	Medium Laser	LT	3	5 (DE)	-	3	6	9
1	MASC	LT	-	-	-	-	-	-
2	SRM-6 (IS)	RA	4	2/m	-	3	6	9
2	SRM-6 (IS)	LA	4	2/m	-	3	6	9
Ammunition Type		Rounds						
SRM-6		60						

Cost: 13,064,975 C-Bills BV: 1,603  
 Weapon Heat (44)  
 Dissipation (22)

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken: 

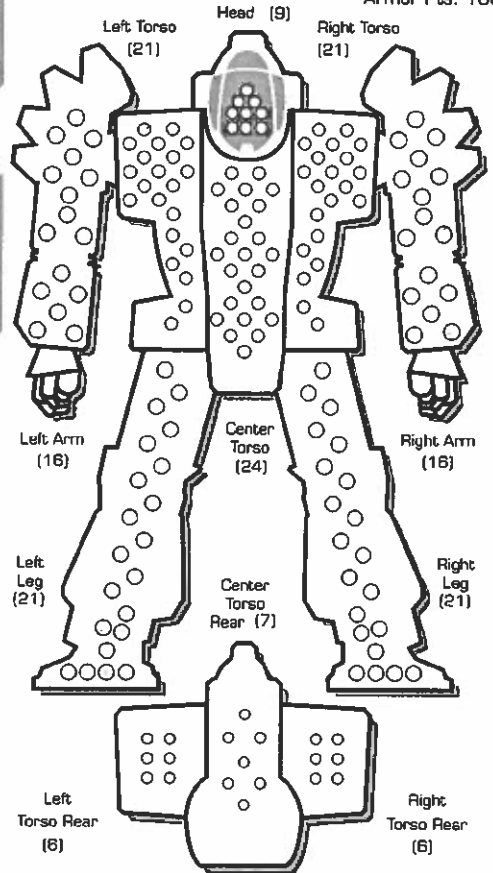
1	2	3	4	5	6
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 Consciousness#: 

3	5	7	10	11	Dead
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### ARMOR DIAGRAM

Armor Pts: 168



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 SRM-6 (IS)
- SRM-6 (IS)
- SRM-6 (IS)
- SRM-6 (IS)

- Endo-Steel
- Endo-Steel
- 4-6 Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Large Laser

- Large Laser
- Medium Laser
- 4-6 MASC
- MASC
- MASC
- Endo-Steel

#### Left Leg

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

#### Head

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

#### Center Torso

- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- 4-6 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Medium Laser

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 SRM-6 (IS)
- SRM-6 (IS)
- SRM-6 (IS)
- SRM-6 (IS)

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

#### Right Torso

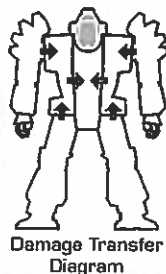
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Large Laser

- Large Laser
- Medium Laser
- 4-6 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo-Steel

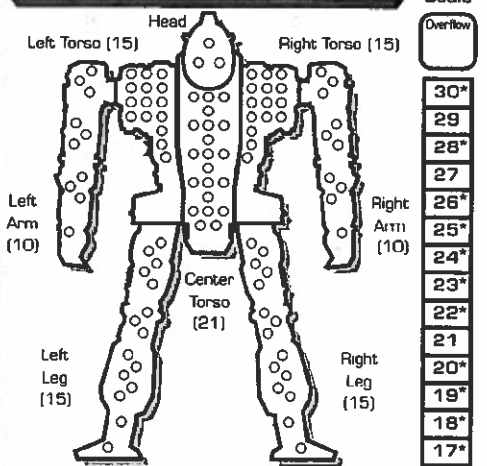
#### Right Leg

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

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



### INTERNAL STRUCTURE DIAGRAM



### 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

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	○



KID: 11

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

**Type:** Rifleman RFL-5M

**Movement Points:**      **Tonnage:** 60

**Walking:** 4              **Tech Base:** Mixed

**Running:** 6              **3052**

**Jumping:** 0              **X/X-X-X**

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### 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	Gauss Rifle (IS)	RA	1	15 [DB, X]	2	7	15	22
1	Large Laser	LA	8	8 [DE]	-	5	10	15
1	Ultra AC/5 (C)	LA	1/s	5 [DB, R/C/R2]	-	7	14	21

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Ammunition Type	Rounds
Ultra AC/5	20
Gauss Rifle	16

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**Cost:** 9,996,800 C-Bills      **BV:** 1,590

**Weapon Heat (17)**

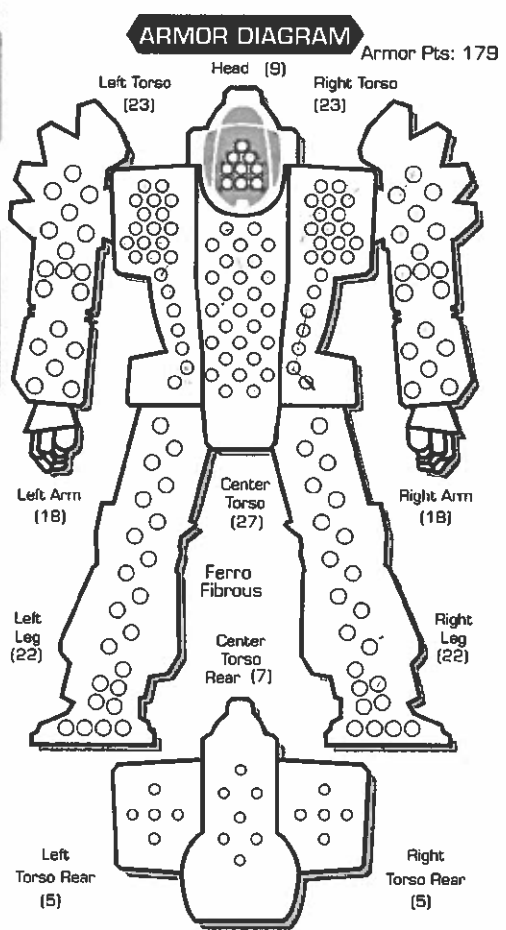
**Dissipation (20)**

### WARRIOR DATA

**Name:**

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

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



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/5 (C)
- Ultra AC/5 (C)
- Ultra AC/5 (C)
- Ammo (Ultra AC/5) 20

#### Center Torso

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

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

#### 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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Gauss Rifle (IS)
- Gauss Rifle (IS)
- Gauss Rifle (IS)
- Gauss Rifle (IS)

#### Right Torso

- Gauss Rifle (IS)
- Gauss Rifle (IS)
- Gauss Rifle (IS)
- Ammo (Gauss Rifle) 8
- Ammo (Gauss Rifle) 8
- Roll Again

#### Right Leg

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

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM

Heat Scale

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	○

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Vulture (Mad Dog) Prime**

**Movement Points:**      **Tonnage:** 60  
**Walking:** 5              **Tech Base:** Mixed  
**Running:** 8              2963  
**Jumping:** 0              X/X-X-X

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM-20 (C)	RT	6	1/m	-	7	14	21
1	LRM-20 (C)	LT	6	1/m	-	7	14	21
1	Large Pulse Laser (IS)	RA	10	9 [P]	-	3	7	10
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Large Pulse Laser (IS)	LA	10	9 [P]	-	3	7	10
1	Medium Laser	LA	3	5 [DE]	-	3	6	9

Ammunition Type	Rounds
LRM-20	12

Cost: 15,092,000 C-Bills

BV: 1,862  
 Weapon Heat (38)  
 Dissipation (24)

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_  
 Hits Taken: 

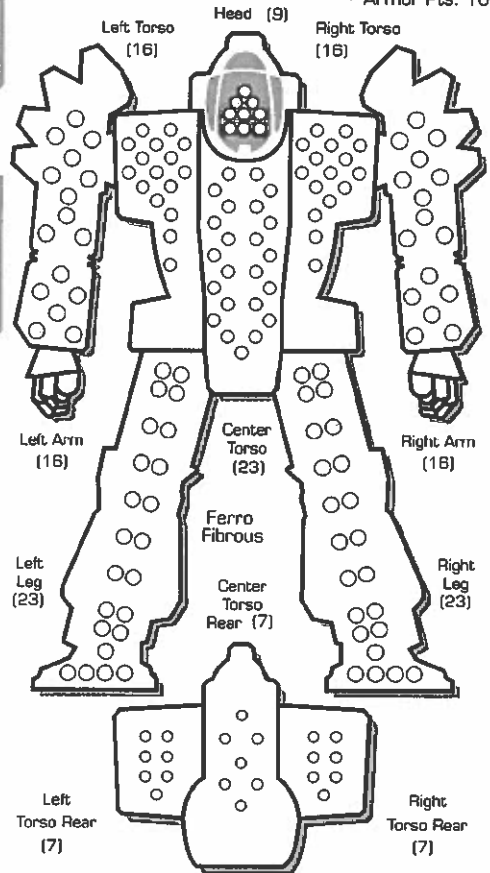
1	2	3	4	5	6
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 Consciousness#: 

3	5	7	10	11	Dead
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### ARMOR DIAGRAM

Armor Pts: 163



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - 1-3 Large Pulse Laser (IS)
  - Large Pulse Laser (IS)
  - Medium Laser
- Roll Again
  - Roll Again
  - Roll Again
  - 4-6 Roll Again
  - Roll Again
  - Ferro-Fibrous

#### Left Torso (CASE)

- XL Fusion Engine
  - XL Fusion Engine
  - 1-3 LRM-20 (C)
  - LRM-20 (C)
  - LRM-20 (C)
  - LRM-20 (C)
- 1-3 Ammo (LRM 20) 6
  - Roll Again
  - Roll Again
  - 4-6 Roll Again
  - Roll Again
  - Ferro-Fibrous

#### Left Leg

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

#### Head

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

#### Center Torso

- XL Fusion Engine
  - XL Fusion Engine
  - 1-3 XL Fusion Engine
  - 4-6 Gyro
  - Gyro
  - Gyro
- Gyro
  - XL Fusion Engine
  - 4-6 XL Fusion Engine
  - XL Fusion Engine
  - Roll Again
  - Roll Again

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - 1-3 Large Pulse Laser (IS)
  - Large Pulse Laser (IS)
  - Medium Laser
- Roll Again
  - Roll Again
  - Roll Again
  - 4-6 Roll Again
  - Roll Again
  - Ferro-Fibrous

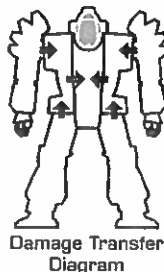
#### Right Torso (CASE)

- XL Fusion Engine
  - XL Fusion Engine
  - 1-3 LRM-20 (C)
  - LRM-20 (C)
  - LRM-20 (C)
  - LRM-20 (C)
- 1-3 Ammo (LRM 20) 6
  - Roll Again
  - Roll Again
  - 4-6 Roll Again
  - Roll Again
  - Ferro-Fibrous

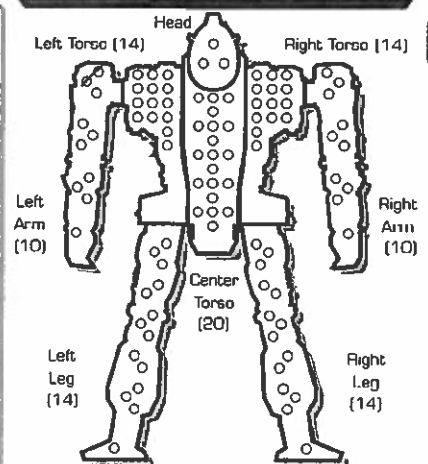
#### Right Leg

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

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12 (24) 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	