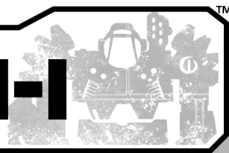




Gamma Regiment

Beta	<i>Mechwarrior</i>	<i>Type</i>	<i>Tonnage</i>	<i>Base BV</i>	<i>G/P</i>	<i>Modifier</i>	<i>C3</i>	<i>Total BV</i>
Spider SDR-8M	Aiko Saito	BattleMech	30.00	621	3/5	1.00	false	745
Spider SDR-8M	David Charles "DC" Baker	BattleMech	30.00	621	3/5	1.00	false	745
Nova Cat A	Tatiana Romanova	BattleMech	70.00	2,629	3/5	1.00	false	3,155
Marauder II MAD-5W	Hugo Jocam	BattleMech	100.00	2,383	3/4	1.00	false	3,289
<i>4 Units</i>			<i>230.00</i>	<i>6,254</i>				7,934

BATTLETECH



'MECH RECORD SHEET

'MECH DATA

Type: Spider SDR-8M

Movement Points: Tonnage: 30
 Walking: 8 Tech Base: Inner Sphere
 Running: 12 3060
 Jumping: 8 E/X-X-E-A

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	CT	4	6 [P]	-	2	4	6

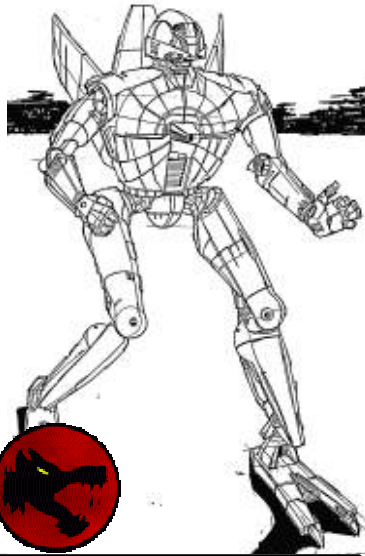
Cost: 3,193,840 C-Bills

BV: 745 (Base: 621)
 Weapon Heat (8)
 Dissipation (20)

WARRIOR DATA

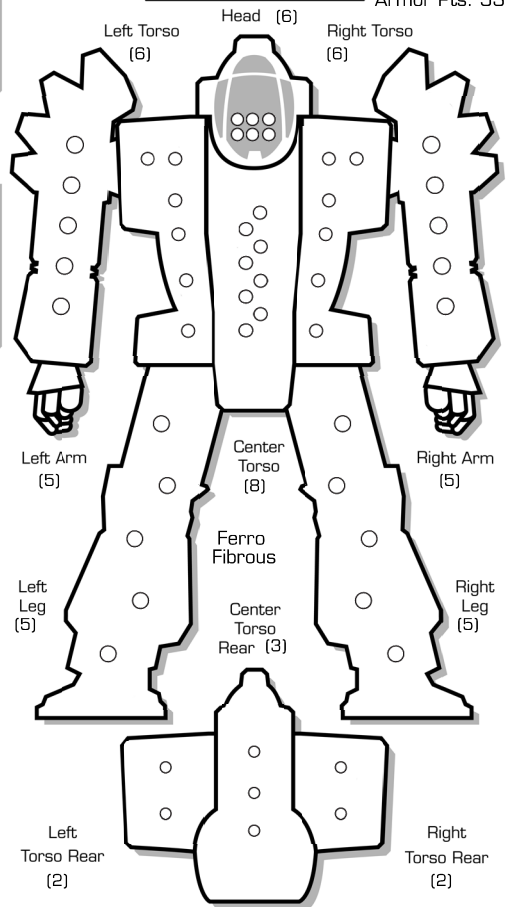
Name: Aiko Saito
 Beta [Gamma Regiment]
 Gunnery Skill: 3 Piloting Skill: 5

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



ARMOR DIAGRAM

Armor Pts: 53



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Ferro-Fibrous
 - Ferro-Fibrous

- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
- 4-6

Left Torso

- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Jump Jet
 - Jump Jet
 - Jump Jet

- Jump Jet
 - Endo-Steel
 - Endo-Steel
 - Endo-Steel
 - Endo-Steel
 - Endo-Steel
- 4-6

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

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

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

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Ferro-Fibrous
 - Ferro-Fibrous

- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
- 4-6

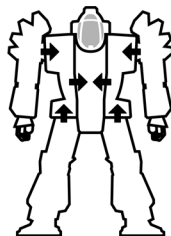
Right Torso

- Jump Jet
 - Jump Jet
 - Jump Jet
- 1-3
- Jump Jet
 - Endo-Steel
 - Endo-Steel

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

Right Leg

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

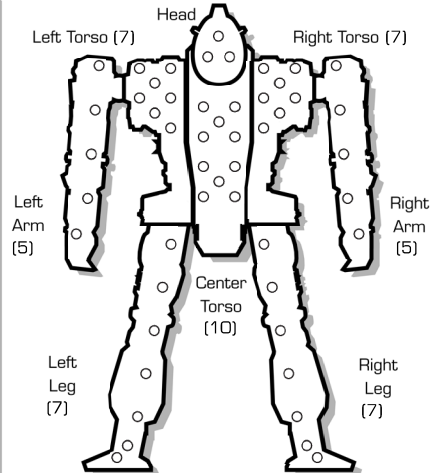


Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM

Heat Scale



Heat Level*	Effects	Heat Sinks: 10 (20) Double
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
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: Spider SDR-8M

Movement Points: Tonnage: 30
 Walking: 8 Tech Base: Inner Sphere
 Running: 12 3060
 Jumping: 8 E/X-X-E-A

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	CT	4	6 [P]	-	2	4	6

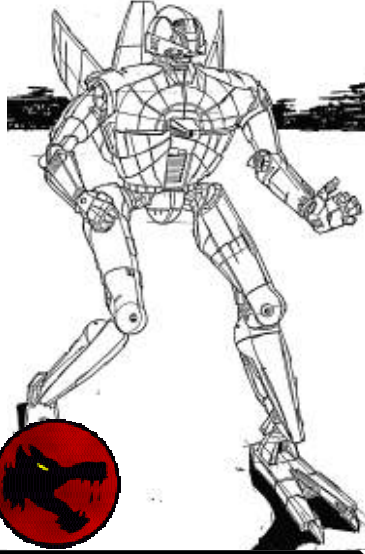
Cost: 3,193,840 C-Bills

BV: 745 (Base: 621)
 Weapon Heat (8)
 Dissipation (20)

WARRIOR DATA

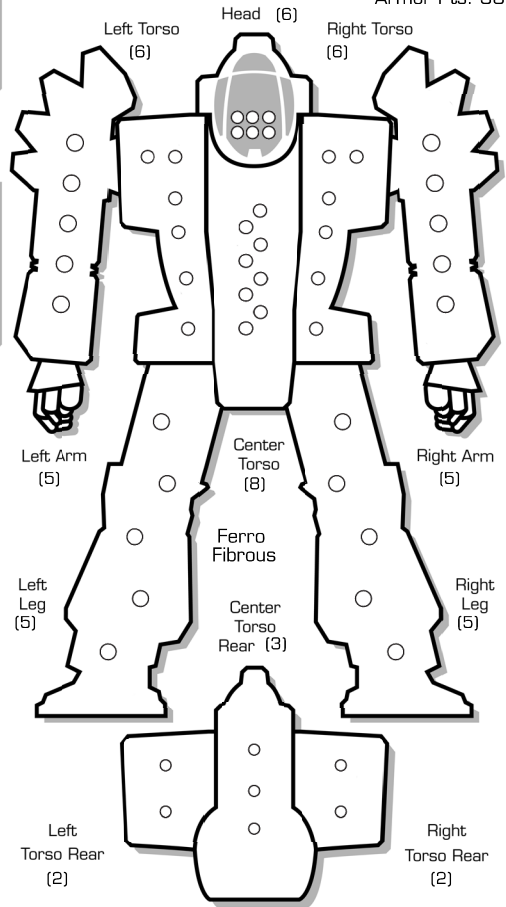
Name: David Charles "DC" Baker
 Beta [Gamma Regiment]
 Gunnery Skill: 3 Piloting Skill: 5

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



ARMOR DIAGRAM

Armor Pts: 53



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Head

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

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. Hand Actuator
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

Center Torso

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

Right Torso

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

Left Torso

- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Jump Jet
- 5. Jump Jet
- 6. Jump Jet

- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Medium Pulse Laser
- 6. Medium Pulse Laser

Right Torso

- 1. Jump Jet
- 2. Jump Jet
- 3. Jump Jet
- 4. Jump Jet
- 5. Endo-Steel
- 6. Endo-Steel

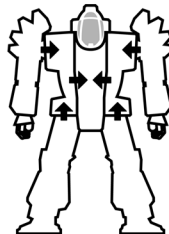
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

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

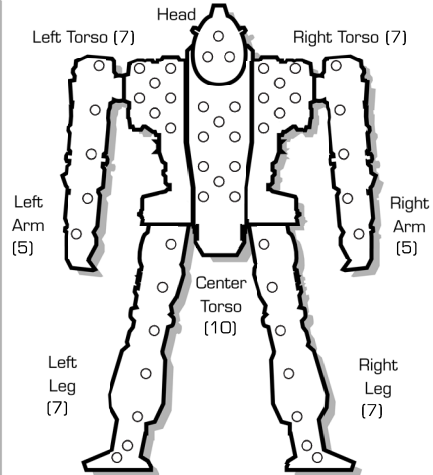


Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM

Heat Scale

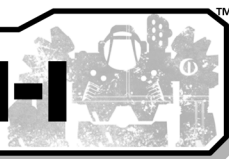


Heat Level*	Effects	Heat Sinks: 10 (20) Double
30*		Overflow
29		
28*		
27		
26*		
25*		
24*		
23*		
22*		
21		
20*		
19*		
18*		
17*		
16		
15*		
14*		
13*		
12		
11		
10*		
9		
8*		
7		
6		
5*		
4		
3		
2		
1		
0		

HEAT DATA

Heat Level*	Effects
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: Marauder II MAD-5W

Movement Points: Tonnage: 100
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 3070
 Jumping: 5 IMP E/X-X-FA

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RT	15	15 [DE]	3	6	12	18
1	Improved C3 Computer	LT	0	[E]	-	-	-	-
1	Snub-Nose PPC	RA	10	10/8/5 [DE, V]	-	9	13	15
1	Snub-Nose PPC	LA	10	10/8/5 [DE, V]	-	9	13	15

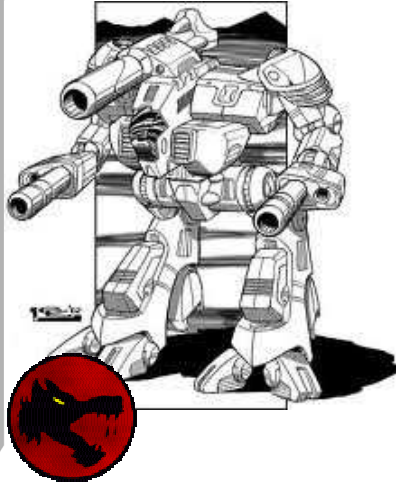
Cost: 13,902,000 C-Bills

BV: 3,289 (Base: 2,383)
 Weapon Heat (35)
 Dissipation (32)

WARRIOR DATA

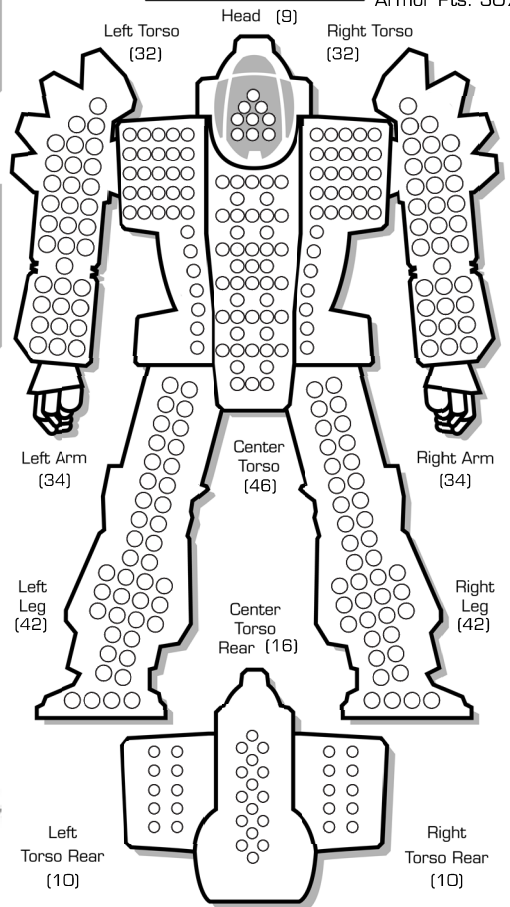
Name: Hugo Jocam
 Beta [Gamma Regiment]
 Gunnery Skill: 3 Piloting Skill: 4

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



ARMOR DIAGRAM

Armor Pts: 307



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Snub-Nose PPC
- Snub-Nose PPC
- Roll Again

Left Torso

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- 1-3 C3I
- C3I

- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Roll Again

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo-Steel
5. Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Improved Jump Jet
- Improved Jump Jet

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Snub-Nose PPC
- Snub-Nose PPC
- Roll Again

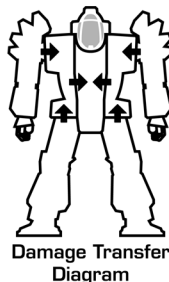
Right Torso

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- 1-3 Heavy PPC
- Heavy PPC

- Heavy PPC
- Heavy PPC
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel

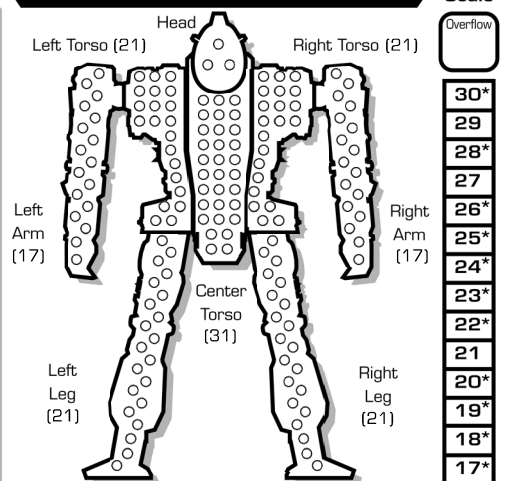
Right Leg

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



INTERNAL STRUCTURE DIAGRAM

Heat 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	○○○○○○○○○○○○○○○○○○○○