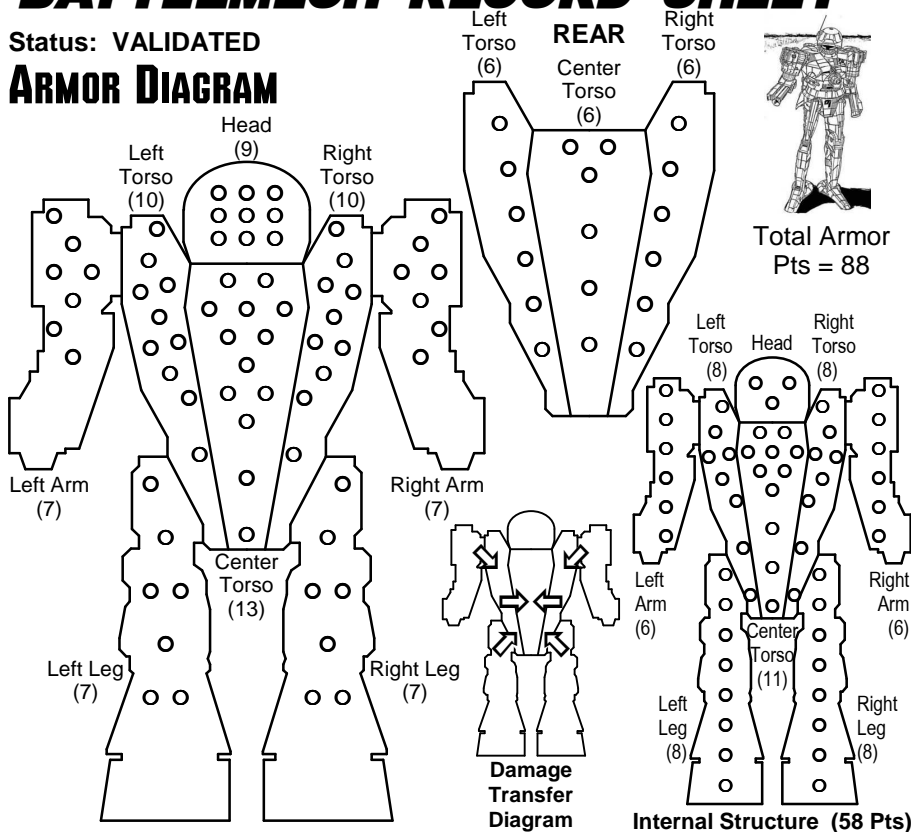


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Damage
Transfer
Diagram

Internal Structure (58 Pts)

CRITICAL HIT TABLE

Left Arm

- 1, Shoulder
- 2, Upper Arm Actuator
- 3, Lower Arm Actuator
- 4, Flamer
- 5, Medium Laser
- 6, Endo Steel

- 1, Endo Steel

4-6

- 1, Endo Steel
- 2, Endo Steel
- 3, Endo Steel
- 4, Endo Steel
- 5, Endo Steel
- 6, Endo Steel

Left Torso

- 1, Jump Jet
- 2, Jump Jet
- 3, Jump Jet
- 4, Anti-Missile System
- 5, Beagle Active Probe
- 6, Beagle Active Probe

- 1, Ammo (AMS) 12
- 2, Endo Steel
- 3, Endo Steel
- 4, Endo Steel
- 5, Endo Steel
- 6, Endo Steel

4-6

- 1, Endo Steel
- 2, Endo Steel
- 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, Single Heat Sink
- 6, Endo Steel

Head

- 1, Life Support
- 2, Sensors
- 3, Cockpit
- 4, Sensors
- 5, Sensors
- 6, Life Support

Center Torso

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

- 1, Gyro
- 2, Fusion Engine
- 3, Fusion Engine
- 4, Fusion Engine
- 5, Flamer (R)
- 6, Flamer

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

Battle Value: **551**
 Weapon Value: **156 / 156**
 Cost, C-Bills: **3 511 688**

Right Arm

- 1, Shoulder
- 2, Upper Arm Actuator
- 3, Lower Arm Actuator
- 4, Flamer
- 5, Medium Laser
- 6, Endo Steel

- 1, Endo Steel

4-6

- 1, Endo Steel
- 2, Endo Steel
- 3, Endo Steel
- 4, Endo Steel
- 5, Endo Steel
- 6, Endo Steel

Right Torso

- 1, Jump Jet
- 2, Jump Jet
- 3, Jump Jet
- 4, Small Laser
- 5, Endo Steel
- 6, Endo Steel

- 1, Endo Steel
- 2, Endo Steel
- 3, Endo Steel
- 4, Endo Steel
- 5, Endo Steel
- 6, Endo Steel

4-6

- 1, Endo Steel
- 2, Endo Steel
- 3, Endo Steel
- 4, Endo Steel
- 5, Endo Steel
- 6, Endo Steel

Right Leg

- 1, Hip
- 2, Upper Leg Actuator
- 3, Lower Leg Actuator
- 4, Foot Actuator
- 5, Single Heat Sink
- 6, Endo Steel

'MECH DATA

Type: **Firestarter FS9-S**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **6** Level 2 / 3050

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT(R)	3	2	-	1	2	3
1	Flamer	CT	3	2	-	1	2	3
1	Flamer	RA	3	2	-	1	2	3
1	Flamer	LA	3	2	-	1	2	3
1	Medium Laser	LA	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Small Laser	RT	1	3	-	1	2	3
1	Anti-Missile System	LT	1	1d6	-	-	-	-
1	Beagle Active Probe	LT	0	-	-	-	-	4

Ammo Type: Rounds: BV:
 Anti-Missile System 12 14

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled (20)

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	

