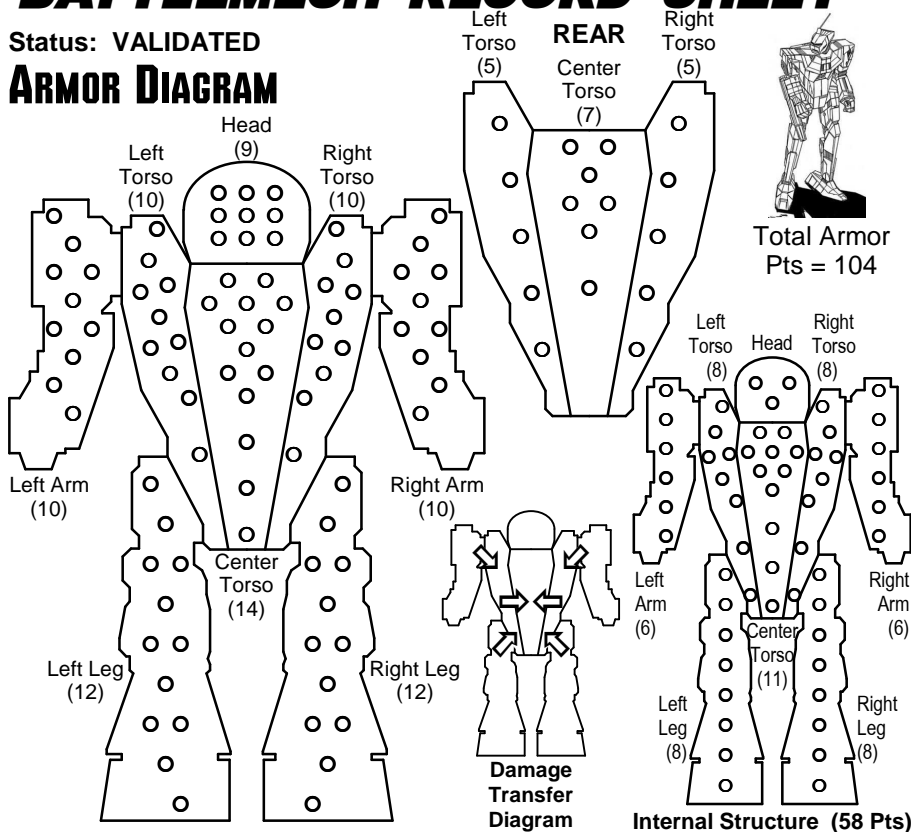


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 104

'MECH DATA

Type: **Panther PNT-9R**

Mass: **35 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10	3	6	12	18
1	SRM 4	CT	3	2/hit	-	3	6	9

Ammo Type: SRM 4 Rounds: 25 BV: 8

Total Heat Sinks: 13 Single

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Auto Eject: Operational Disabled **Weapon Heat: (13)**

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

- 1, Shoulder
 - 2, Upper Arm Actuator
 - 3, Lower Arm Actuator
 - 4, Hand Actuator
- 1-3

Head

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

Right Arm

- 1, Shoulder
 - 2, Upper Arm Actuator
 - 3, Lower Arm Actuator
 - 4, Hand Actuator
 - 5, PPC
 - 6, PPC
- 1-3

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, SRM 4
- 6,

Left Torso

- 1, Single Heat Sink
 - 2, Single Heat Sink
 - 3, Single Heat Sink
 - 4, Single Heat Sink
 - 5, Ammo (SRM 4) 25
 - 6,
- 1-3

Right Torso

- 1, Single Heat Sink
 - 2, Single Heat Sink
 - 3, Single Heat Sink
 - 4, Single Heat Sink
 - 5,
 - 6,
- 1-3

Left Leg

- 1, Hip
 - 2, Upper Leg Actuator
 - 3, Lower Leg Actuator
 - 4, Foot Actuator
 - 5, Jump Jet
 - 6, Jump Jet
- 4-6

Right Leg

- 1, Hip
 - 2, Upper Leg Actuator
 - 3, Lower Leg Actuator
 - 4, Foot Actuator
 - 5, Jump Jet
 - 6, Jump Jet
- 4-6

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

Battle Value: **664**
 Weapon Value: **416 / 416**
 Cost, C-Bills: **2 485 710**

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	

