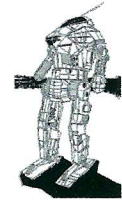
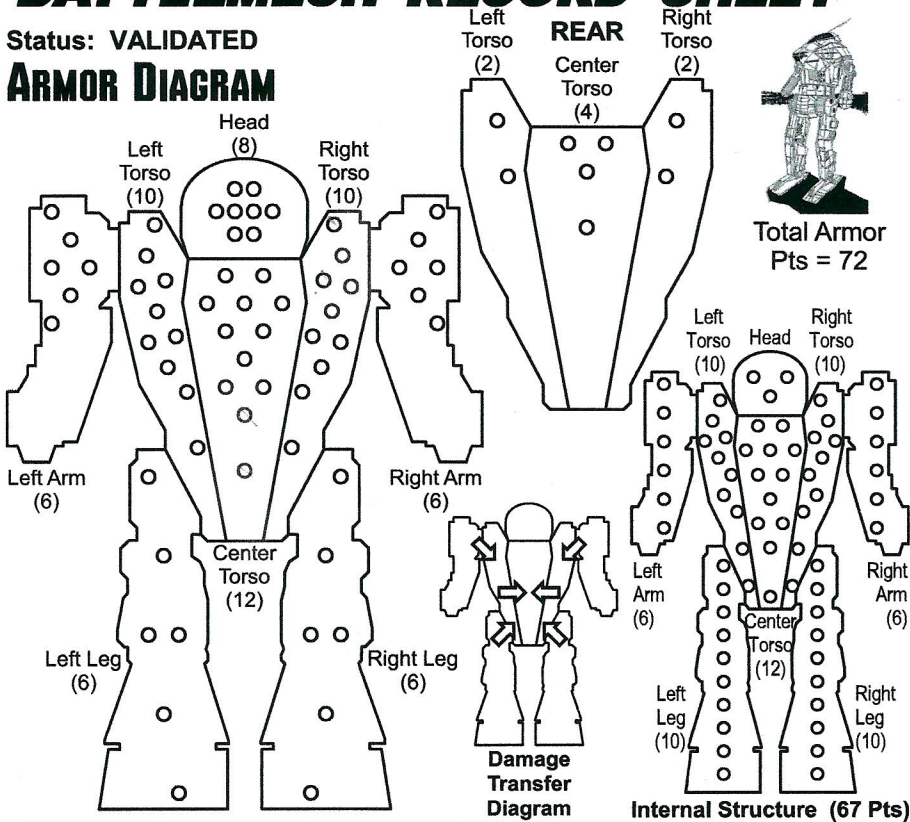


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 72

'MECH DATA *SAMV*

Type: **Assassin ASN-21**
 Mass: **40 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **7** Inner Sphere
 Running: **11** Biped 'Mech
 Jumping: **7** Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5	-	3	6	9
1	LRM 5	RT	2	1/hit	6	7	14	21
1	SRM 2	LT	2	2/hit	-	3	6	9

Ammo Type: Rounds: BV:
 LRM 5 " 24 16
 SRM 2 50 8

Total Heat Sinks: **10 Single**
 ○○○○○○○○○○

Auto Eject: Weapon Heat:
 Operational Disabled (7)

WARRIOR DATA

Name: *Ovin Star*

Gunnery Skill: 4 Piloting Skill: 5

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 5, 6, 1, 2, 3, 4, 5, 6, Left Torso 1, SRM 2 2, Ammo (SRM 2) 50 3, Jump Jet 4, Jump Jet 5, Jump Jet 6, 1, 2, 3, 4, 5, 6, Left Leg 1, Hip 2, Upper Leg Actuator 3, Lower Leg Actuator 4, Foot Actuator 5, 6,	Head 1, Life Support 2, Sensors 3, Cockpit 4, 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, Jump Jet 6, <div style="border: 1px solid black; padding: 5px; width: fit-content;"> Engine Hits ○○○ Gyro Hits ○○ Sensor Hits ○○ Life Support ○ </div> Battle Value: 596 Weapon Value: 206 / 206 Cost, C-Bills: 3 765 814	Right Arm 1, Shoulder 2, Upper Arm Actuator 3, Lower Arm Actuator 4, Medium Laser 5, 6, 1, 2, 3, 4, 5, 6, Right Torso 1, LRM 5 2, Ammo (LRM 5) 24 3, Jump Jet 4, Jump Jet 5, Jump Jet 6, 1, 2, 3, 4, 5, 6, Right Leg 1, Hip 2, Upper Leg Actuator 3, Lower Leg Actuator 4, Foot Actuator 5, 6,
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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	

FASA