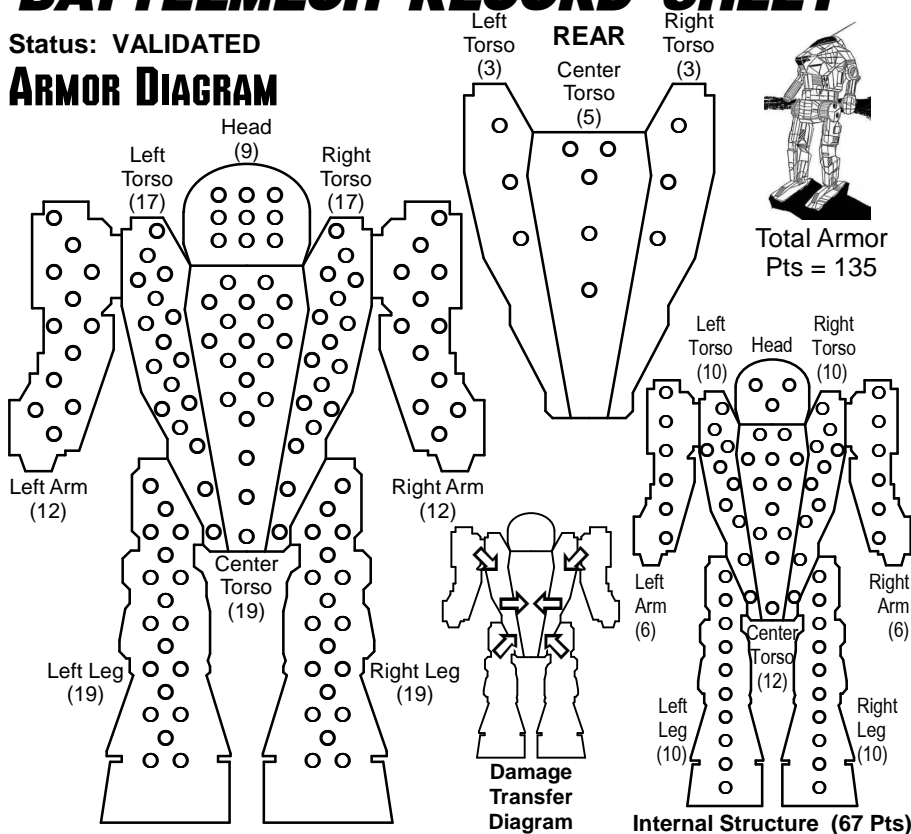


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Assassin ASN-21H**
 Mass: **40 tons**
 Movement Points: Tech, Config. & Level:
 Walking: **6** Inner Sphere
 Running: **9** Biped 'Mech
 Jumping: **6** 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	Small Laser	LA	1	3	-	1	2	3
1	Medium Laser	RT	3	5	-	3	6	9
2	Small Laser	LT	1	3	-	1	2	3
2	Small Laser	CT	1	3	-	1	2	3
1	Small Laser	HD	1	3	-	1	2	3

Total Heat Sinks: **12 Single**
 ○○○○○○○○○○○○ ○○

Auto Eject: Operational Disabled
 Weapon Heat: **(12)**

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 5, Small Laser 6, 1, 2, 3, 4-6 4, 5, 6, Left Torso 1, Small Laser 2, Small Laser 3, Jump Jet 4, Jump Jet 5, 6, 1, 2, 3, 4-6 4, 5, 6, Left Leg 1, Hip 2, Upper Leg Actuator 3, Lower Leg Actuator 4, Foot Actuator 5, Single Heat Sink 6, Jump Jet	Head 1, Life Support 2, Sensors 3, Cockpit 4, Small Laser 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 4-6 4, Fusion Engine 5, Small Laser 6, Small Laser	Right Arm 1, Shoulder 2, Upper Arm Actuator 3, Lower Arm Actuator 4, Medium Laser 5, 6, 1, 2, 3, 4-6 4, 5, 6, Right Torso 1, Medium Laser 2, Jump Jet 3, Jump Jet 4, 1-3 3, 4, 5, 6, 1, 2, 3, 4-6 4, 5, 6, Right Leg 1, Hip 2, Upper Leg Actuator 3, Lower Leg Actuator 4, Foot Actuator 5, Single Heat Sink 6, Jump Jet
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Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Battle Value: **774**
 Weapon Value: **416 / 416**
 Cost, C-Bills: **3 547 180**

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	

