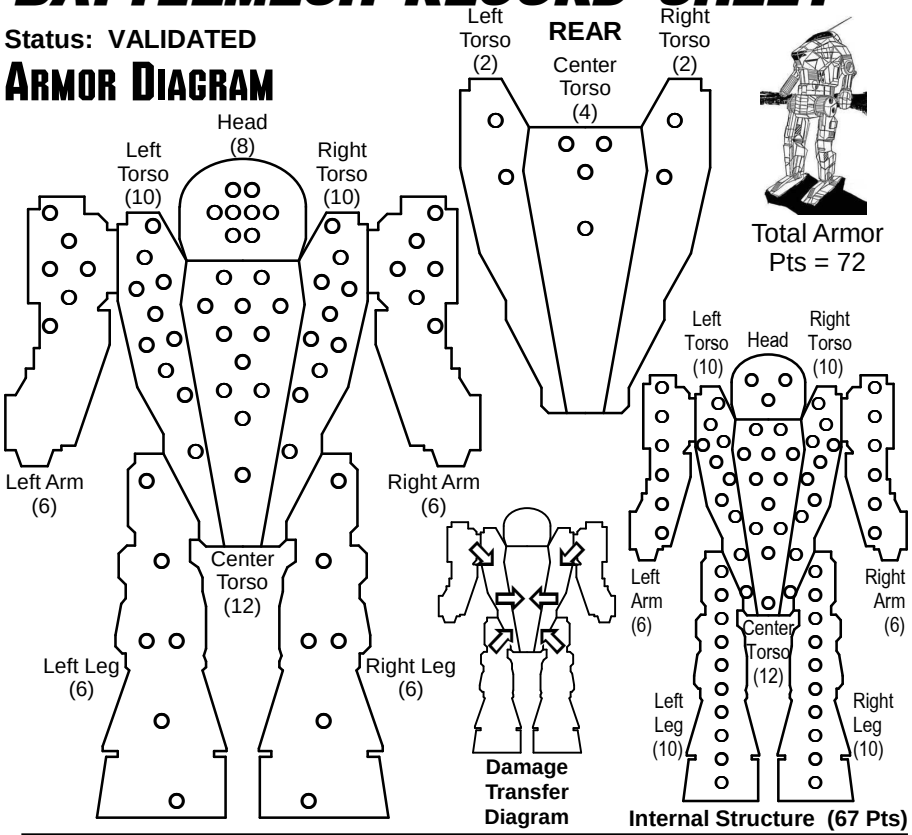
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

Armor Diagram



Total Armor Pts = 72

Damage Transfer Diagram

Internal Structure (67 Pts)

'Mech Data

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:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
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
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (7)

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

Left Torso
1-3: 1, SRM 2; 2, Ammo (SRM 2) 50; 3, Jump Jet; 4, Jump Jet; 5, Jump Jet; 6,
4-6: 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
1-3: 1, Fusion Engine; 2, Fusion Engine; 3, Fusion Engine; 4, Gyro; 5, Gyro; 6, Gyro
4-6: 1, Gyro; 2, Fusion Engine; 3, Fusion Engine; 4, Fusion Engine; 5, Jump Jet; 6,

Engine Hits	O O O
Gyro Hits	O O
Sensor Hits	O O
Life Support	O

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,
4-6: 1, ; 2, ; 3, ; 4, ; 5, ; 6,

Right Torso
1-3: 1, LRM 5; 2, Ammo (LRM 5) 24; 3, Jump Jet; 4, Jump Jet; 5, Jump Jet; 6,
4-6: 1, ; 2, ; 3, ; 4, ; 5, ; 6,

Right Leg
1, Hip
2, Upper Leg Actuator
3, Lower Leg Actuator
4, Foot Actuator
5,
6,

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	

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