

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Centurion CN9-AL-k

Movement Points: **Tonnage:** 50
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 2915
 Jumping: 0 D/X-E-D-A

Weapons & Equipment Inventory (hexes)

#	Type	Loc	Ht	Dmg	m	S	M	L	X
1	LRM-10	LT	4	1/m	6	7	14	21	28
1	Large Laser	RA	8	-	5	10	15	20	
2	Medium Laser	CT	3	5	-	3	6	9	12

Ammunition Type	Rounds
LRM-10	12 ○○○○○○○○○○○

Cost: 3,287,500 C-Bills **BV:** 1,483 (Base: 1,075)
 Weapon Heat (18)
 Dissipation (18)

WARRIOR DATA

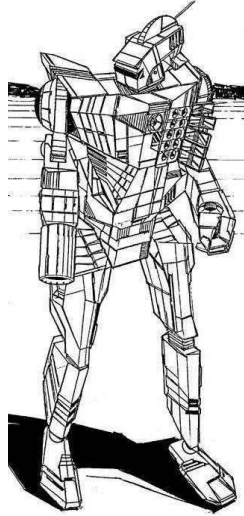
Name: [Akai Oni (DC)]
 Gunnery Skill: 3 **Piloting Skill:** 4
 Hits Taken

1	2	3	4	5	6
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 Consciousness

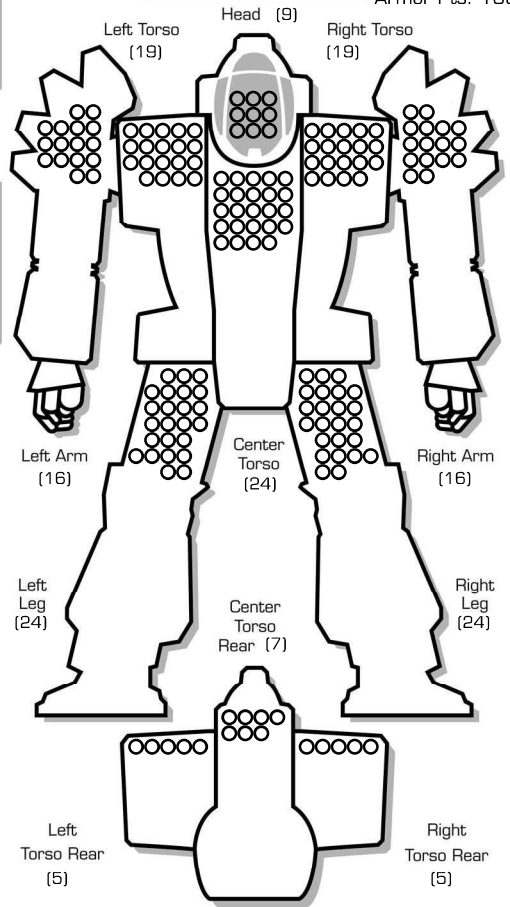
3	5	7	10	11	Dead
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 Pilot Edge: ○○○○



ARMOR DIAGRAM

Armor Pts: 168



CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Roll Again
- 6. Roll Again

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Large Laser
- 5. Large Laser
- 6. Heat Sink

Center Torso

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again
- 1-3 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Gyro
- 5. Gyro
- 6. Gyro

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again
- 4-6 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. LRM-10
- 2. LRM-10
- 3. Ammo (LRM 10) 12
- 1-3 4. Heat Sink
- 5. Heat Sink
- 6. Heat Sink

- 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Medium Laser
- 6. Medium Laser
- 4-6 1. Gyro
- 2. Fusion Engine
- 3. Fusion Engine
- 4. Fusion Engine
- 5. Medium Laser
- 6. Medium Laser

Right Torso

- 1. Heat Sink
- 2. Heat Sink
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again
- 1-3 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

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

HIT LOCATION CHART

Roll	Left	Fr/Bk	Right
2	crit/LT	crit/CT	crit/RT
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

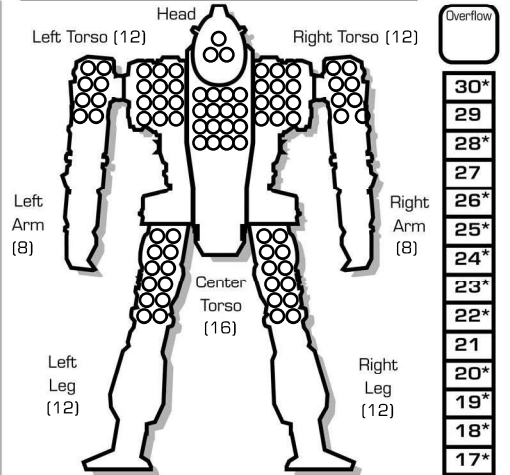
Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- 6. Heat Sink
- 4-6 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- 6. Heat Sink
- 4-6 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level*	Effects	Heat Sinks:
30*	Shutdown	18 Single
29		
28*		
27		
26*		
25*		
24*		
23*		
22*		
21		
20*		
19*		
18*		
17*		
16		
15*		
14*		
13*		
12		
11		
10*		
9		
8*		
7		
6		
5*		
4		
3		
2		
1		
0		

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	18 Single
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○○
19	Ammo Exp. avoid on 4+	○○○○
18	Shutdown, avoid on 6+	○○○○
17	+3 Modifier to Fire	○○○○
15	-3 Movement Points	○○○○
14	Shutdown, avoid on 4+	○○○○
13	+2 Modifier to Fire	○○○○○
10	-2 Movement Points	○○○○○○
8	+1 Modifier to Fire	○○○○○○○
5	-1 Movement Points	○○○○○○○○○