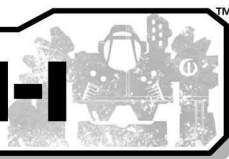


# BATTLETECH



## 'MECH RECORD SHEET

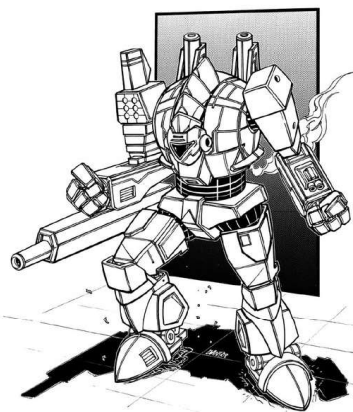
### 'MECH DATA

Type: **Gladiator GLD-4R-k**

**Movement Points:**      **Tonnage:** 55  
**Walking:** 5              **Tech Base:** Inner Sphere  
**Running:** 8                2495  
**Jumping:** 3                D/C-E-D-A

### WARRIOR DATA

**Name:** [Akai Oni (DC)]  
**Gunnery Skill:** 3      **Piloting Skill:** 4  
**Hits Taken**      1 2 3 4 5 6  
**Consciousness** 3 5 7 10 11 Dead  
**Pilot Edge:** ○○○○



### Weapons & Equipment Inventory (hexes)

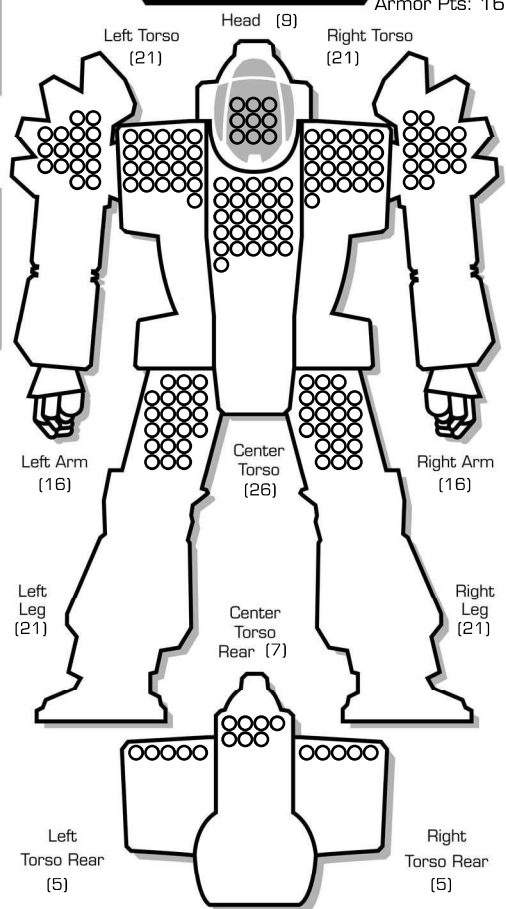
| # | Type         | Loc | Ht | Dmg | m | S | M  | L  | X  |
|---|--------------|-----|----|-----|---|---|----|----|----|
| 1 | LRM-5        | RA  | 2  | 1/m | 6 | 7 | 14 | 21 | 28 |
| 1 | PPC          | RA  | 10 | 10  | 3 | 6 | 12 | 18 | 24 |
| 1 | Medium Laser | LA  | 3  | 5   | - | 3 | 6  | 9  | 12 |

| Ammunition Type | Rounds                   |
|-----------------|--------------------------|
| LRM-5           | 24 ○○○○○○○○○○○○○○○○○○○○○ |

**Cost:** 4,569,607 C-Bills      **BV:** 1,758 (Base: 1,274)  
 Weapon Heat (15)  
 Dissipation (15)

### ARMOR DIAGRAM

Armor Pts: 168



### CRITICAL HIT TABLE

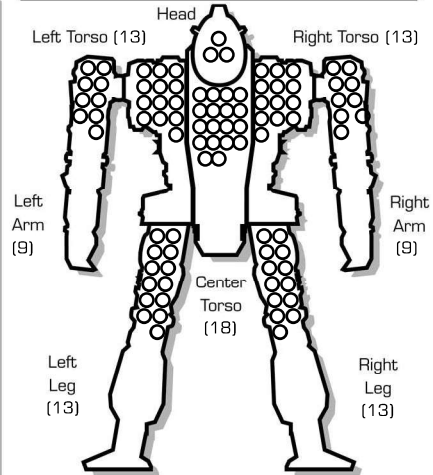
| Location            | 1-3   | 4-6  |
|---------------------|---|--|
| <b>Left Arm</b>     | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. Medium Laser<br>6. Roll Again | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again             |
| <b>Right Arm</b>    | 1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>4. Hand Actuator<br>5. PPC<br>6. PPC                 | 1. PPC<br>2. LRM-5<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again                         |
| <b>Center Torso</b> | 1. Fusion Engine<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Gyro<br>5. Gyro<br>6. Gyro                             | 1. Gyro<br>2. Fusion Engine<br>3. Fusion Engine<br>4. Fusion Engine<br>5. Jump Jet<br>6. Ammo (LRM 5) 24       |
| <b>Left Torso</b>   | 1. Jump Jet<br>2. Heat Sink<br>3. Heat Sink<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again                        | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again             |
| <b>Right Torso</b>  | 1. Jump Jet<br>2. Heat Sink<br>3. Heat Sink<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again                        | 1. Roll Again<br>2. Roll Again<br>3. Roll Again<br>4. Roll Again<br>5. Roll Again<br>6. Roll Again             |
| <b>Left Leg</b>     | 1. Hip<br>2. Upper Leg Actuator<br>3. Lower Leg Actuator<br>4. Foot Actuator<br>5. Roll Again<br>6. Roll Again        | 1. Hip<br>2. Upper Leg Actuator<br>3. Lower Leg Actuator<br>4. Foot Actuator<br>5. Roll Again<br>6. Roll Again |
| <b>Right Leg</b>    | 1. Hip<br>2. Upper Leg Actuator<br>3. Lower Leg Actuator<br>4. Foot Actuator<br>5. Roll Again<br>6. Roll Again        | 1. Hip<br>2. Upper Leg Actuator<br>3. Lower Leg Actuator<br>4. Foot Actuator<br>5. Roll Again<br>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      |

### INTERNAL STRUCTURE DIAGRAM



### Heat Scale

| Heat Level* | Effects  | Heat Sinks: |
|-------------|----------|-------------|
| 30*         | Shutdown | 15 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               | 15 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     | ○○○         |