

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Griffin GRF-1S-k

Movement Points:      Tonnage: 55  
 Walking: 5              Tech Base: Inner Sphere  
 Running: 8              2857  
 Jumping: 5              D/X-E-D-A

### Weapons & Equipment Inventory (hexes)

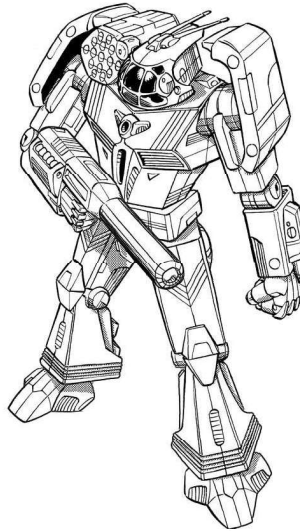
#	Type	Loc	Ht	Dmg	m	S	M	L	X
1	LRM-5	LT	2	1/m	6	7	14	21	28
1	Large Laser	RA	8	8	-	5	10	15	20
2	Medium Laser	RA	3	5	-	3	6	9	12

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

Cost: 4,737,007 C-Bills      BV: 1,729 (Base: 1,253)  
 Weapon Heat (16)  
 Dissipation (16)

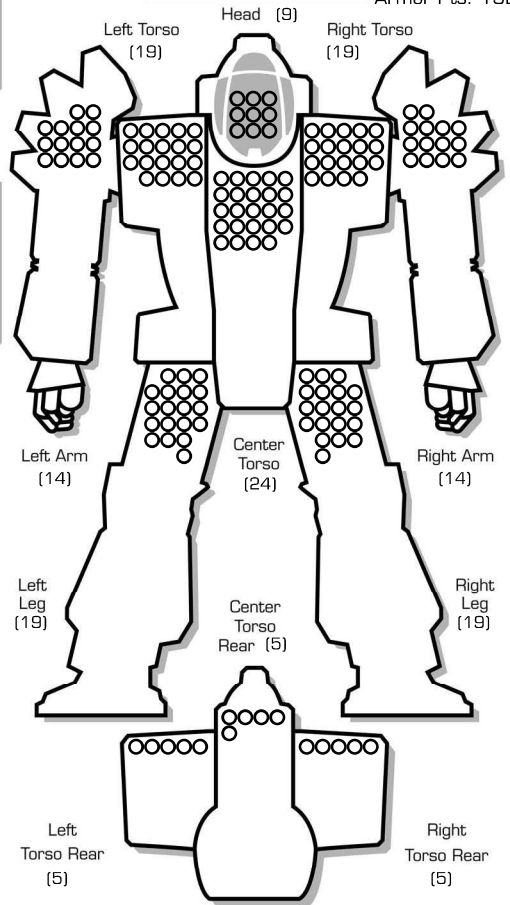
### WARRIOR DATA

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: ○○○○



### ARMOR DIAGRAM

Armor Pts: 152



### CRITICAL HIT TABLE

#### Left Arm

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

#### Left Torso

- 1. Jump Jet
  - 2. Jump Jet
  - 3. LRM-5
  - 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
- 4-6

#### Left Leg

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

#### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Heat Sink
- 5. Sensors
- 6. Life Support

#### Center Torso

- 1. Fusion Engine
  - 2. Fusion Engine
  - 3. Fusion Engine
  - 4. Gyro
  - 5. Gyro
  - 6. Gyro
- 1-3
- 1. Gyro
  - 2. Fusion Engine
  - 3. Fusion Engine
  - 4. Fusion Engine
  - 5. Jump Jet
  - 6. Ammo (LRM 5) 24
- 4-6

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

#### Right Arm

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

#### Right Torso

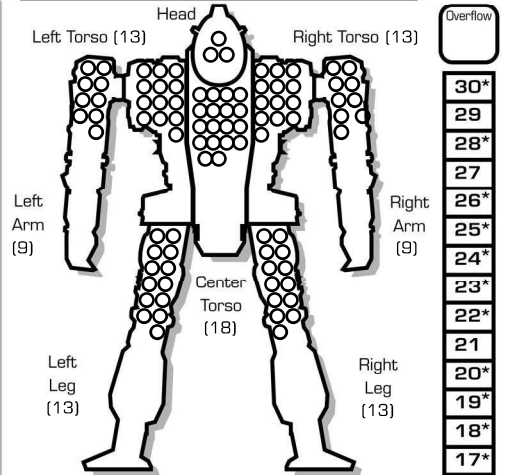
- 1. Jump Jet
  - 2. Jump Jet
  - 3. Roll Again
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again
- 1-3
- 1. Roll Again
  - 2. Roll Again
  - 3. Roll Again
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again
- 4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM

Heat Scale



Heat Level*	Effects	Heat Sinks:
30*	Shutdown	16 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	16 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	○○○