

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: Griffin GRF-1E "Sparky"

Movement Points: Tonnage: 55
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Era: Late Succession Wars
 Jumping: 3

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	PPC	RA	10	10	3	6	12	10
+12	Medium Laser	LA	3	5	-	3	6	9

Cost: 5,037,707

BV: 2,667

WARRIOR DATA

Name: KipMasters (Player 4)

Gunnery Skill: 1 Piloting Skill: 4

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

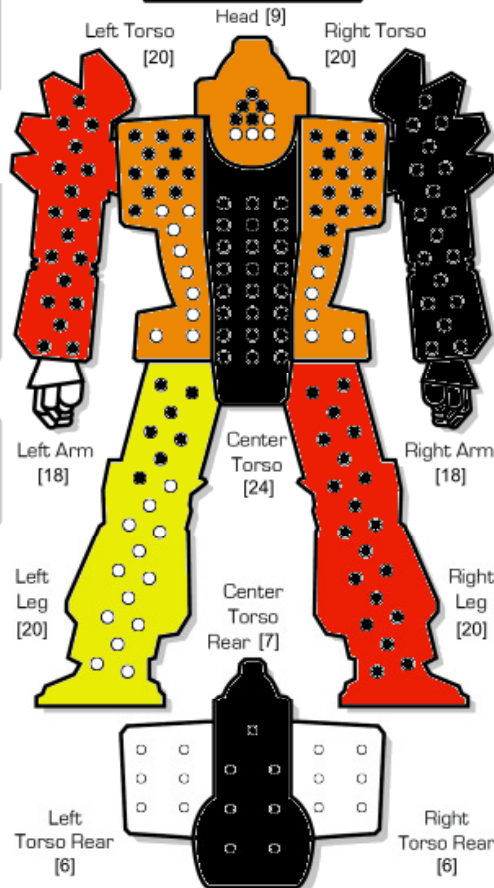
RULES LEVELS

Current: Introductory
 Era Specific: Introductory
 Year Specific: Introductory



Armor Factor = 168

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - ~~Lower Arm Actuator~~
 - Hand Actuator
 - Medium Laser
 - Medium Laser
- 1-3
 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

Left Torso

- Jump Jet
 - Jump Jet
 - Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

- Jump Jet
 - ~~Jump Jet~~
 - Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

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

Left Leg

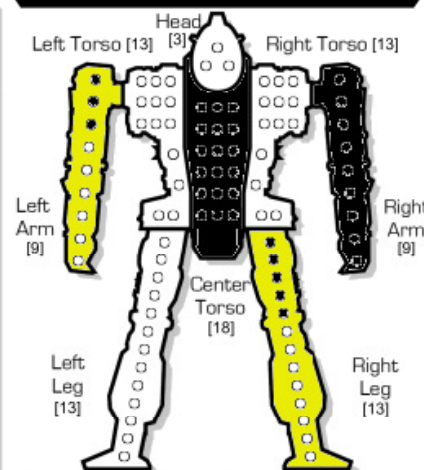
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- ~~Foot Actuator~~
- Roll Again
- Roll Again



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	Single
28	Ammo Exp. avoid on 8+	12
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	○○○●●●●●●●●●●●●●

Heat Scale

Heat Scale	Overheat
0	0
30*	
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	