ARMOR DIAGRAM LETECH Head (MECH RECORD SHEET 'MECH DATA WARRIOR DAT Type: BattleMaster BLR-1G Name: **Movement Points:** 85 Gunnery Skill: Piloting Skill: Tonnage: Walking: 3 Tech Base: Hits Taken 1 2 3 4 5 Running: 5 Clan Consciousness# 3 5 7 10 11 Dear Jumping: 0 Inner Sphere Weapons & Equipment Inventory (hexes) Qty Type Loc Ht Dmg Min Sht Med Lng Small_Laser HD3 6 10 3 12 18 PPC 3 7 6 14 9 Medium_laser LT 3 0 6 21 LRM 5 RT 2 3 0 9 Medium_laser LA 3 BV: **CRITICAL HIT TABLE** Heat INTERNAL STRUCTURE DIAGRAM Scale Head Left Arm Right Arm Life Support Right Torso (Shoulder 1. Shoulder Sensors **Upper Arm Actuator** 3. Cockpit **Upper Arm Actuator** 30* Lower Arm Actuator Lower Arm Actuator 1-3 _{4.} 1-3 4. 29 **Hand Actuator** Sensors Hand Actuator Life Support 28 5 27 Center Torso 26 Engine Arm Arm 25 Engine 2. 4-6 4-6 24 **Engine** 4 1-3 4. Gyro 23 5. Torso Gyro 6. 22, Gyro 21 Left. Right Gyro 20* Leg Leg Left Torso 2. Engine Right Torso 19 Engine 4-6 18 Engine 17* 3. 1-3 1-3 16 DATA 5. 15 Engine Hits OOO 6. Heat Sinks: 14 Heat Gyro Hits OO Effects Level* 13* Shutdown Sensor Hits OO 2. 12 000 28 Ammo Exp. avoid on 8+ 3. Life Support O 4-6 4-6 Shutdown, avoid on 10+ 11 -5 Movement Points 10* 24 23 22 +4 Modifier to Fire 9 6. Ammo Exp. avoid on 6+ Shutdown, avoid on 8+ 8* -4 Movement Points 20 Ammo Exp. avoid on 4+ Right Leg Left Leg Shutdown, avoid on 6+ 6 +3 Modifier to Fire -3 Movement Points 1. Hip 5* 00 Upper Leg Actuator Upper Leg Actuator 15

5.

6.

Damage Transfer

Diagram

Lower Leg Actuator

Foot Actuator

Lower Leg Actuator

Foot Actuator

4.

5.

6.

4

3

2

1

000

Double ___

Single

Shutdown, avoid on 4+ +2 Modifier to Fire

-2 Movement Points

-1 Movement Points

+1 Modifier to Fire

14

13

10

8