## ARMOR DIAGRAM LETECH MECH RECORD SHEET 'MECH DATA WARRIOR DAT Type: BattleMaster BLR-1G Name: Movement Points: 85 Gunnery Skill: Piloting Skill: Tonnage: Walking: Tech Base: Hits Taken 1 2 3 4 5 Clan Running: Consciousness# 3 5 7 10 11 Dead Inner Sphere Jumping: Weapons & Equipment Inventory (hexes) Loc Ht Dmg Min Sht Med Lng BV: **CRITICAL HIT TABLE** Heat INTERNAL STRUCTURE DIAGRAM Scale Head Left Arm Right Arm 1. Life Support Right Torso ( 1. Shoulder 1. Shoulder Sensors **Upper Arm Actuator** 3. Cockpit **Upper Arm Actuator** 30\* Lower Arm Actuator Lower Arm Actuator 1-3 <sub>4.</sub> 1-3 4. 29 **Hand Actuator** Sensors Hand Actuator 28 Life Support 5 27 Center Torso 26 Engine Arm Arm 25 Engine 4-6 4-6 24 Engine 1-3 4. Gyro 23 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\* 1-3 <sup>3.</sup> 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+ Life Support O 3. 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\* 000 Upper Leg Actuator Upper Leg Actuator 15 4 Shutdown, avoid on 4+ +2 Modifier to Fire 000 14 Lower Leg Actuator Lower Leg Actuator 13 3 Foot Actuator Foot Actuator 4. 10 Single -2 Movement Points 2 5. 5. 8 +1 Modifier to Fire Damage Transfer Double \_\_\_ 6. 6. 1 -1 Movement Points Diagram