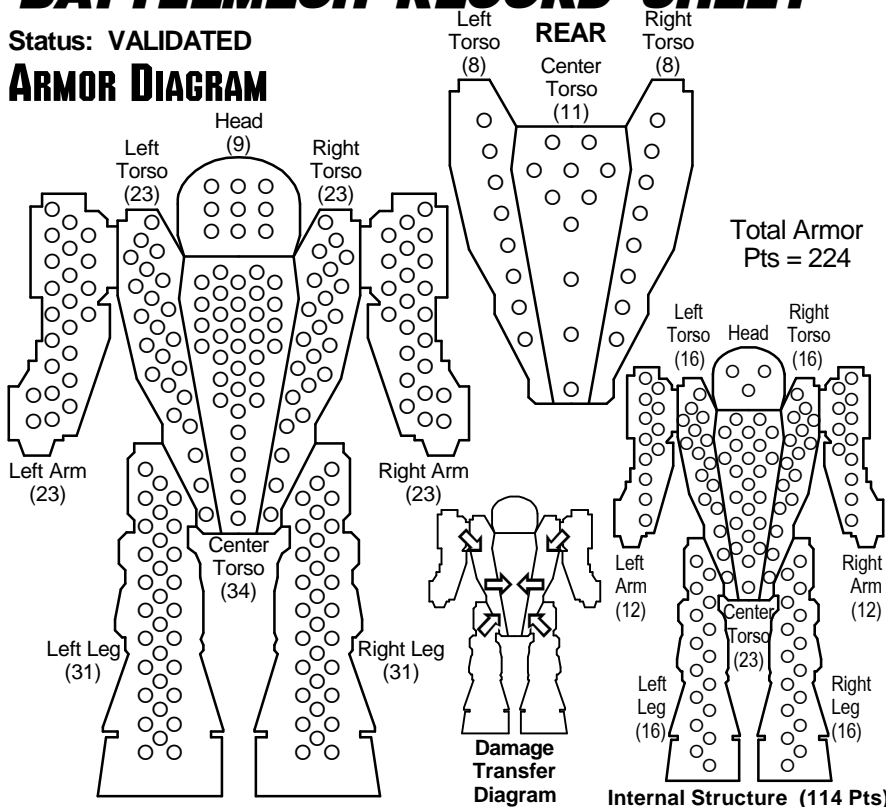


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Leonidas LED-9T**

Mass: **75 tons**

Movement Points: Tech, Config. & Level:

Walking: **5 [6]** Inner Sphere

Running: **8 [9]** Biped 'Mech

Jumping: **0** Level 2 / 3067

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RA	4	10	-	6	12	18
4	ER Medium Laser	LT	5	5	-	4	8	12
1	Streak SRM 4	CT	3	2/hit	-	3	6	9
1	Hatchet	LA	0	15				

Ammo Type: Rounds: BV2:

Ultra AC/10	20	78
Streak SRM 4	25	10

Total Heat Sinks: 10 Double (20)

○○○○○○○○○○

Auto Eject: Weapon Heat:

Operational Disabled (31)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Hatchet
 - Hatchet
- 1-3
- Hatchet
 - Hatchet
 - Hatchet
- 4-6
- Triple Strength
 - Ferro-Fibrous
 - Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - XL Engine
 - Streak SRM 4
 - Ferro-Fibrous
- 4-6

Left Torso

- XL Engine
 - XL Engine
 - XL Engine
 - ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser
- 1-3
- ER Medium Laser
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple Strength
- Triple Strength

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
- 1-3
- Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
 - Ultra AC/10
 - Triple Strength
 - Ferro-Fibrous
- 4-6

Right Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Ammo (Ult AC/10) 10
 - Ammo (Ult AC/10) 10
 - Ammo (Streak 4) 25
- 1-3
- CASE
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple Strength
- Triple Strength

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

Battle Value: **1.852**

Weapon Value: **2.046 / 1.944**

Cost, C-Bills: **20.307.000**

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points (-4 MP with TSM)
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points (-3 MP with TSM)
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points (-2 MP with TSM)
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (-1 MP with TSM)
9	TSM Activates, +1 Movement Point
8	+1 Modifier to Fire
7	
6	
5	
4	
3	
2	
1	
0	

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