

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Dragoon AEM-01**

Movement Points: Tonnage: 70  
 Walking: 4 Tech Base: Inner Sphere  
 Running: 6 Era: Star League  
 Jumping: 3

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	LT	0					6
1	ER PPC	RA	15	10	-	7	14	23
1	LB 10-X AC	RA	2	10	-	6	12	18
1	LB 10-X AC	LA	2	10	-	6	12	18

Cost: 14,398,433

BV: 2,003

### WARRIOR DATA

Name: Stinger07 (Player 1)

Gunnery Skill: 3 Piloting Skill: 5

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

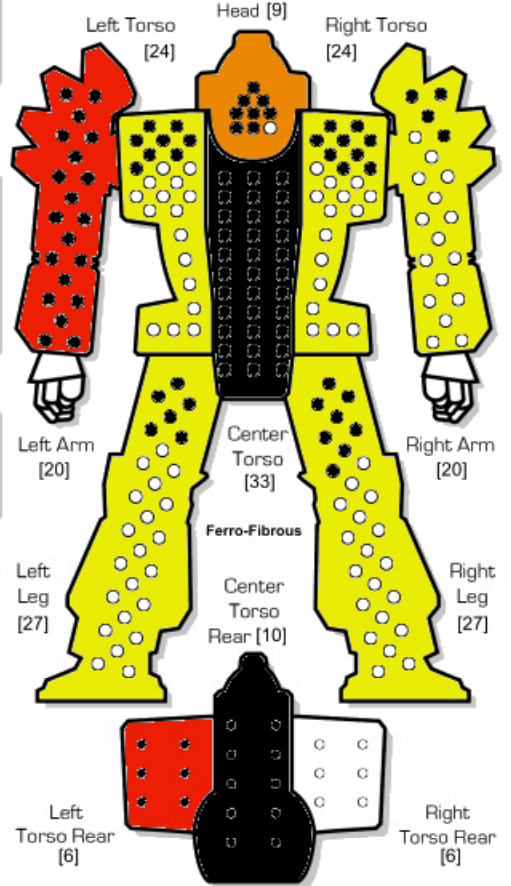
### RULES LEVELS

Current: Tournament Legal  
 Era Specific: Tournament Legal  
 Year Specific: Tournament Legal



Armor Factor = 206

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

- LB 10-X AC
- LB 10-X AC
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- ~~XL Engine~~
- XL Engine
- XL Engine
- Jump Jet
- Guardian ECM Suite
- ~~Guardian ECM Suite~~

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- ER PPC
- LB 10-X AC

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Roll Again

#### Right Torso

- XL Engine
- XL Engine
- XL Engine
- Jump Jet
- Ammo (LB 10-X Cluster) 0
- Ammo (LB 10-X Cluster) 5

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

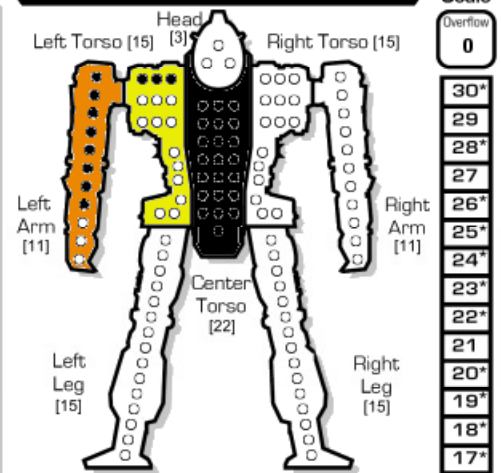
#### Right Leg

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

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 [22] Double
30	Shutdown	
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	

Heat Scale

Overflow 0

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
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4
3
2
1
0