

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: Ti Ts'ang TSG-9J

Movement Points: Tonnage: 60
 Walking: 6 [7] Tech Base: Inner Sphere
 Running: 9 [11] 3060
 Jumping: 6 E/X-X-EA

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	CT	12	8 [DE]	-	7	14	19
1	ER Medium Laser	RT	5	5 [DE]	-	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	-	4	8	12
1	Hatchet	RA	0	12 [PA]	-	1	0	0
1	ER Medium Laser	LA	5	5 [DE]	-	4	8	12
2	ER Small Laser	LA	2	3 [DE]	-	2	4	5

Cost: 15,299,680 C-Bills

BV: 1,870
 Weapon Heat (31)
 Dissipation (24)

WARRIOR DATA

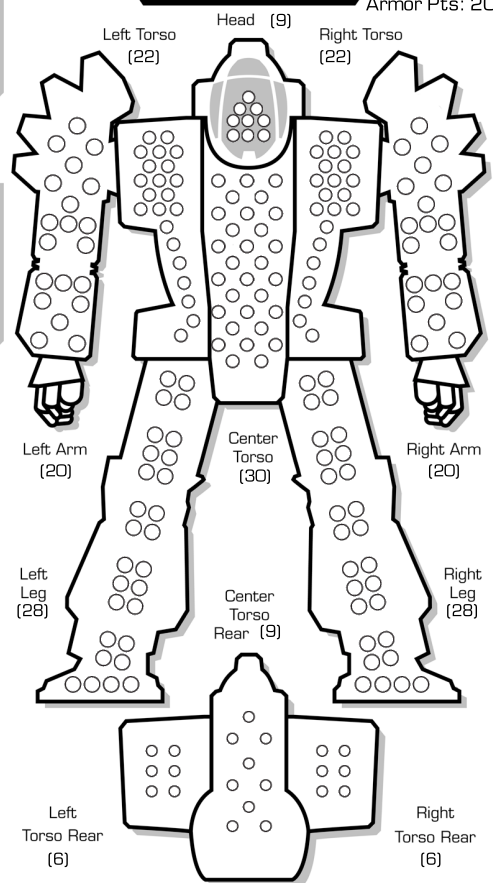
Name:

Gunnery Skill: Piloting Skill:

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

ARMOR DIAGRAM

Armor Pts: 200



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- ER Small Laser
- ER Small Laser

- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- ER Medium Laser
- Endo-Steel

- Endo-Steel
- Endo-Steel
- TSM
- TSM
- TSM
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

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

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Large Laser
- ER Large Laser

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Hatchet
- Hatchet

- Hatchet
- Hatchet
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel

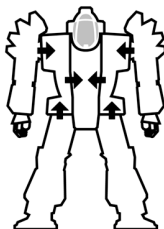
Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- ER Medium Laser
- Endo-Steel

- Endo-Steel
- Endo-Steel
- TSM
- TSM
- TSM
- Roll Again

Right Leg

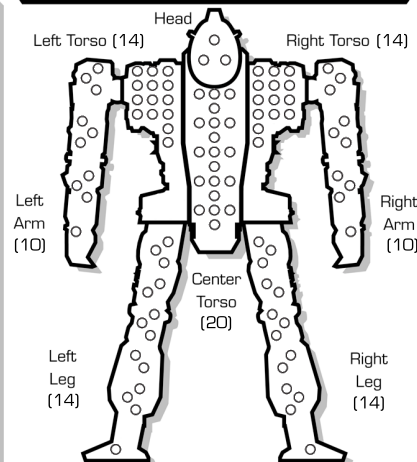
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 [24] 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	○○○