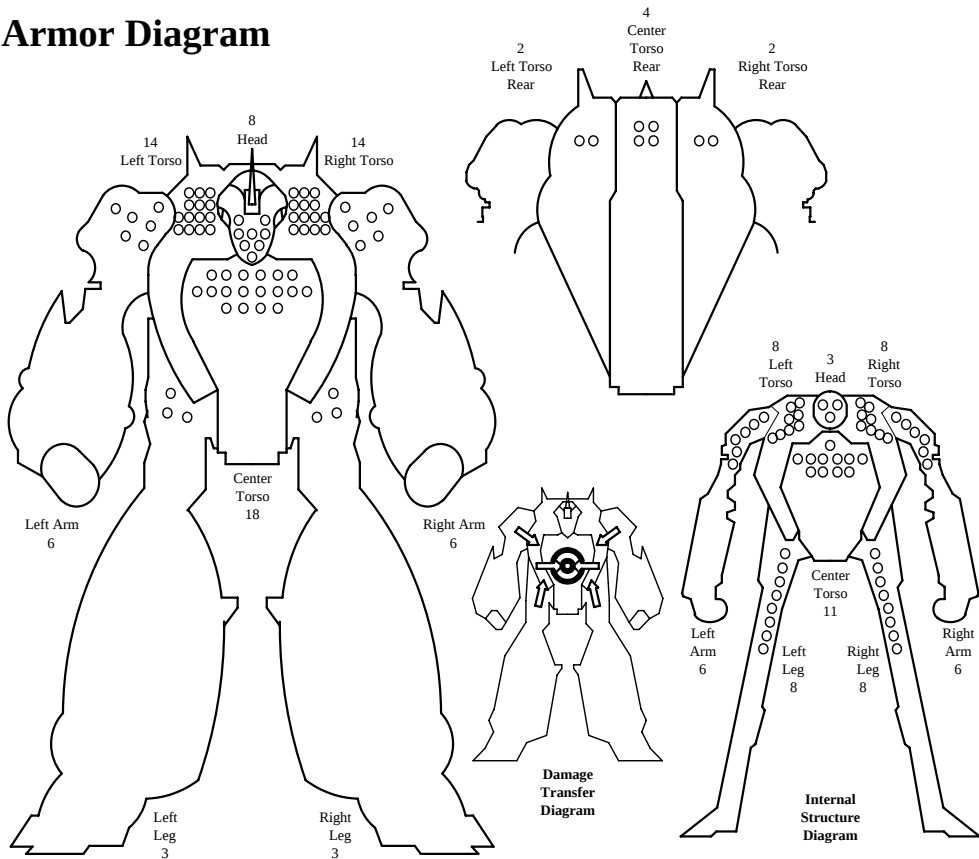


# BattleMech Designer

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## Armor Diagram



## Mech Data

Type: **Reaper RP-32W**  
Movement Points: **Walking: 3** **Running: 5** **Jumping: 0**  
Tonnage: **35**  
Technology Base: **Inner Sphere Lvl. 1**  
2750

## Weapons Inventory

# Type Loc. Heat Dmg. Min. Short Med. Long  
**2 Hatchet** **RA 0 7 0 1**

## Total Single Heat Sinks: 10

○○○○○○ ○○○○

## Auto Eject

☐ Operational ☐ Disabled

## 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
- 1-3**
- - 
  - 
  - 
  - 
  -
- 4-6**

### Head

- Life Support
- Sensor
- Cockpit
- 
- Sensor
- Life Support

### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Engine
  - Engine
  - Engine
  - Heat Sink(s)
  - Heat Sink(s)
- 4-6**

### Left Torso

- Heat Sink(s)
  - Heat Sink(s)
  - 
  - 
  - 
  -
- 1-3**
- - 
  - 
  - 
  - 
  -
- 4-6**

### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 
- 

### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Hatchet
  - Hatchet
- 1-3**
- Hatchet
  - Hatchet
  - Hatchet
  - Hatchet
  - 
  -
- 4-6**

### Right Torso

- Heat Sink(s)
  - Heat Sink(s)
  - 
  - 
  - 
  -
- 1-3**
- - 
  - 
  - 
  - 
  -
- 4-6**

### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 
- 

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

Battle Value: **360**  
Cost: **1 848 960**

## Heat Scale

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