

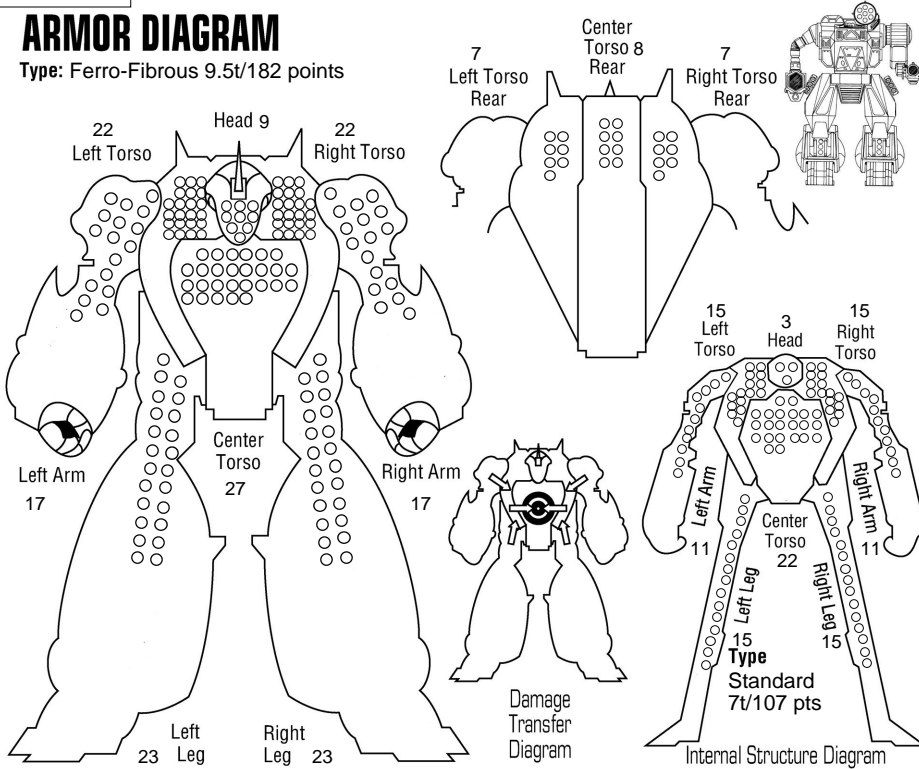


# BATTLETECH®

## BATTLEMECH RECORD SHEET

### ARMOR DIAGRAM

Type: Ferro-Fibrous 9.5t/182 points



Damage Transfer Diagram

Internal Structure Diagram

### Mech Data

**Summoner (Thor) M** Tonnage: **70**  
 Movement Points: Technology Base:  
 Walking: **5** Clan / 3051  
 Running: **8** Biped OmniMech  
 Jumping: **5** Level 2, Standard design

### Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 ER Small Laser	LT	2	5	2	4	6	
1 Streak SRM 6	LT	4	2/Msl	4	8	12	
1 ER PPC	RA	15	15	7	14	23	
1 LB 10-X AC	LA	2	10	6	12	18	

LB 10-X AC Ammo: 10 ○○○○○○○○  
 Streak SRM 6 Ammo: 30

### Total Heat Sinks: 14 Double [28]

14 Doubles in engine Weapon heat:23  
 ○○○○○○○○○○○○○○

LRM Status  Standard  Hot-Loaded

Auto Eject  Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: **4** Piloting Skill: **5**

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

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - LB 10-X AC
  - LB 10-X AC
  - LB 10-X AC
  - LB 10-X AC
- 1-3
- LB 10-X AC
  - LB 10-X AC Ammo(10)
- 4-6
- Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again

#### Left Torso

- Engine
  - Engine
  - Engine
  - ER Small Laser
  - Streak SRM 6
  - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
  - Engine
  - Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Engine
  - Engine
  - Engine
  - Jump Jet
  - Roll Again
- 4-6

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

Battle Value **2254 (2254 for 4/5)**  
 Cost 21'312'864  
 Battle Value2 **2251 (2251 for 4/5)**

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - ER PPC
  - ER PPC
  - Ferro-Fibrous
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Torso

- Engine
  - Engine
  - Streak SRM 6 Ammo(15)
  - Streak SRM 6 Ammo(15)
  - Ferro-Fibrous
  - Ferro-Fibrous
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Leg

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

### Heat Scale

25	-5 Movement Points	50	SHUTDOWN
24	+4 Modifier to Fire	49	-9 Movement Points
23	Ammo Explosion, avoid on 6+	48	+7 Modifier to Fire
22	Shutdown, avoid on 8+	47	Pilot Damage, avoid on 12
21		46	Shutdown, avoid on 20+
20	-4 Movement Points	45	AMMO EXPLOSION
19	Ammo Explosion, avoid on 4+	44	System Failure, avoid on 10+
18	Shutdown, avoid on 6+	43	-8 Movement Points
17	+3 Modifier to Fire	42	Shutdown, avoid on 18+
16		41	+6 Modifier to Fire
15	-3 Movement Points	40	Ammo Explosion, avoid on 12
14	Shutdown, avoid on 4+	39	Pilot Damage, avoid on 10+
13	+2 Modifier to fire	38	Shutdown, avoid on 16+
12		37	-7 Movement Points
11		36	System Failure, avoid on 8+
10	-2 Movement Points	35	Ammo Explosion, avoid on 10+
09		34	Shutdown, avoid on 14+
08	+1 Modifier to Fire	33	+5 Modifier to Fire
07		32	Pilot Damage, avoid on 8+
06		31	-6 Movement Points
05	-1 Movement Points	30	Shutdown, avoid on 12+
04		29	
03		28	Ammo Explosion, avoid on 8+
02		27	
01		26	Shutdown, avoid on 10+
00			

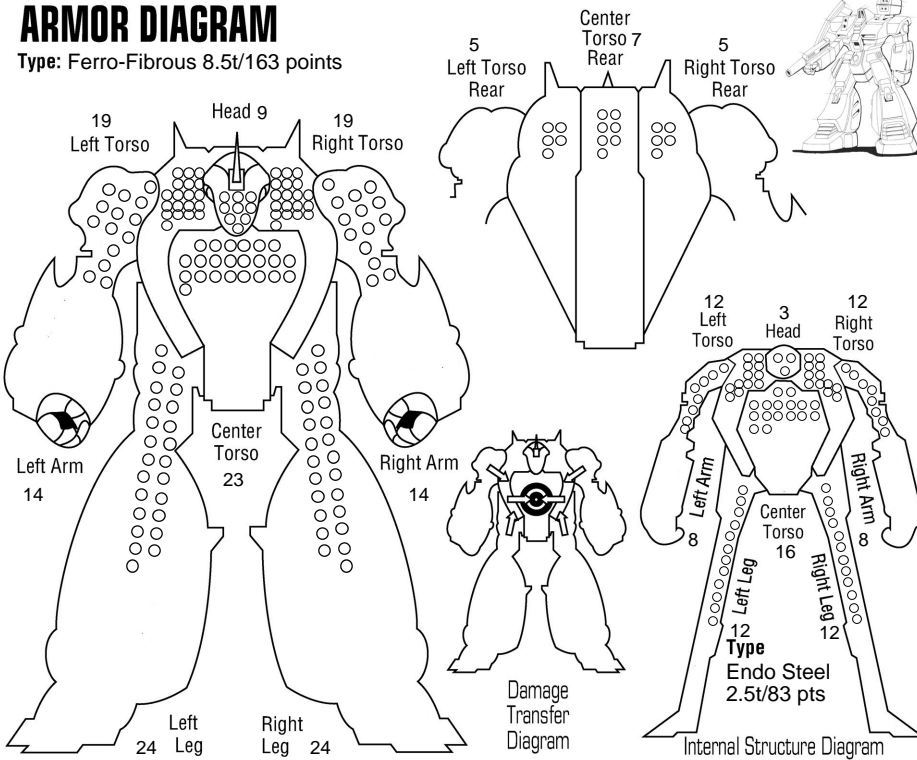


# BATTLETECH®

## BATTLEMECH RECORD SHEET

### ARMOR DIAGRAM

Type: Ferro-Fibrous 8.5t/163 points



### Mech Data

**Conjurer (Hellhound)** Tonnage: **50**  
 Movement Points: Technology Base:  
 Walking: **6** Clan / 2829  
 Running: **9** Biped BattleMech  
 Jumping: **6** Level 2, Standard design

### Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
2 Streak SRM 2s	LT	2	2/Msl	4	8	12	
2 ER Medium Lasers	RT	5	7	5	10	15	
1 Large Pulse Laser	RA	10	10	6	14	20	

Streak SRM 2s Ammo: 50

### Total Heat Sinks: 10 Double [20]

10 Doubles in engine Weapon heat:24  
 ○○○○○○○○○○○

LRM Status  Standard  Hot-Loaded

Auto Eject  Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: **4** Piloting Skill: **5**

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

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Heat Scale

25	-5 Movement Points	50	SHUTDOWN
24	+4 Modifier to Fire	49	-9 Movement Points
23	Ammo Explosion, avoid on 6+	48	+7 Modifier to Fire
22	Shutdown, avoid on 8+	47	Pilot Damage, avoid on 12
21		46	Shutdown, avoid on 20+
20	-4 Movement Points	45	AMMO EXPLOSION
19	Ammo Explosion, avoid on 4+	44	System Failure, avoid on 10+
18	Shutdown, avoid on 6+	43	-8 Movement Points
17	+3 Modifier to Fire	42	Shutdown, avoid on 18+
16		41	+6 Modifier to Fire
15	-3 Movement Points	40	Ammo Explosion, avoid on 12
14	Shutdown, avoid on 4+	39	Pilot Damage, avoid on 10+
13	+2 Modifier to fire	38	Shutdown, avoid on 16+
12		37	-7 Movement Points
11		36	System Failure, avoid on 8+
10	-2 Movement Points	35	Ammo Explosion, avoid on 10+
09		34	Shutdown, avoid on 14+
08	+1 Modifier to Fire	33	+5 Modifier to Fire
07		32	Pilot Damage, avoid on 8+
06		31	-6 Movement Points
05	-1 Movement Points	30	Shutdown, avoid on 12+
04		29	
03		28	Ammo Explosion, avoid on 8+
02		27	
01		26	Shutdown, avoid on 10+
00			

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

1-3

4-6

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Streak SRM 2
- Streak SRM 2
- Streak SRM 2 Ammo(50)
- Jump Jet
- Jump Jet
- Endo Steel

1-3

4-6

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Engine
- Engine
- Engine
- Jump Jet
- Jump Jet

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

Battle Value **1714 (1714 for 4/5)**  
 Cost 5'320'500  
 Battle Value2 **1813 (1813 for 4/5)**

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Pulse Laser
- Large Pulse Laser

1-3

4-6

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- ER Medium Laser
- ER Medium Laser
- Jump Jet
- Jump Jet
- Endo Steel
- Endo Steel

1-3

4-6

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

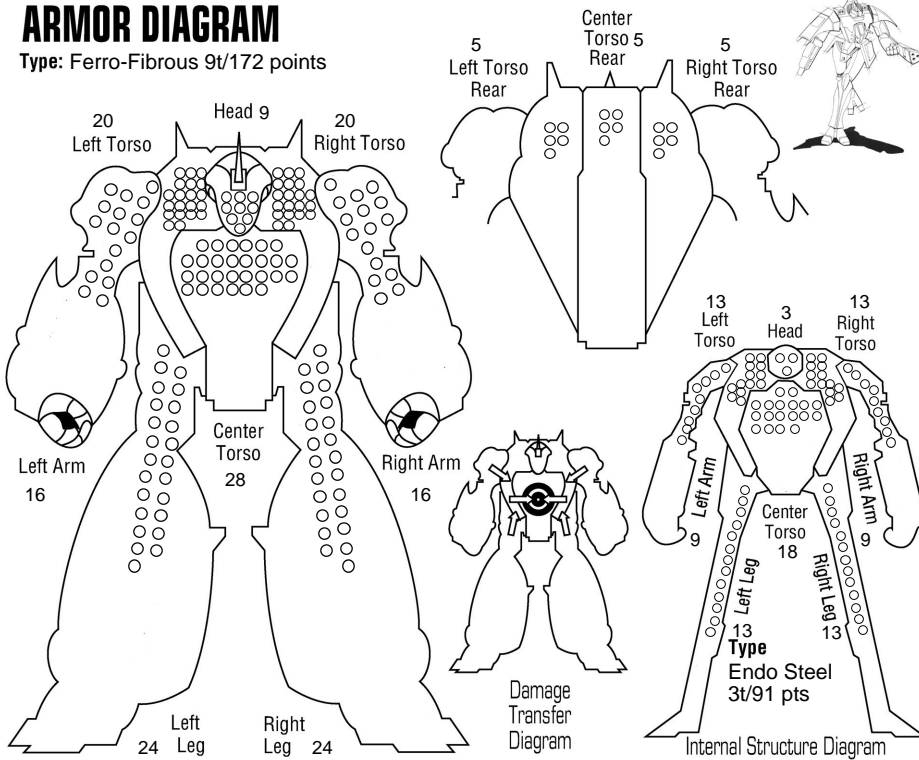


# BATTLETECH®

## BATTLEMECH RECORD SHEET

### ARMOR DIAGRAM

Type: Ferro-Fibrous 9t/172 points



Damage Transfer Diagram

Internal Structure Diagram

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Machine Gun
- Machine Gun
- Machine Gun
- 2 Machine Gun Ammo(100)
- 4-6 Endo Steel
- 4-6 Ferro-Fibrous
- 5-6 Ferro-Fibrous
- 6-6 Roll Again

#### Left Torso

- Engine
- Engine
- 1-3 Engine
- 1-3 Streak SRM 2
- 4-6 Medium Pulse Laser
- Machine Gun
- 6 Streak SRM 2 Ammo(50)
- 1-3 Jump Jet
- 2-3 Endo Steel
- 4-6 Endo Steel
- 4-6 Ferro-Fibrous
- 5-6 Roll Again
- 6-6 Roll Again

#### Left Leg

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

### Critical Hit Table

#### Head

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

#### Center Torso

- Engine
- Engine
- 1-3 Engine
- 4-6 Gyro
- 5-6 Gyro
- 6-6 Gyro
- 1-3 Gyro
- 2-3 Engine
- 4-6 Engine
- 5-6 Endo Steel
- 6-6 Ferro-Fibrous

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

Battle Value **2241 (2241 for 4/5)**  
 Cost 11'858'740  
 Battle Value2 **2368 (2368 for 4/5)**

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- 5-6 Large Pulse Laser
- 6-6 Large Pulse Laser
- 1-3 Endo Steel
- 2-3 Ferro-Fibrous
- 4-6 Roll Again
- 5-6 Roll Again
- 6-6 Roll Again

#### Right Torso

- Engine
- Engine
- 1-3 Engine
- 1-3 Streak SRM 2
- 4-6 Medium Pulse Laser
- 5-6 Medium Pulse Laser
- 6-6 Targeting Computer
- 1-3 Targeting Computer
- 2-3 Targeting Computer
- 4-6 Jump Jet
- 4-6 Endo Steel
- 5-6 Endo Steel
- 6-6 Ferro-Fibrous

#### Right Leg

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

### Mech Data

**Vapor Eagle (Goshawk)** Tonnage: **55**  
 Movement Points: Technology Base:  
 Walking: **6** Clan / 2863  
 Running: **9** Biped BattleMech  
 Jumping: **6** Level 3, Advanced design

### Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
3 Machine Gun	LA	0	2	1	2	3	
1 Streak SRM 2	LT	2	2/Msl	4	8	12	
1 Medium Pulse Laser	LT	4	7	4	8	12	
1 Machine Gun	LT	0	2	1	2	3	
1 Large Pulse Laser	RA	10	10	6	14	20	
1 Streak SRM 2	RT	2	2/Msl	4	8	12	
2 Medium Pulse Laser	RT	4	7	4	8	12	
1 Targeting Computer	RT	0	**	0	0	0	

Streak SRM 2 Ammo: 50  
 Machine Gun Ammo: 100

### Total Heat Sinks: 11 Double [22]

11 Doubles in engine Weapon heat:26  
 ○○○○○○○○○○○○

LRM Status  Standard  Hot-Loaded

Auto Eject  Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: **4** Piloting Skill: **5**

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

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### Heat Scale

25	-5 Movement Points	50	SHUTDOWN
24	+4 Modifier to Fire	49	-9 Movement Points
23	Ammo Explosion, avoid on 6+	48	+7 Modifier to Fire
22	Shutdown, avoid on 8+	47	Pilot Damage, avoid on 12
21		46	Shutdown, avoid on 20+
20	-4 Movement Points	45	AMMO EXPLOSION
19	Ammo Explosion, avoid on 4+	44	System Failure, avoid on 10+
18	Shutdown, avoid on 6+	43	-8 Movement Points
17	+3 Modifier to Fire	42	Shutdown, avoid on 18+
16		41	+6 Modifier to Fire
15	-3 Movement Points	40	Ammo Explosion, avoid on 12
14	Shutdown, avoid on 4+	39	Pilot Damage, avoid on 10+
13	+2 Modifier to fire	38	Shutdown, avoid on 16+
12		37	-7 Movement Points
11		36	System Failure, avoid on 8+
10	-2 Movement Points	35	Ammo Explosion, avoid on 10+
09		34	Shutdown, avoid on 14+
08	+1 Modifier to Fire	33	+5 Modifier to Fire
07		32	Pilot Damage, avoid on 8+
06		31	-6 Movement Points
05	-1 Movement Points	30	Shutdown, avoid on 12+
04		29	
03		28	Ammo Explosion, avoid on 8+
02		27	
01		26	Shutdown, avoid on 10+
00			

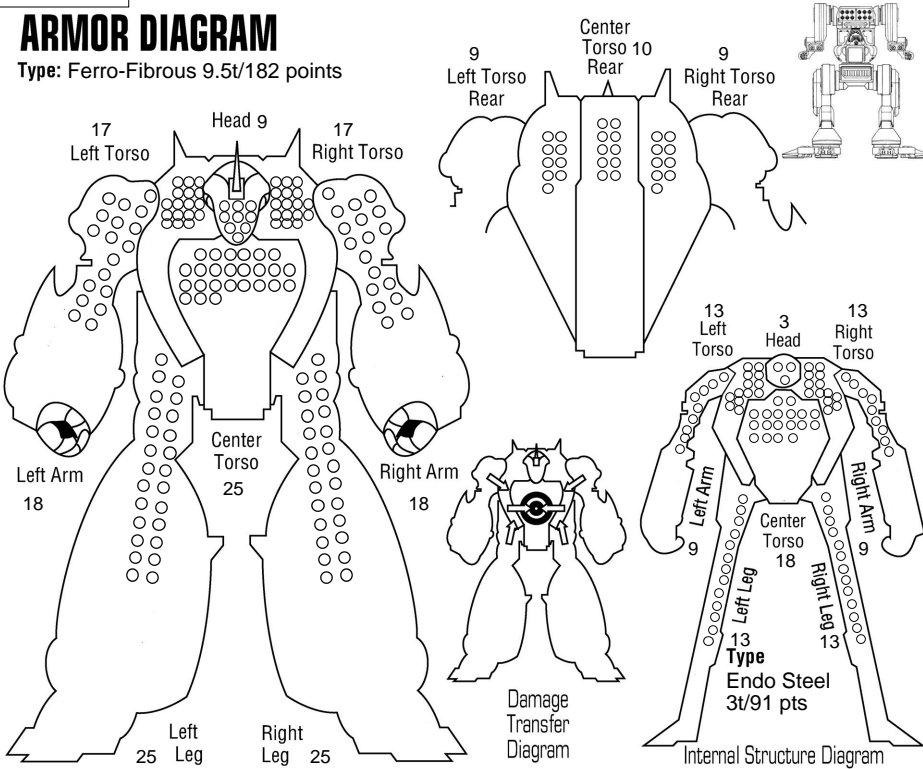


# BATTLETECH®

## BATTLEMECH RECORD SHEET

### ARMOR DIAGRAM

Type: Ferro-Fibrous 9.5t/182 points



### Mech Data

**Stormcrow (Ryoken) Prime** Tonnage: **55**  
 Movement Points: Technology Base:  
 Walking: **6** Clan / 2930  
 Running: **9** Biped OmniMech  
 Jumping: Level 2, Standard design

### Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 ER Medium Laser	RA	5	7	5	10	15	
1 ER Large Laser	RA	12	10	8	15	25	
1 ER Medium Laser	LA	5	7	5	10	15	
1 ER Large Laser	LA	12	10	8	15	25	
1 ER Medium Laser	HD	5	7	5	10	15	

### Total Heat Sinks: 22 Double [44]

10 Doubles in engine Weapon heat:39  
 ○○○○○○○○○○○○○○○○○○○○○○○○○○  
 ○○

LRM Status  Standard  Hot-Loaded

Auto Eject  Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_  
 Gunnery Skill: **4** Piloting Skill: **5**  
 Hits Taken 

1	2	3	4	5	6
---	---	---	---	---	---

  
 Consciousness # 

3	5	7	10	11	Dead
---	---	---	----	----	------

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

1	2	3	4	5	6
---	---	---	---	---	---

  
 Consciousness # 

3	5	7	10	11	Dead
---	---	---	----	----	------

### Heat Scale

25	-5 Movement Points	50	SHUTDOWN
24	+4 Modifier to Fire	49	-9 Movement Points
23	Ammo Explosion, avoid on 6+	48	+7 Modifier to Fire
22	Shutdown, avoid on 8+	47	Pilot Damage, avoid on 12
21		46	Shutdown, avoid on 20+
20	-4 Movement Points	45	AMMO EXPLOSION
19	Ammo Explosion, avoid on 4+	44	System Failure, avoid on 10+
18	Shutdown, avoid on 6+	43	-8 Movement Points
17	+3 Modifier to Fire	42	Shutdown, avoid on 18+
16		41	+6 Modifier to Fire
15	-3 Movement Points	40	Ammo Explosion, avoid on 12
14	Shutdown, avoid on 4+	39	Pilot Damage, avoid on 10+
13	+2 Modifier to fire	38	Shutdown, avoid on 16+
12		37	-7 Movement Points
11		36	System Failure, avoid on 8+
10	-2 Movement Points	35	Ammo Explosion, avoid on 10+
09		34	Shutdown, avoid on 14+
08	+1 Modifier to Fire	33	+5 Modifier to Fire
07		32	Pilot Damage, avoid on 8+
06		31	-6 Movement Points
05	-1 Movement Points	30	Shutdown, avoid on 12+
04		29	
03		28	Ammo Explosion, avoid on 8+
02		27	
01		26	Shutdown, avoid on 10+

### Critical Hit Table

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
- 4-6 4. Double Heat Sink
5. ER Medium Laser
6. ER Large Laser

#### Left Torso

- Engine
- Engine
3. Engine
- 1-3 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
- 4-6 3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Sensors
- Life Support
- ER Medium Laser

#### Center Torso

- Engine
- Engine
3. Engine
- 1-3 4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Engine
3. Engine
- 4-6 4. Engine
5. Endo Steel
6. Ferro-Fibrous

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

Battle Value **1911 (1911 for 4/5)**  
 Cost 14'771'112  
 Battle Value2 **2073 (2073 for 4/5)**

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
- 4-6 4. Double Heat Sink
5. ER Medium Laser
6. ER Large Laser

#### Right Torso

- Engine
- Engine
3. Double Heat Sink
- 1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Double Heat Sink
3. Endo Steel
- 4-6 4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

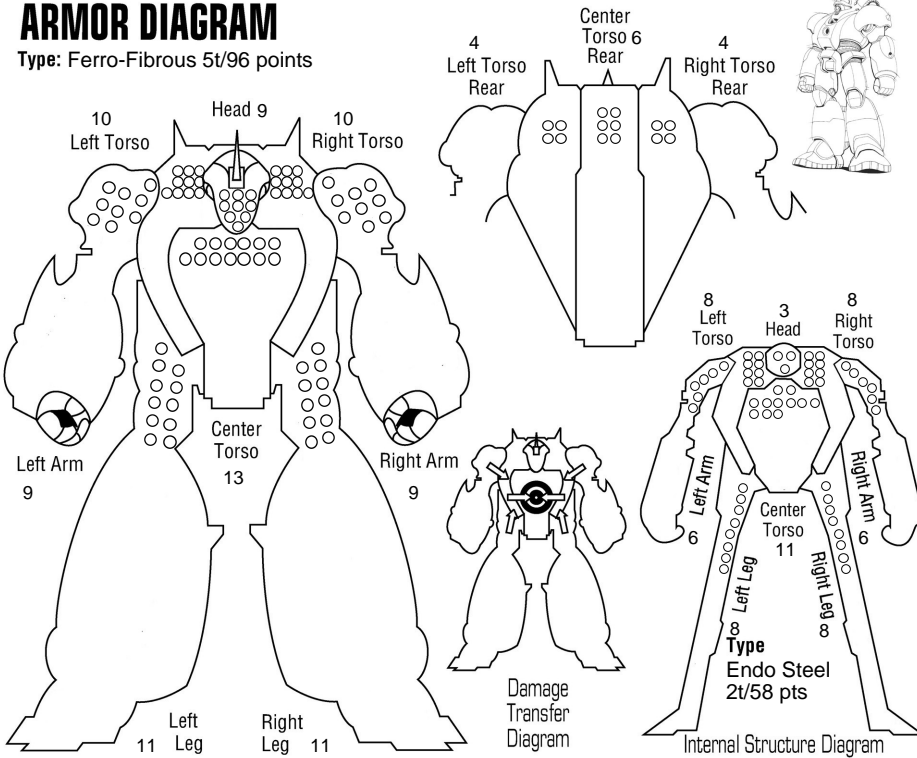


# BATTLETECH®

## BATTLEMECH RECORD SHEET

### ARMOR DIAGRAM

Type: Ferro-Fibrous 5t/96 points



### Mech Data

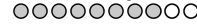
**Horned Owl (Peregrine)** Tonnage: **35**  
 Movement Points: Technology Base:  
 Walking: **6** Clan / 2835  
 Running: **9** Biped BattleMech  
 Jumping: **6** Level 2, Standard design

### Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Medium Pulse Laser	RA	4	7	4	8	12	
1 Medium Pulse Laser	LA	4	7	4	8	12	
1 Large Pulse Laser	CT	10	10	6	14	20	

### Total Heat Sinks: 10 Double [20]

8 Doubles in engine Weapon heat: 18



LRM Status  Standard  Hot-Loaded

Auto Eject  Operational  Disabled

### Warrior Data

Name: \_\_\_\_\_

Gunnery Skill: **4** Piloting Skill: **5**

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

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
- Medium Pulse Laser
- Endo Steel

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Endo Steel
- Endo Steel
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Engine
- Engine
- Large Pulse Laser
- Large Pulse Laser

1-3

4-6

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

Battle Value **1409 (1409 for 4/5)**  
 Cost **3'487'860**  
 Battle Value2 **1434 (1434 for 4/5)**

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Endo Steel

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Endo Steel
- Endo Steel
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### Heat Scale

25	-5 Movement Points	50	SHUTDOWN
24	+4 Modifier to Fire	49	-9 Movement Points
23	Ammo Explosion, avoid on 6+	48	+7 Modifier to Fire
22	Shutdown, avoid on 8+	47	Pilot Damage, avoid on 12
21		46	Shutdown, avoid on 20+
20	-4 Movement Points	45	AMMO EXPLOSION
19	Ammo Explosion, avoid on 4+	44	System Failure, avoid on 10+
18	Shutdown, avoid on 6+	43	-8 Movement Points
17	+3 Modifier to Fire	42	Shutdown, avoid on 18+
16		41	+6 Modifier to Fire
15	-3 Movement Points	40	Ammo Explosion, avoid on 12
14	Shutdown, avoid on 4+	39	Pilot Damage, avoid on 10+
13	+2 Modifier to fire	38	Shutdown, avoid on 16+
12		37	-7 Movement Points
11		36	System Failure, avoid on 8+
10	-2 Movement Points	35	Ammo Explosion, avoid on 10+
09		34	Shutdown, avoid on 14+
08	+1 Modifier to Fire	33	+5 Modifier to Fire
07		32	Pilot Damage, avoid on 8+
06		31	-6 Movement Points
05	-1 Movement Points	30	Shutdown, avoid on 12+
04		29	
03		28	Ammo Explosion, avoid on 8+
02		27	
01		26	Shutdown, avoid on 10+
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