

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Cicada CDA-3F

Movement Points: **Tonnage:** 40
 Walking: 8 **Tech Base:** Inner Sphere
 Running: 12 **Rules Level:** Standard
 Jumping: 8 **Role:** Striker

WARRIOR DATA

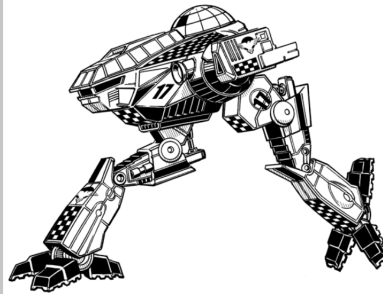
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness#

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5	-	3	6	9
1	ER PPC	LT	15	10	-	7	14	23
1	Medium Laser	LT	3	5	-	3	6	9

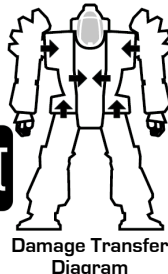


BV: 1,329

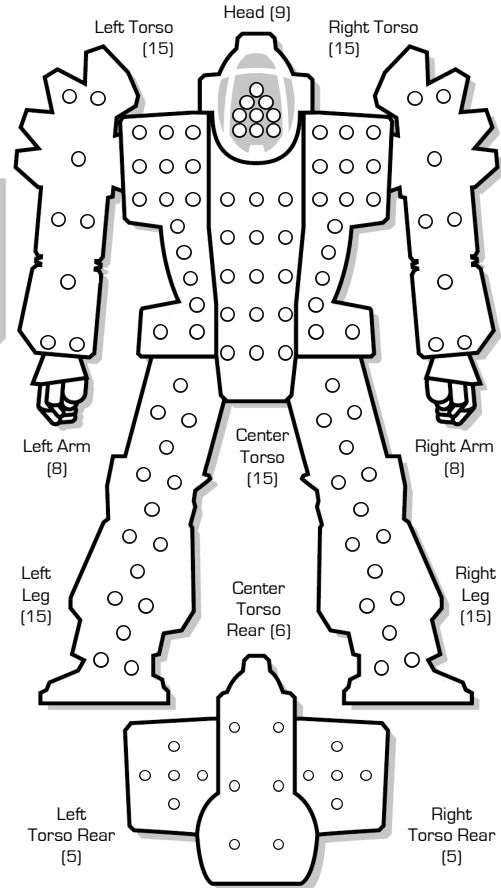


CRITICAL HIT TABLE

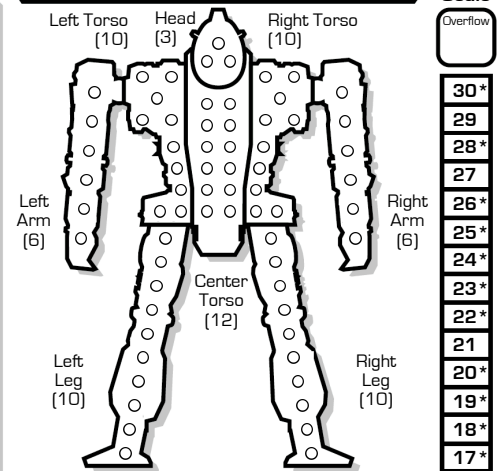
- | | | |
|--|---|---|
| Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel
1-3 | Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support
1-3 | Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel
1-3 |
| 1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous
4-6 | Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro
1-3 | 1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous
4-6 |
| Left Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Medium Laser
5. ER PPC
6. ER PPC
1-3 | 1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Ferro-Fibrous
6. Ferro-Fibrous
4-6 | Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Medium Laser
5. Jump Jet
6. Jump Jet
1-3 |
| 1. ER PPC
2. Jump Jet
3. Jump Jet
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous
4-6 | Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○ | 1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again
4-6 |
| Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet | | Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet |



ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 [20] 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	○