

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Cicada CDA-3G

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

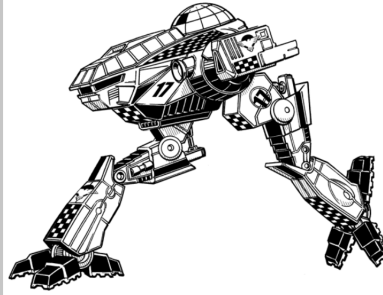
1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness#

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	RT	0	—	—	—	—	4
1	Medium Laser	RT	3	5	—	3	6	9
1	ER Large Laser	LT	12	8	—	7	14	19
1	Medium Laser	LT	3	5	—	3	6	9

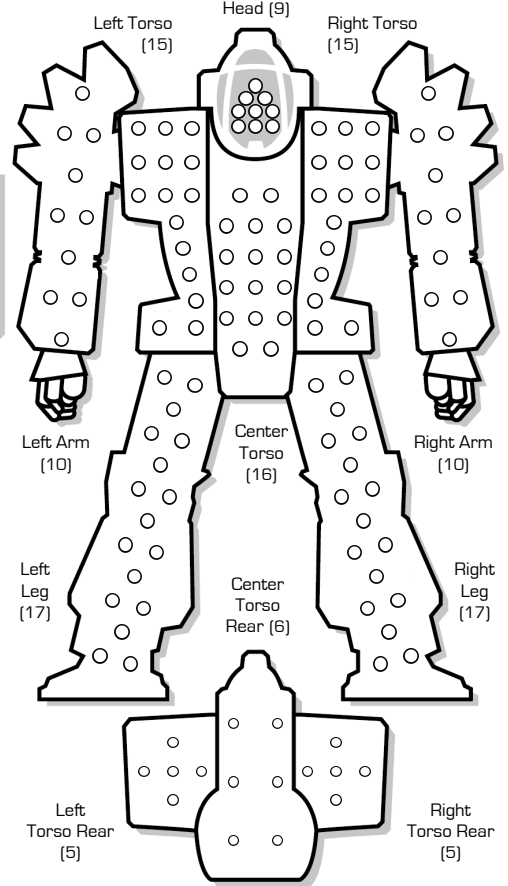
BV: 1,270



Armor Factor - 125

ARMOR DIAGRAM

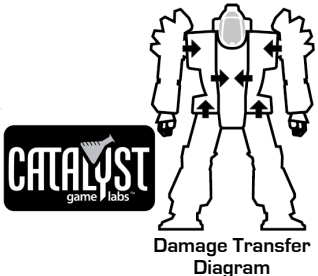
Ferro-Fibrous



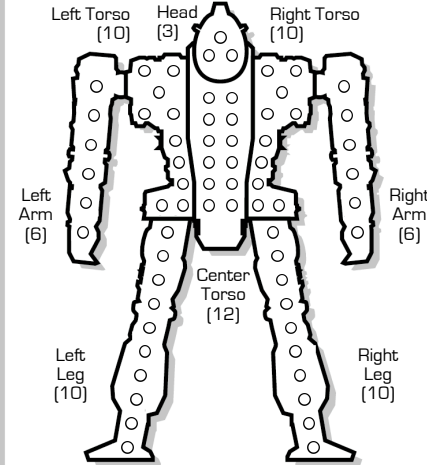
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
Center Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Jump Jet	5. Jump Jet	6. ER Large Laser
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Jump Jet	5. Jump Jet	6. Medium Laser
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

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level	Effects	Heat Sinks
30*		○
29		○
28*		○
27		○
26*		○
25*		○
24*		○
23*		○
22*		○
21		○
20*		○
19*		○
18*		○
17*		○
16		○
15*		○
14*		○
13*		○
12		○
11		○
10*		○
9		○
8*		○
7		○
6		○
5*		○
4		○
3		○
2		○
1		○
0		○

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 [20]
28	Ammo Exp. avoid on 8+	Double ○
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	○