

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Cicada CDA-3MA

Movement Points: **Tonnage:** 40
 Walking: 8 **Tech Base:** Inner Sphere
 Running: 12 **Rules Level:** Standard
 Jumping: 0 **Role:** Striker

WARRIOR DATA

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

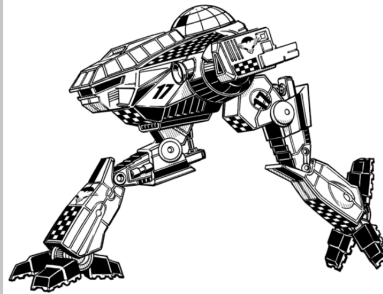
1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness#

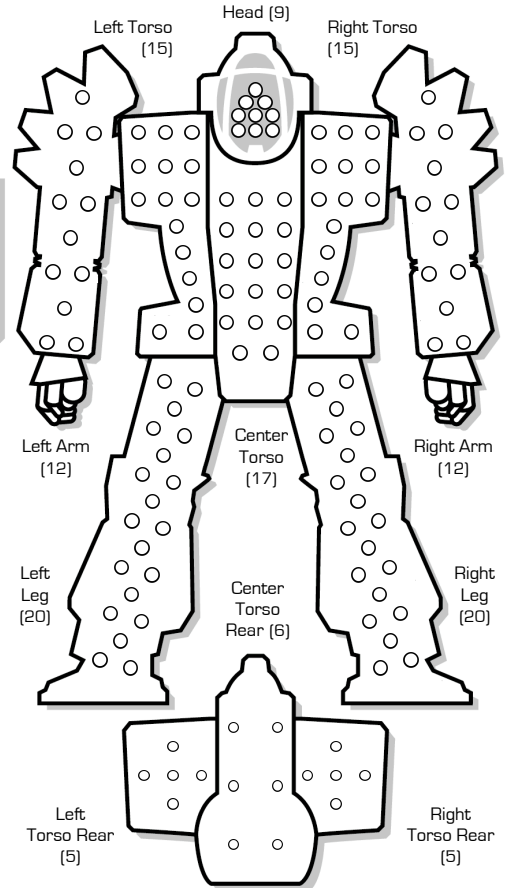
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	CT	2	3	—	1	2	3
1	Medium Laser	RT	3	5	—	3	6	9
1	Medium Laser	LT	3	5	—	3	6	9
1	Snub-Nose PPC	LT	10	10/8/5	—	9	13	15

BV: 1,158



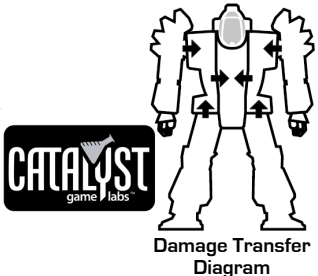
ARMOR DIAGRAM



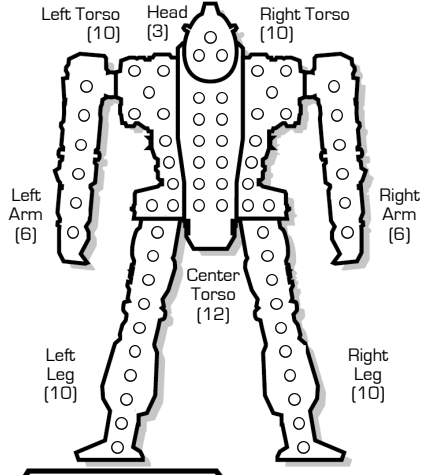
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
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. Snub-Nose PPC	5. Snub-Nose PPC	6. Medium Laser
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Medium Laser	5. Roll Again	6. Roll Again
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

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



INTERNAL STRUCTURE DIAGRAM



Heat Level	Effects	Heat Sinks
30*	Shutdown	10 [20]
29	Ammo Exp. avoid on 8+	Double ○
28*	Shutdown, avoid on 10+	○
27	-5 Movement Points	○
26*	+4 Modifier to Fire	○
25*	Ammo Exp. avoid on 6+	○
24*	Shutdown, avoid on 8+	○
23*	-4 Movement Points	○
22*	Ammo Exp. avoid on 4+	○
21	Shutdown, avoid on 6+	○
20*	+3 Modifier to Fire	○
19*	-3 Movement Points	○
18*	Shutdown, avoid on 4+	○
17*	+2 Modifier to Fire	○
16	-2 Movement Points	○
15*	+1 Modifier to Fire	○
14*	-1 Movement Points	○
13*		○
12		○
11		○
10*		○
9		○
8*		○
7		○
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	○