

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Cicada CDA-3P

Movement Points:
 Walking: 7
 Running: 11
 Jumping: 0

Tonnage: 40
Tech Base: Inner Sphere
Rules Level: Standard
Role: Striker

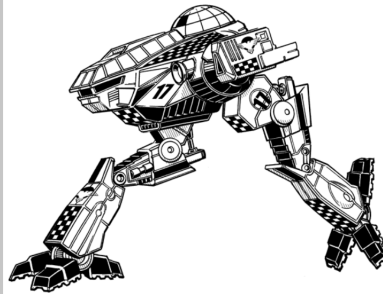
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory (hexes)

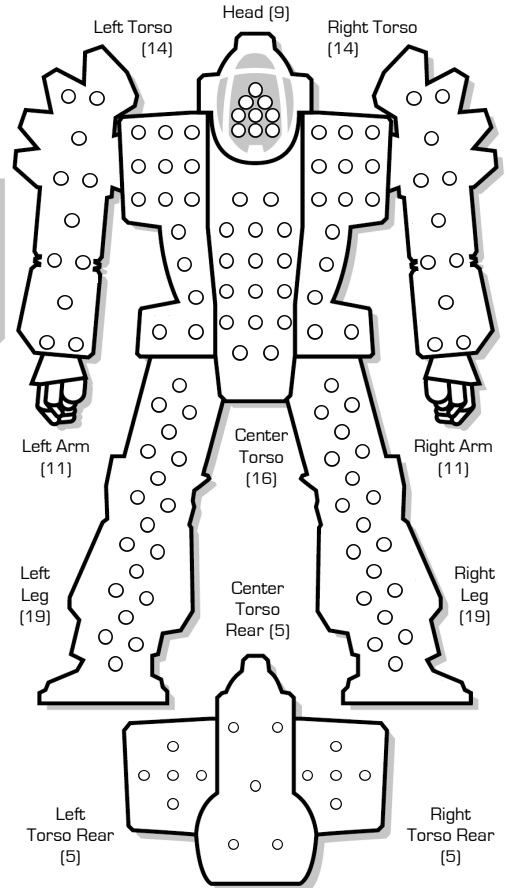
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	5	—	4	8	12
1	ER Medium Laser	RT	5	5	—	4	8	12
1	ER Medium Laser	LT	5	5	—	4	8	12
1	Heavy PPC	LT	15	15	3	6	12	18



BV: 1,502



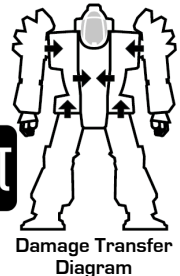
ARMOR DIAGRAM



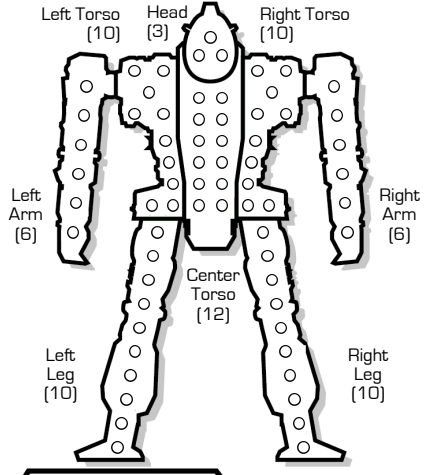
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. 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
Right Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. ER Medium Laser	5. Roll Again	6. Roll Again
Left Torso	1. XL Engine	2. XL Engine	3. XL Engine	4. Heavy PPC	5. Heavy PPC	6. Heavy PPC
Right Torso	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	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
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support

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



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	○

Heat Scale

Overflow
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