

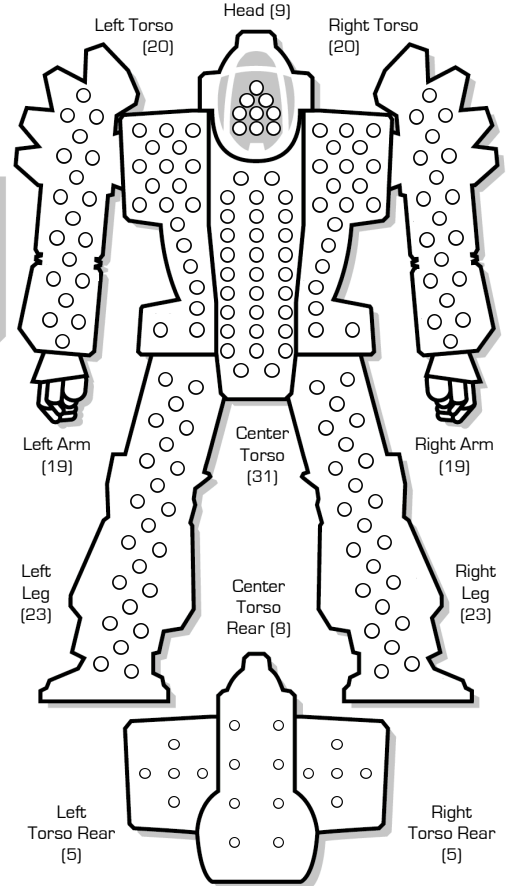
BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 182

ARMOR DIAGRAM

Ferro-Fibrous



'MECH DATA

Type: Rifleman C 3

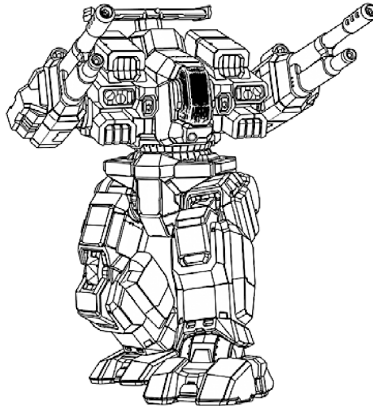
Movement Points: **Tonnage:** 60
 Walking: 4 **Tech Base:** Clan
 Running: 6 **Rules Level:** Standard
 Jumping: 0 **Role:** Sniper

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	ER Medium Laser	RT	5	7	—	5	10	15
1	ER Medium Laser	LT	5	7	—	5	10	15
1	ER Large Laser	RA	12	10	—	8	15	25
1	Ultra AC/5	RA	1	5/Sht	—	7	14	21
1	ER Large Laser	LA	12	10	—	8	15	25
1	Ultra AC/5	LA	1	5/Sht	—	7	14	21

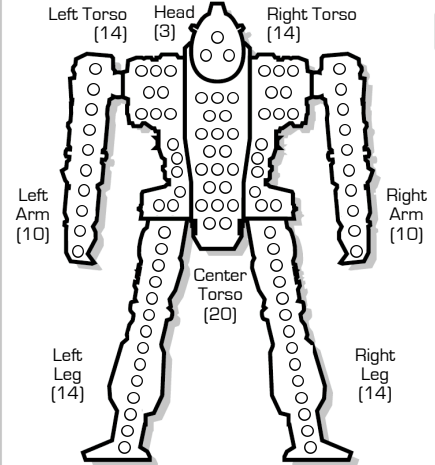
BV: 1,871



CRITICAL HIT TABLE

<p>Left Arm (CASE)</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator ER Large Laser Ultra AC/5 Ultra AC/5 Ultra AC/5 <p>1-3</p> <ol style="list-style-type: none"> Ammo (Ultra AC/5) 20 Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>1-3</p>	<p>Right Arm (CASE)</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator ER Large Laser Ultra AC/5 Ultra AC/5 Ultra AC/5 <p>1-3</p> <ol style="list-style-type: none"> Ammo (Ultra AC/5) 20 Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>	<p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p>	<p>Right Torso</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink ER Medium Laser Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous <p>1-3</p> <ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again <p>4-6</p>
<p>Left Torso</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink ER Medium Laser Endo Steel Endo Steel Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Roll Again Roll Again <p>4-6</p>	<p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Double Heat Sink Double Heat Sink 	<p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Double Heat Sink Double Heat Sink 	<p>Engine Hits ○○○○ Gyro Hits ○○ Sensor Hits ○○ Life Support ○</p> <p>Damage Transfer Diagram</p>	

INTERNAL STRUCTURE DIAGRAM



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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 [28]
30	Shutdown	Double
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	○ ○ ○ ○ ○