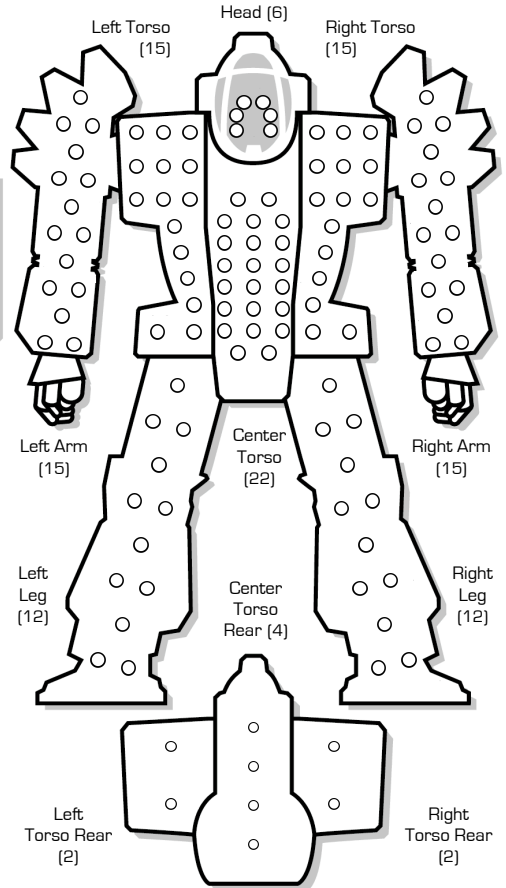


# BATTLETECH™

## BATTLEMECH RECORD SHEET

### ARMOR DIAGRAM



### 'MECH DATA

Type: Rifleman C

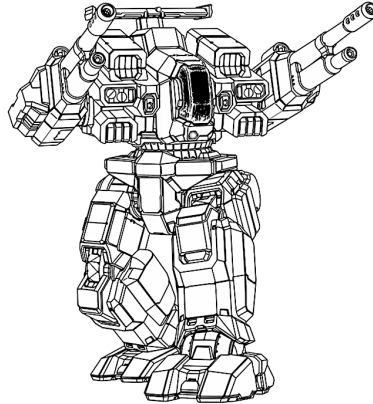
Movement Points: **Tonnage:** 60  
 Walking: 4 **Tech Base:** Mixed  
 Running: 6 **Rules Level:** Experimental  
 Jumping: 0 **Role:** Sniper

### 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	LB 5-X AC (C)	RA	1	5	3	8	15	24
1	Large Pulse Laser (C)	RA	10	10	—	6	14	20
1	LB 5-X AC (C)	LA	1	5	3	8	15	24
1	Large Pulse Laser (C)	LA	10	10	—	6	14	20

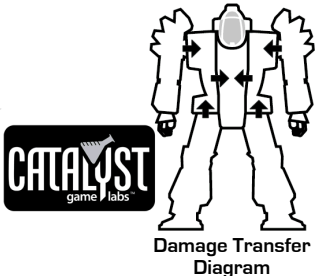
BV: 1,335



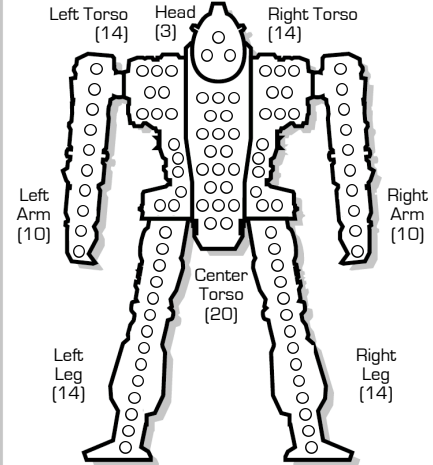
### CRITICAL HIT TABLE

- |  |  |   |  |   |  |   |   |  |   |   |
|--|--|---|--|---|--|---|---|--|---|---|
| <p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Large Pulse Laser (C)</li> <li>Large Pulse Laser (C)</li> <li>LB 5-X AC (C)</li> <li>LB 5-X AC (C)</li> </ol> <p>1-3</p> | <p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol> | <p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Large Pulse Laser (C)</li> <li>Large Pulse Laser (C)</li> <li>LB 5-X AC (C)</li> <li>LB 5-X AC (C)</li> </ol> <p>1-3</p> | <p><b>Center Torso (CASE)</b></p> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> | <p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Large Pulse Laser (C)</li> <li>Large Pulse Laser (C)</li> <li>LB 5-X AC (C)</li> <li>LB 5-X AC (C)</li> </ol> <p>1-3</p> | <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>Heat Sink</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>1-3</p> | <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>Heat Sink</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>1-3</p> | <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Ammo (LB 5-X) 20 (C)</li> <li>Roll Again</li> </ol> <p>4-6</p> | <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>Heat Sink</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>1-3</p> | <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heat Sink</li> <li>Roll Again</li> </ol> <p>4-6</p> | <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> |
|--|--|---|--|---|--|---|---|--|---|---|

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



### 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:
12		12
30	Shutdown	Single
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	○ ○ ○ ○ ○