

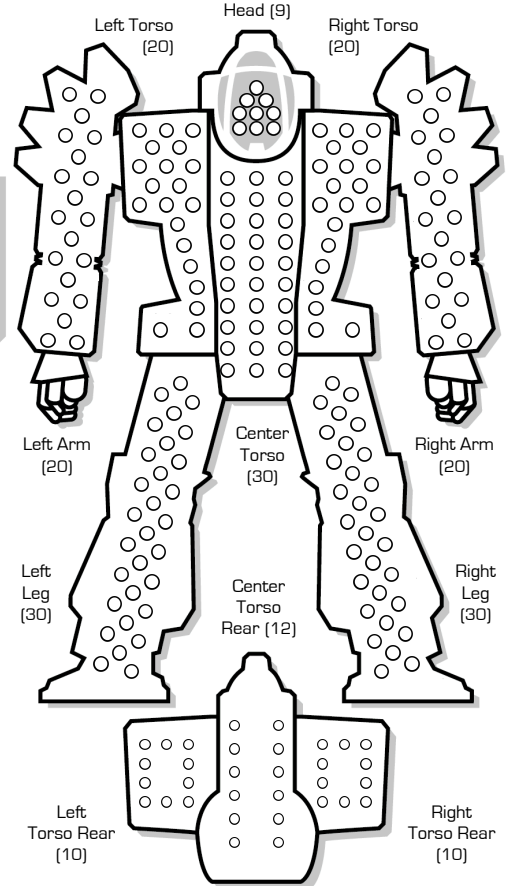
BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 211

ARMOR DIAGRAM

Ferro-Fibrous



'MECH DATA

Type: Rifleman IIC 10

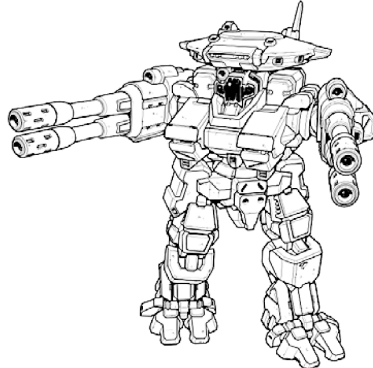
Movement Points: **Tonnage:** 65
 Walking: 4 **Tech Base:** Clan
 Running: 6 [8] **Rules Level:** Standard
 Jumping: 4 **Role:** Skirmisher

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 Small Laser	H	2	5	—	2	4	6
1	Active Probe	CT	0	—	—	—	—	5
2	ProtoMech AC/8	RA	2	8	—	3	7	10
2	ProtoMech AC/8	LA	2	8	—	3	7	10

BV: 1,587



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ProtoMech AC/8
- ProtoMech AC/8
- ProtoMech AC/8
- ProtoMech AC/8

- ProtoMech AC/8
- ProtoMech AC/8
- ProtoMech AC/8
- ProtoMech AC/8
- Ferro-Fibrous
- Ferro-Fibrous

Left Torso (CASE)

- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Ammo (Proto AC/8) 10
- Ammo (Proto AC/8) 10

- Ammo (Proto AC/8) 10
- Ammo (Proto AC/8) 10
- CASE II
- Endo Steel
- Endo Steel
- Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

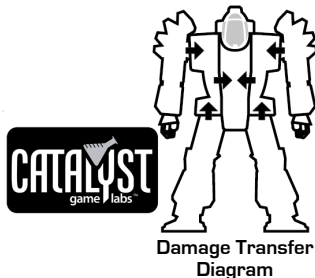
- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Active Probe
- Supercharger

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



Right Arm

- Shoulder
- Upper Arm Actuator
- ProtoMech AC/8
- ProtoMech AC/8
- ProtoMech AC/8
- ProtoMech AC/8

- ProtoMech AC/8
- ProtoMech AC/8
- ProtoMech AC/8
- ProtoMech AC/8
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso (CASE)

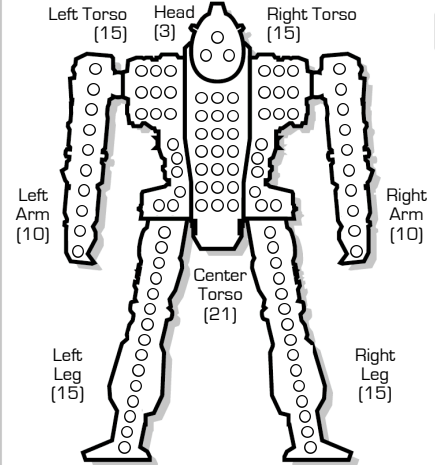
- XL Engine
- XL Engine
- Jump Jet
- Jump Jet
- Ammo (Proto AC/8) 10
- Ammo (Proto AC/8) 10

- Ammo (Proto AC/8) 10
- Ammo (Proto AC/8) 10
- CASE II
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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

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	
5*	
4	
3	
2	
1	
0	