

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Rifleman IIC 2

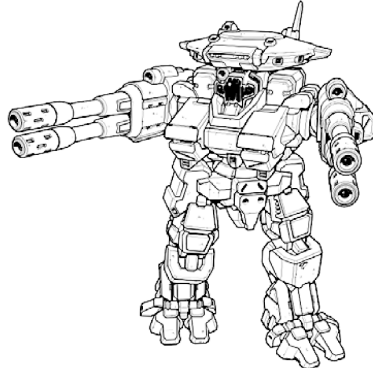
Movement Points: **Tonnage:** 65
 Walking: 4 **Tech Base:** Clan
 Running: 6 **Rules Level:** Standard
 Jumping: 3 **Role:** Sniper

WARRIOR DATA

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

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

 Consciousness#



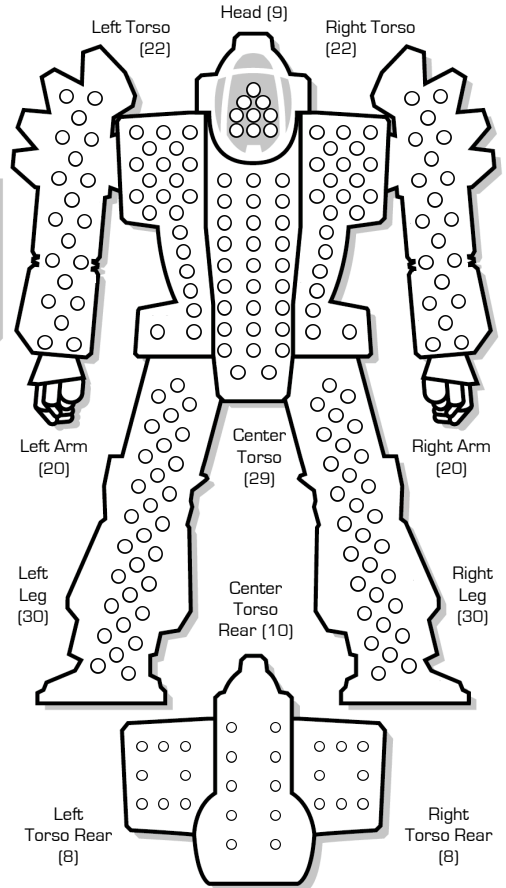
Weapons & Equipment Inventory [hexes]

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Ultra AC/2	RA	1	2/Sht	2	9	18	27
2	Ultra AC/2	LA	1	2/Sht	2	9	18	27

BV: 1,345



ARMOR DIAGRAM



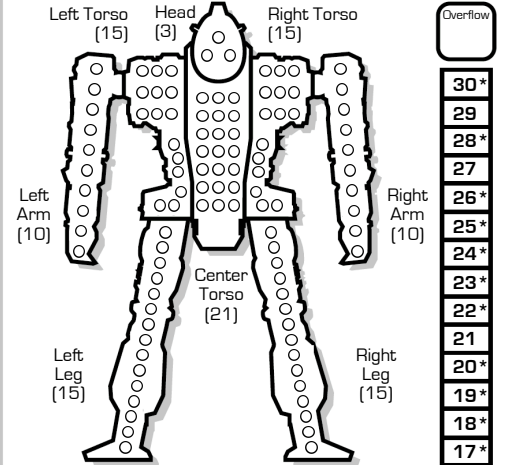
CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Ultra AC/2 Ultra AC/2 Ultra AC/2 Ultra AC/2 <ol style="list-style-type: none"> Endo Steel Endo Steel <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again <p>Left Torso (CASE)</p> <ol style="list-style-type: none"> Ammo (Ultra AC/2) 45 Ammo (Ultra AC/2) 45 Ammo (Ultra AC/2) 45 Jump Jet Endo Steel Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Right Torso (CASE)</p> <ol style="list-style-type: none"> Ammo (Ultra AC/2) 45 Ammo (Ultra AC/2) 45 Ammo (Ultra AC/2) 45 Jump Jet Endo Steel Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again
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Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Damage Transfer Diagram

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