

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Rifleman IIC 3

Movement Points: **Tonnage:** 65
 Walking: 3 **Tech Base:** Clan
 Running: 5 **Rules Level:** Standard
 Jumping: 3 **Role:** Juggernaut

WARRIOR DATA

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

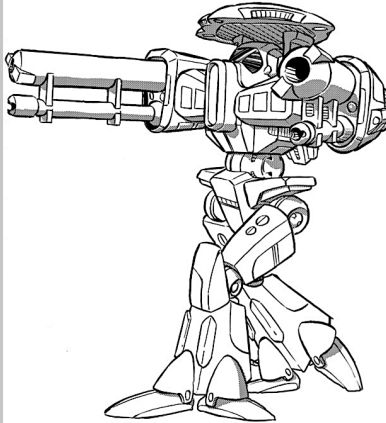
1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness#

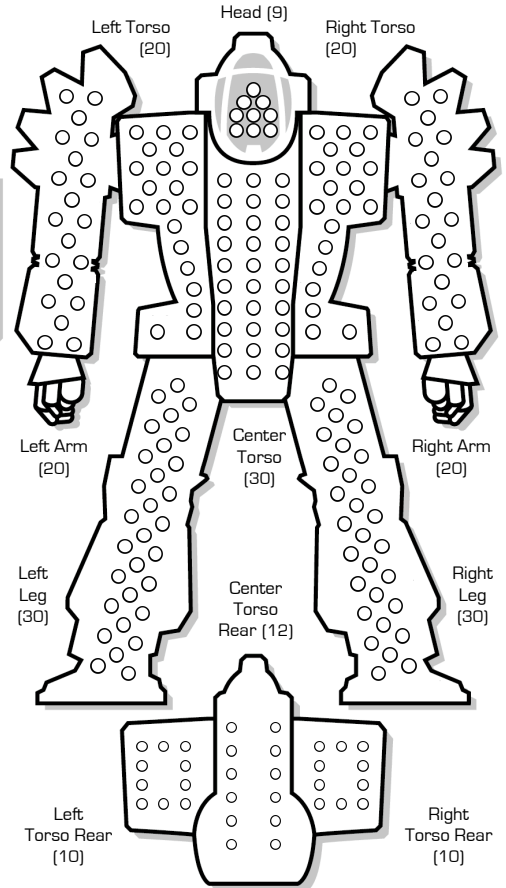
Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	H	0	—	—	—	—	5
1	Heavy Large Laser	RA	18	16	—	5	10	15
1	Ultra AC/2	RA	1	2/Sht	2	9	18	27
1	Heavy Large Laser	LA	18	16	—	5	10	15
1	Ultra AC/2	LA	1	2/Sht	2	9	18	27

BV: 1,733



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Heavy Large Laser
- Heavy Large Laser

- Heavy Large Laser
- Ultra AC/2
- Ultra AC/2
- Ammo (Ultra AC/2) 45
- Endo Steel
- Endo Steel

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

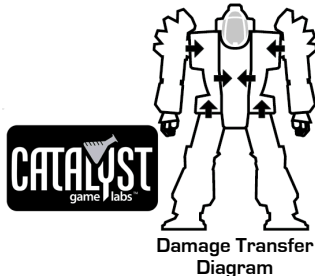
- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Endo Steel

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



Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Heavy Large Laser
- Heavy Large Laser

- Heavy Large Laser
- Ultra AC/2
- Ultra AC/2
- Ammo (Ultra AC/2) 45
- Endo Steel
- Endo Steel

Right Torso

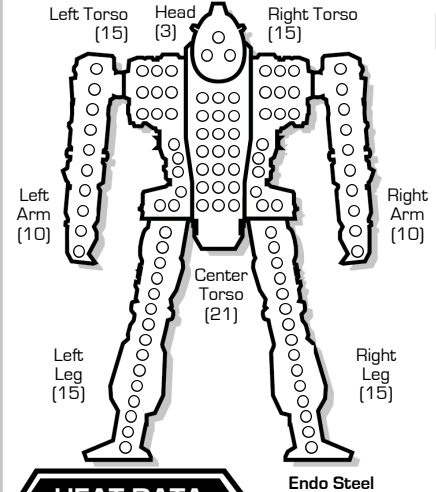
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	21 [42]
28	Ammo Exp. avoid on 8+	Double
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 Level	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	