

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Rifleman IIC 4

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

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

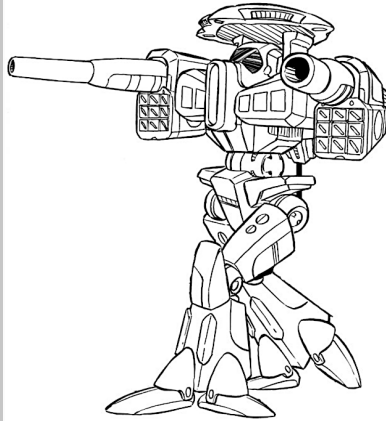
1	2	3	4	5	6
3	5	7	10	11	Dead

  
 Consciousness#

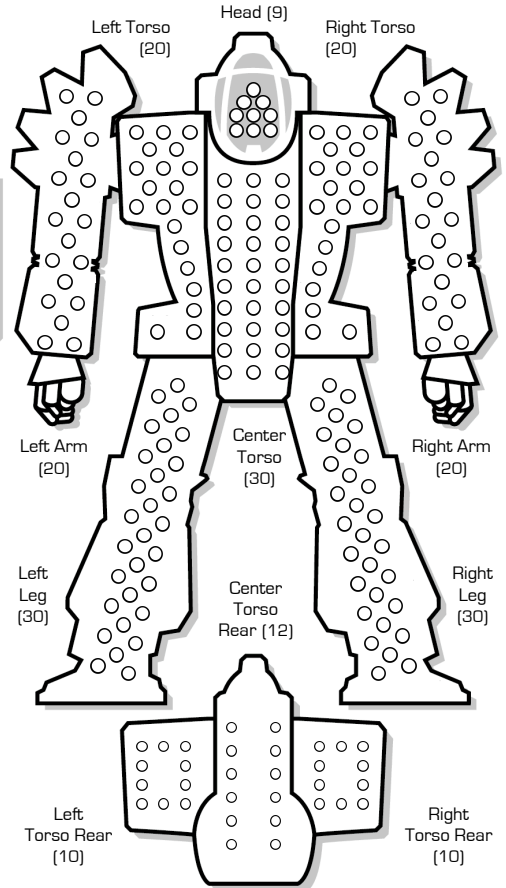
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ATM 9	RA	6	2/Msl	4	5	10	15
1	Large Pulse Laser	RA	10	10	—	6	14	20
1	ATM 9	LA	6	2/Msl	4	5	10	15
1	Large Pulse Laser	LA	10	10	—	6	14	20

BV: 2,140



### ARMOR DIAGRAM

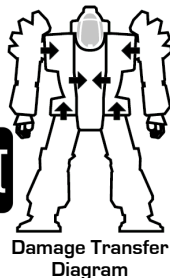


### CRITICAL HIT TABLE

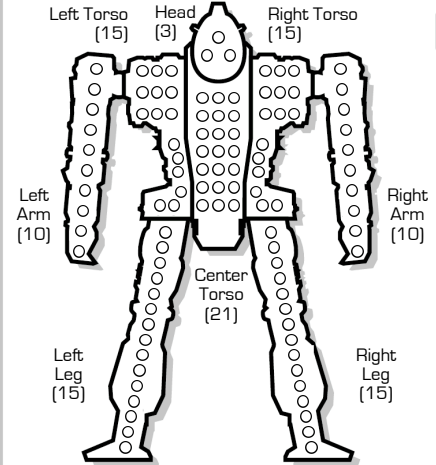
- Left Arm (CASE)**
- Shoulder
  - Upper Arm Actuator
  - Large Pulse Laser
  - Large Pulse Laser
  - ATM 9
  - ATM 9
- 1-3**
- Center Torso**
- ATM 9
  - ATM 9
  - Ammo (ATM 9) 7
  - Ammo (ATM 9 ER) 7
  - Endo Steel
  - Roll Again
- 4-6**
- Left Torso**
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3**
- Jump Jet
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Roll Again
  - Roll Again
- 4-6**

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support
- 1-3**
- Center Torso**
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Right Arm (CASE)**
- Shoulder
  - Upper Arm Actuator
  - Large Pulse Laser
  - Large Pulse Laser
  - ATM 9
  - ATM 9
- 1-3**
- Right Torso**
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3**
- Jump Jet
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Roll Again
  - Roll Again
- 4-6**

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	16 [32]
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 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	