

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Rifleman IIC 5

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

WARRIOR DATA

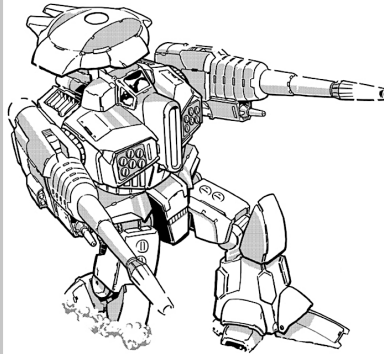
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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

 Consciousness#

Weapons & Equipment Inventory (hexes)

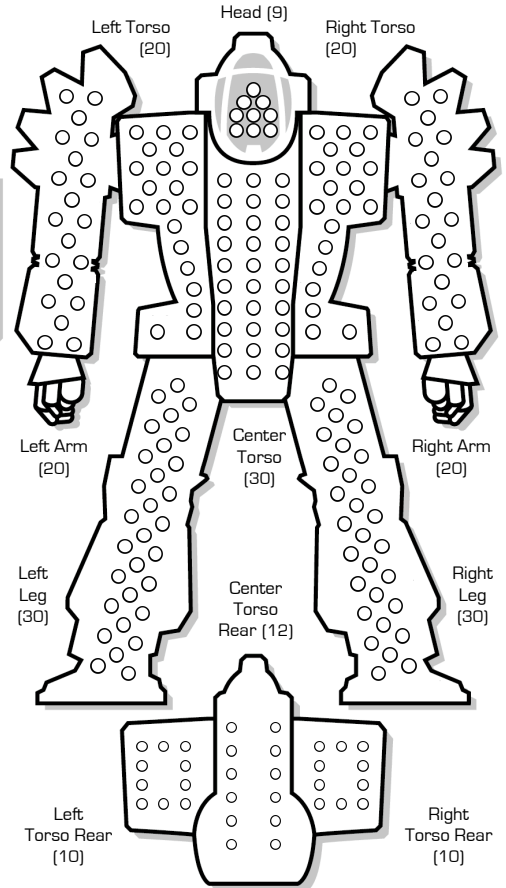
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	H	12	10	—	8	15	25
1	ER Large Laser	RA	12	10	—	8	15	25
1	Medium Pulse Laser	RA	4	7	—	4	8	12
1	ER Large Laser	LA	12	10	—	8	15	25
1	Medium Pulse Laser	LA	4	7	—	4	8	12



BV: 2,343



ARMOR DIAGRAM



CRITICAL HIT TABLE

- | | | | | |
|--|---|---|---|---|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Double Heat Sink Double Heat Sink ER Large Laser Medium Pulse Laser <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Roll Again Roll Again Roll Again Roll Again <p>4-6</p> | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit ER Large Laser Sensors Life Support <p>1-3</p> | <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> | <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink ER Large Laser Medium Pulse Laser Endo Steel Endo Steel <p>4-6</p> | <p>Right Torso</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Improved Jump Jet Improved Jump Jet Improved Jump Jet Improved Jump Jet Endo Steel Roll Again <p>4-6</p> |
|--|---|---|---|---|
- Engine Hits** ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○
- Left Torso**

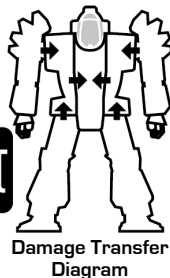
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

1-3

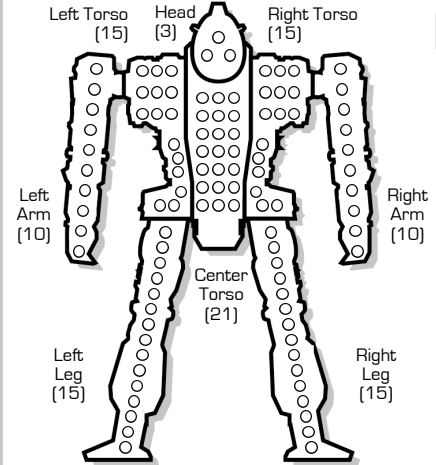
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - Improved Jump Jet
 - Endo Steel
 - Endo Steel

4-6
- Left 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	19 [38]
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	
5*	
4	
3	
2	
1	
0	