

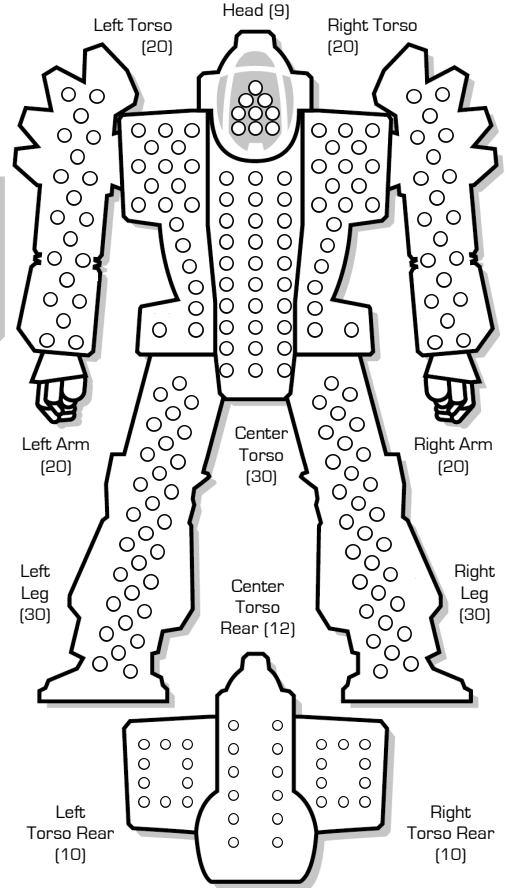
BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 211

ARMOR DIAGRAM

Ferro-Fibrous



'MECH DATA

Type: Rifleman IIC 6

Movement Points: **Tonnage:** 65
 Walking: 3 **Tech Base:** Clan
 Running: 5 **Rules Level:** Standard
 Jumping: 0 **Role:** Sniper

WARRIOR DATA

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

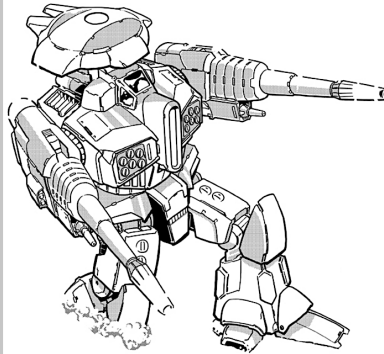
1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness#

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	CT	0	—	—	—	—	5
1	Anti-Missile System	RA	1	—	—	—	—	—
1	Hyper-Assault Gauss 30	RA	6	30**	2	8	16	24
1	Anti-Missile System	LA	1	—	—	—	—	—
1	Hyper-Assault Gauss 30	LA	6	30**	2	8	16	24



BV: 2,220



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Hyper-Assault Gauss 30
- Hyper-Assault Gauss 30
- Hyper-Assault Gauss 30
- Hyper-Assault Gauss 30

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Hyper-Assault Gauss 30
- Hyper-Assault Gauss 30
- Hyper-Assault Gauss 30
- Hyper-Assault Gauss 30

Center Torso

- Hyper-Assault Gauss 30
- Hyper-Assault Gauss 30
- Hyper-Assault Gauss 30
- Hyper-Assault Gauss 30
- Anti-Missile System
- Ammo (AMS) 24

Right Torso

- Hyper-Assault Gauss 30
- Hyper-Assault Gauss 30
- Hyper-Assault Gauss 30
- Hyper-Assault Gauss 30
- Anti-Missile System
- Ammo (AMS) 24

Left Torso

- Ammo (HAG 30) 4
- Ammo (HAG 30) 4
- Ammo (HAG 30) 4
- Ammo (HAG 30) 4
- Endo Steel
- Endo Steel

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo (HAG 30) 4
- Active Probe

Right Torso

- Double Heat Sink
- Double Heat Sink
- Ammo (HAG 30) 4
- Ammo (HAG 30) 4
- Ferro-Fibrous
- Ferro-Fibrous

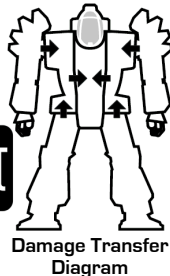
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

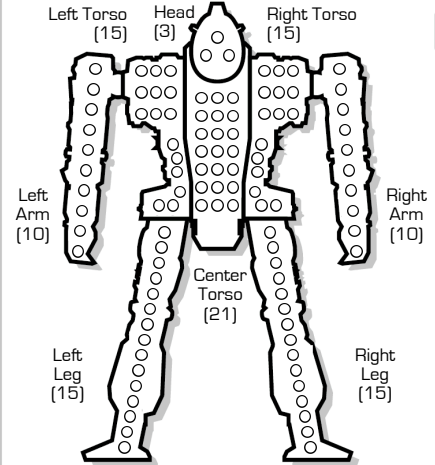
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level*	Effects	Heat Sinks: 10 [20] Double
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		

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	