

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Rifleman IIC 7

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

WARRIOR DATA

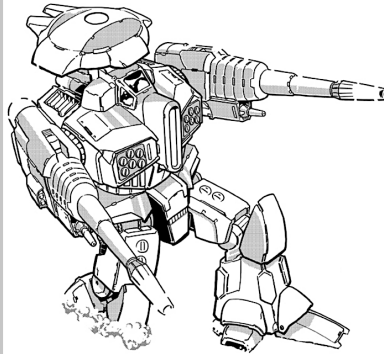
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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

 Consciousness#

Weapons & Equipment Inventory (hexes)

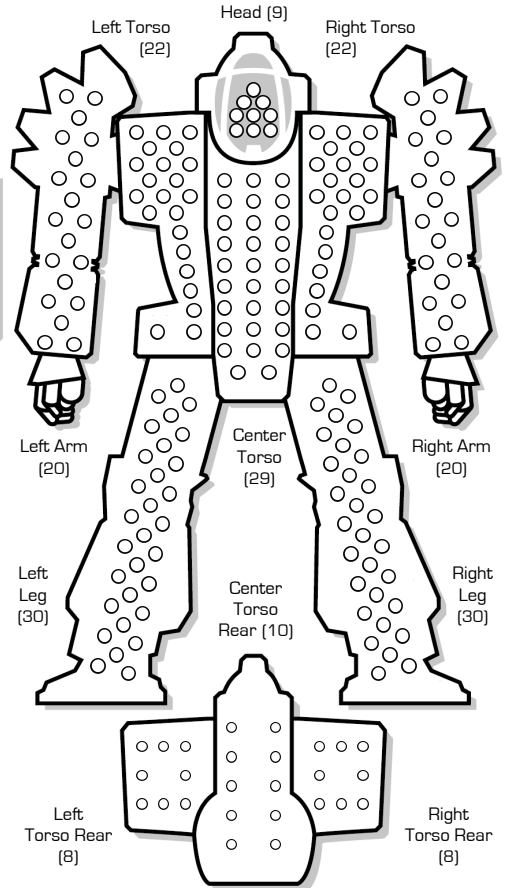
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Micro Pulse Laser	H	1	3	—	1	2	3
1	Targeting Computer	LT	0	—	—	—	—	—
1	Heavy Large Laser	RA	18	16	—	5	10	15
1	Plasma Cannon	RA	7	0*	—	6	12	18
1	Heavy Large Laser	LA	18	16	—	5	10	15
1	Plasma Cannon	LA	7	0*	—	6	12	18



BV: 2,205



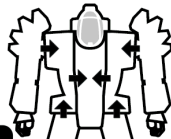
ARMOR DIAGRAM



CRITICAL HIT TABLE

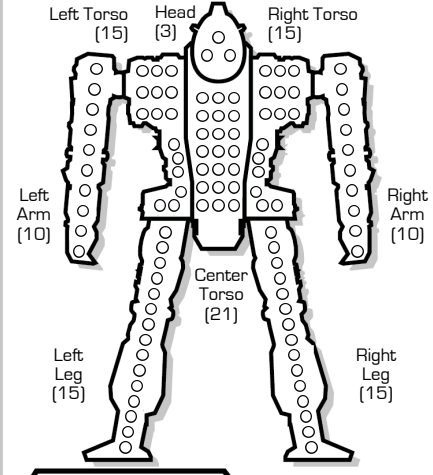
<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Heavy Large Laser Heavy Large Laser Heavy Large Laser Plasma Cannon Ammo [Plasma Cannon] 10 Roll Again <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink Improved Jump Jet Improved Jump Jet <p>1-3</p> <ol style="list-style-type: none"> Targeting Computer Targeting Computer Targeting Computer Endo Steel Endo Steel Endo Steel <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Improved Jump Jet Improved Jump Jet 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Micro Pulse Laser 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"> Gyro Fusion Engine Fusion Engine Fusion Engine Improved Jump Jet Improved Jump Jet <p>4-6</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"> Heavy Large Laser Heavy Large Laser Heavy Large Laser Plasma Cannon Ammo [Plasma Cannon] 10 Roll Again <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 Endo Steel Endo Steel Endo Steel Endo Steel <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Improved Jump Jet Improved Jump Jet
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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:
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

Overflow

30*
29
28*
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