

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Rifleman IIC 8

Movement Points: **Tonnage:** 65

Walking: 5 **Tech Base:** Clan

Running: 8 **Rules Level:** Standard

Jumping: 5 **Role:** Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	H	0	—	—	—	—	6
1	Streak SRM 6	RT	4	2/Msl	—	4	8	12
1	Streak SRM 6	LT	4	2/Msl	—	4	8	12
2	AP Gauss Rifle	RA	1	3	—	3	6	9
1	ER Large Laser	RA	12	10	—	8	15	25
2	AP Gauss Rifle	LA	1	3	—	3	6	9
1	ER Large Laser	LA	12	10	—	8	15	25

BV: 2,541

WARRIOR DATA

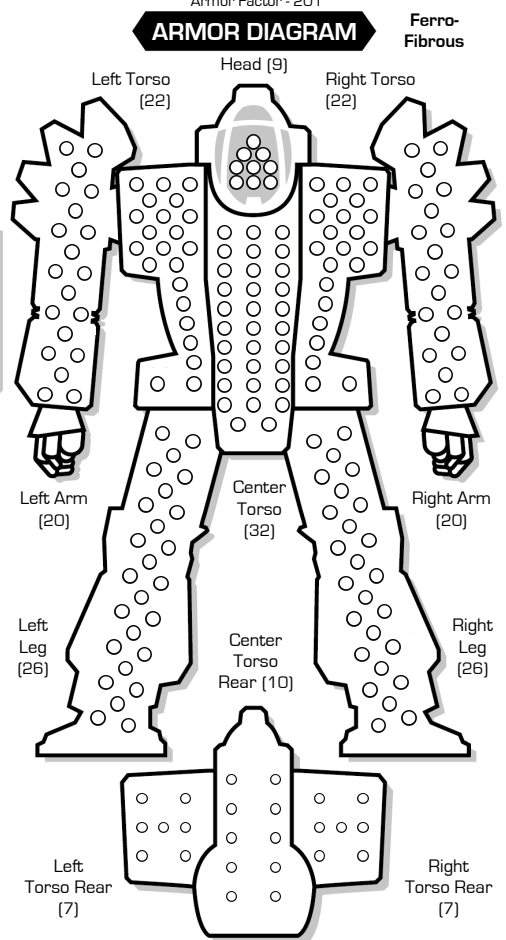
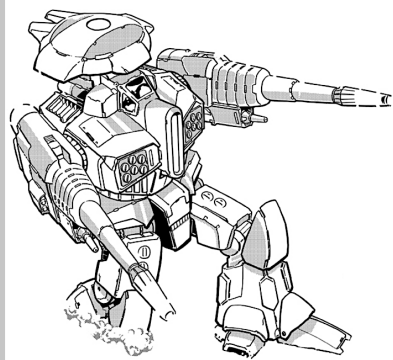
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

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

Consciousness#



CRITICAL HIT TABLE

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser
4. AP Gauss Rifle
5. AP Gauss Rifle
6. Ammo (AP Gauss) 40

1-3

1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6

Head

1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite
5. Sensors
6. Life Support

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. ER Large Laser
6. AP Gauss Rifle

1-3

1. AP Gauss Rifle
2. Ammo (AP Gauss) 40
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Left Torso (CASE)

1. XL Engine
2. XL Engine
3. Double Heat Sink
4. Double Heat Sink
5. Streak SRM 6
6. Streak SRM 6

1-3

1. Ammo (Streak SRM 6) 15
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6

Center Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Jump Jet
6. Roll Again

4-6

Right Torso (CASE)

1. XL Engine
2. XL Engine
3. Double Heat Sink
4. Double Heat Sink
5. Streak SRM 6
6. Streak SRM 6

1-3

1. Ammo (Streak SRM 6) 15
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Damage Transfer Diagram

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM

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

HEAT DATA

Heat Level*	Effects	Heat Sinks:
16	[32]	16 [32]
15*		Double
14*		○ ○
13*		○ ○
12		○ ○
11		○ ○
10*		○ ○
9		○ ○
8*		○ ○
7		○ ○
6		○ ○
5*		○ ○
4		○ ○
3		○ ○
2		○ ○
1		○ ○
0		○ ○