

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Rifleman IIC 9

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	LT	0	—	—	—	—	—
2	ER Large Laser	RA	12	10	—	8	15	25
2	ER Large Laser	LA	12	10	—	8	15	25

BV: 2,794



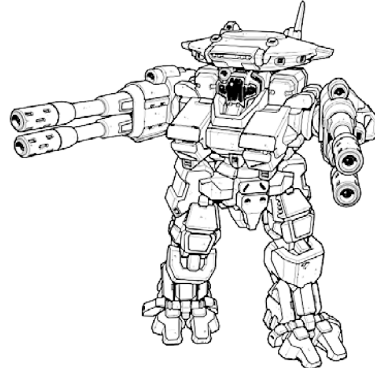
WARRIOR DATA

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

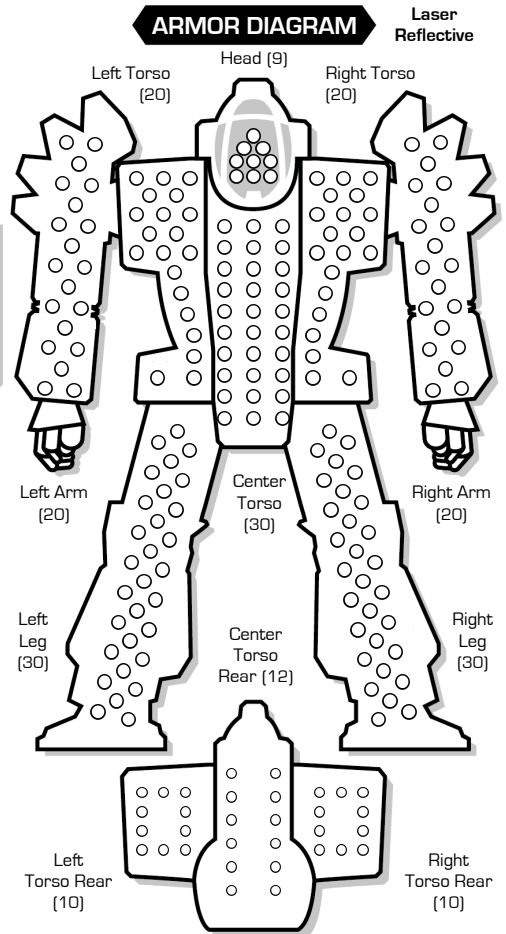
1	2	3	4	5	6
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 Consciousness#

3	5	7	10	11	Dead
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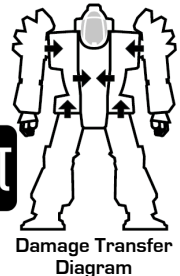
ARMOR DIAGRAM



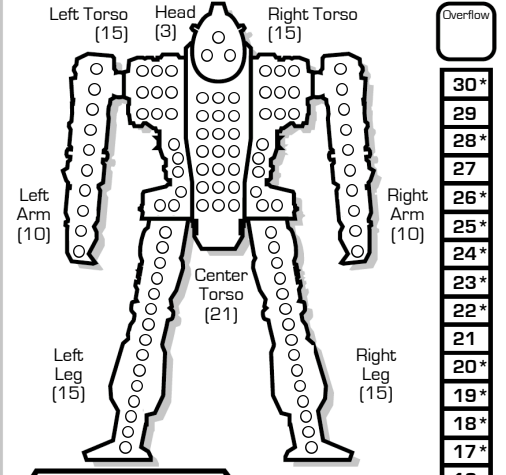
CRITICAL HIT TABLE

Location	1-3	4-6
Left Arm (CASE)	1. Shoulder 2. Upper Arm Actuator 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. ER Large Laser 2. ER Large Laser 3. Coolant Pod 4. Endo Steel 5. Endo Steel 6. Laser Reflective
Center Torso	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Jump Jet 6. Laser Reflective
Left Torso	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Jump Jet 2. Targeting Computer 3. Targeting Computer 4. Targeting Computer 5. Targeting Computer 6. Laser Reflective
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Double Heat Sink 6. Double Heat Sink	
Right Arm (CASE)	1. Shoulder 2. Upper Arm Actuator 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. ER Large Laser 2. ER Large Laser 3. Coolant Pod 4. Endo Steel 5. Endo Steel 6. Laser Reflective
Right Torso	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Double Heat Sink 3. Jump Jet 4. Endo Steel 5. Endo Steel 6. Laser Reflective
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Double Heat Sink 6. Double Heat Sink	

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 20 [40]
30	Shutdown	Double ○○
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	○○○○

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	