

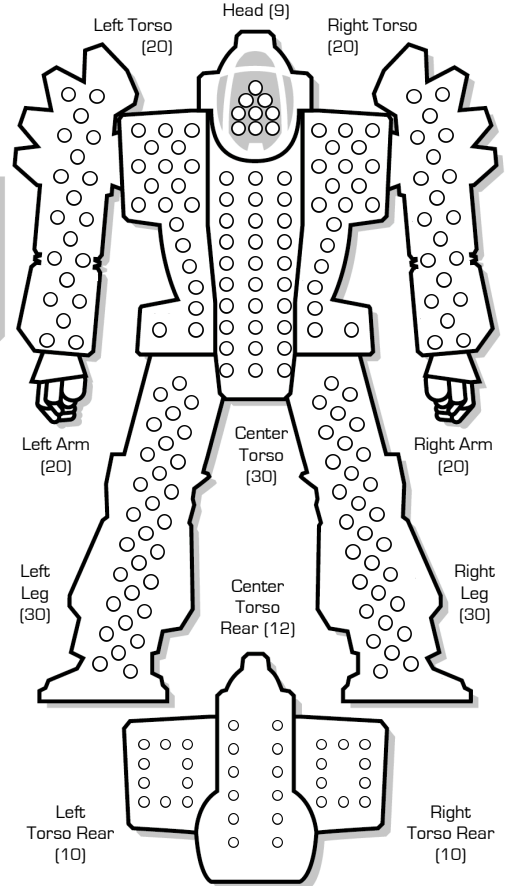
BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 211

ARMOR DIAGRAM

Ferro-Fibrous



'MECH DATA

Type: Rifleman IIC

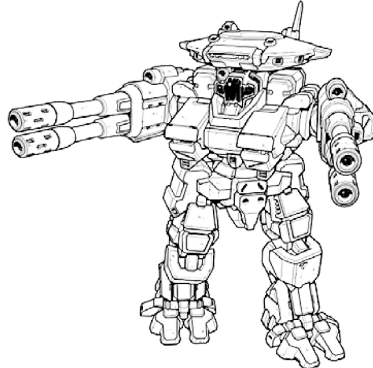
Movement Points: **Tonnage:** 65
 Walking: 3 **Tech Base:** Clan
 Running: 5 **Rules Level:** Standard
 Jumping: 3 **Role:** Sniper

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	ER Small Laser	H	2	5	—	2	4	6
1	Active Probe	CT	0	—	—	—	—	5
2	Large Pulse Laser	RA	10	10	—	6	14	20
2	Large Pulse Laser	LA	10	10	—	6	14	20

BV: 2,307



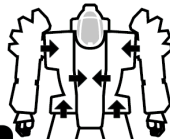
CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Large Pulse Laser
 - Large Pulse Laser
- 1-3
- Large Pulse Laser
 - Large Pulse Laser
 - Endo Steel
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6
- Left Torso**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Endo Steel
 - Endo Steel
 - Ferro-Fibrous
- 4-6

- Head**
- Life Support
 - Sensors
 - Cockpit
 - ER Small Laser
 - Sensors
 - Life Support
- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Jump Jet
 - Active Probe
- 4-6

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Large Pulse Laser
 - Large Pulse Laser
- 1-3
- Large Pulse Laser
 - Large Pulse Laser
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6
- Right Torso**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Endo Steel
 - Endo Steel
 - Ferro-Fibrous
- 4-6

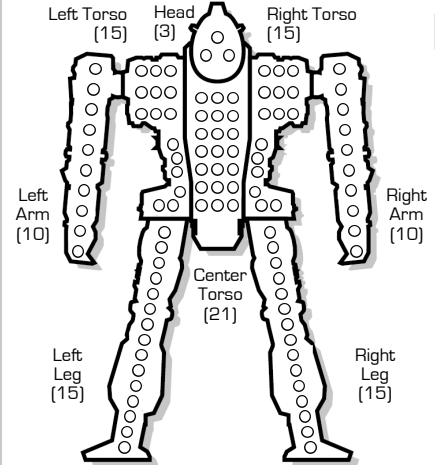
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level*	Effects	Heat Sinks: 19 [38]
30*	Shutdown	Double
29	Ammo Exp. avoid on 8+	○ ○
28*	Shutdown, avoid on 10+	○ ○
27	-5 Movement Points	○ ○ ○ ○
26*	+4 Modifier to Fire	○ ○ ○ ○
25*	Ammo Exp. avoid on 6+	○ ○ ○ ○
24*	Shutdown, avoid on 8+	○ ○ ○ ○
23*	-4 Movement Points	○ ○ ○ ○
22*	Ammo Exp. avoid on 4+	○ ○ ○ ○
21	Shutdown, avoid on 6+	○ ○ ○ ○
20*	+3 Modifier to Fire	○ ○ ○ ○
19*	-3 Movement Points	○ ○ ○ ○
18*	Shutdown, avoid on 4+	○ ○ ○ ○
17*	+2 Modifier to Fire	○ ○ ○ ○
16	-2 Movement Points	○ ○ ○ ○
15*	Fire +1 Modifier to Fire	○ ○ ○ ○
14*	-1 Movement Points	○ ○ ○ ○
13*		○ ○ ○ ○
12		○ ○ ○ ○
11		○ ○ ○ ○
10*		○ ○ ○ ○
9		○ ○ ○ ○
8*		○ ○ ○ ○
7		○ ○ ○ ○
6		○ ○ ○ ○
5*		○ ○ ○ ○
4		○ ○ ○ ○
3		○ ○ ○ ○
2		○ ○ ○ ○
1		○ ○ ○ ○
0		○ ○ ○ ○

HEAT DATA

Heat Level*	Effects	Heat Sinks: 19 [38]
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	Fire +1 Modifier to Fire	○ ○ ○ ○
5	-1 Movement Points	○ ○ ○ ○