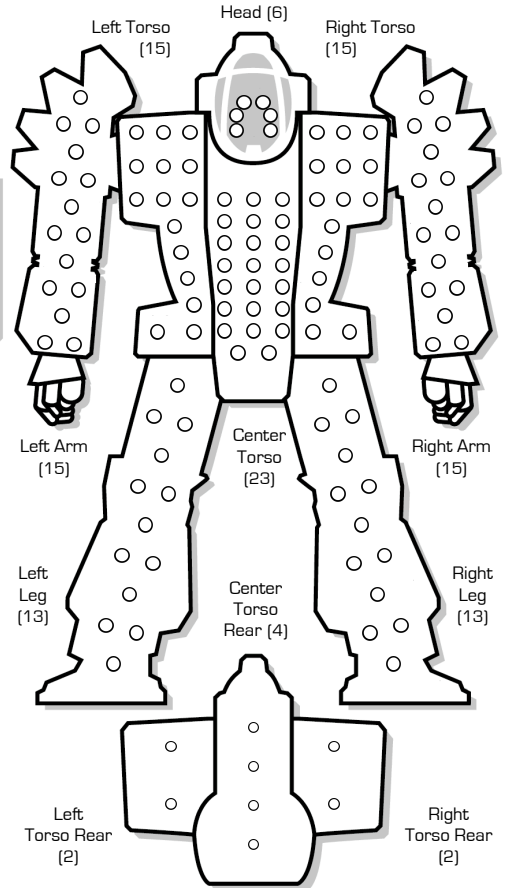


# BATTLETECH™

## PRIMITIVE BATTLEMECH RECORD SHEET

### ARMOR DIAGRAM

Primitive



### 'MECH DATA

Type: Rifleman RFL-1N

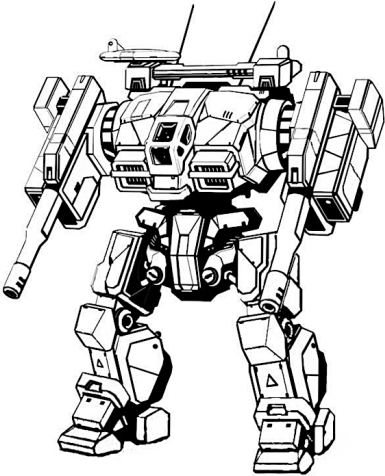
Movement Points: **Tonnage:** 50  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Rules Level:** Advanced  
 Jumping: 0 **Role:** Brawler

### 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

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8	—	5	10	15
1	Medium Laser	RA	3	5	—	3	6	9
1	Large Laser	LA	8	8	—	5	10	15
1	Medium Laser	LA	3	5	—	3	6	9

BV: 931



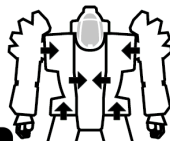
### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Large Laser
  - Large Laser
  - Medium Laser
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Left Torso**
- Heat Sink
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

- Head**
- Life Support
  - Sensors
  - Primitive Cockpit
  - Roll Again
  - Sensors
  - Life Support
- Center Torso**
- Primitive Fusion Engine
  - Primitive Fusion Engine
  - Primitive Fusion Engine
  - Primitive Gyro
  - Primitive Gyro
  - Primitive Gyro
- 1-3
- Primitive Gyro
  - Primitive Fusion Engine
  - Primitive Fusion Engine
  - Primitive Fusion Engine
  - Heat Sink
  - Roll Again
- 4-6

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Large Laser
  - Large Laser
  - Medium Laser
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Right Torso**
- Heat Sink
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

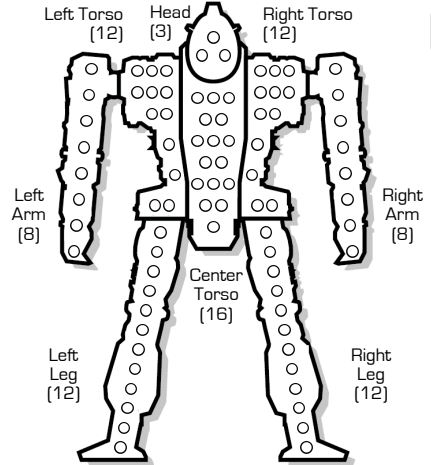
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



Damage Transfer Diagram



### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level	Effects	Heat Sinks
30*	Shutdown	Single
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*	+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:
30	Shutdown	12
28	Ammo Exp. avoid on 8+	Single
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	○○○