

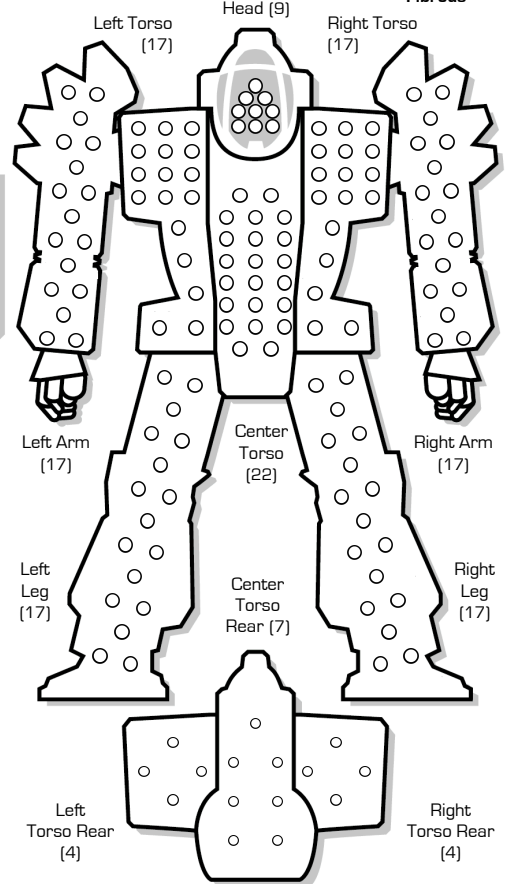
BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 148

ARMOR DIAGRAM

Heavy Ferro-Fibrous



'MECH DATA

Type: Rifleman RFL-3Cr

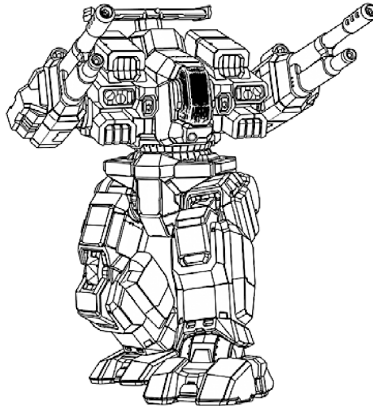
Movement Points: **Tonnage:** 60
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Rules Level:** Standard
 Jumping: 0 **Role:** Brawler

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 (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Autocannon/10	RA	3	10	-	5	10	15
1	Autocannon/10	LA	3	10	-	5	10	15

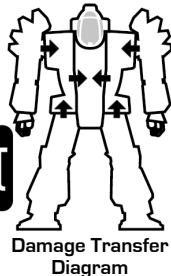
BV: 1,129



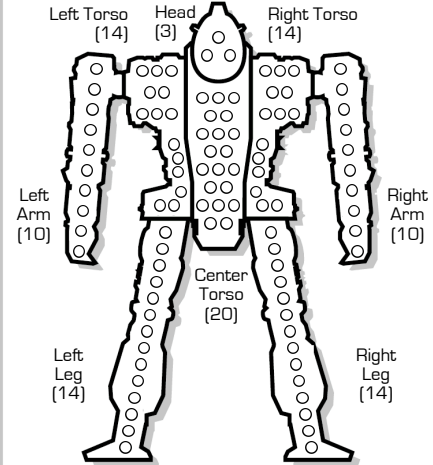
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Head	1. Life Support	2. Sensors	3. Small Cockpit	4. Sensors	5. Heavy Ferro-Fibrous	6. Heavy Ferro-Fibrous
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Autocannon/10	4. Autocannon/10	5. Autocannon/10	6. Autocannon/10
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Autocannon/10	4. Autocannon/10	5. Autocannon/10	6. Autocannon/10
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. XL Gyro	5. XL Gyro	6. XL Gyro
Left Torso	1. Heat Sink	2. Medium Laser	3. Heavy Ferro-Fibrous	4. Heavy Ferro-Fibrous	5. Heavy Ferro-Fibrous	6. Heavy Ferro-Fibrous
Right Torso	1. Medium Laser	2. Ammo [AC/10] 10	3. Ammo [AC/10] 10	4. Ammo [AC/10] 10	5. Ammo [AC/10] 10	6. Ammo [AC/10] 10
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
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	○

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	