

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Rifleman RFL-6D

Movement Points: **Tonnage:** 60
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 **Rules Level:** Standard
 Jumping: 0 **Role:** Skirmisher

WARRIOR DATA

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

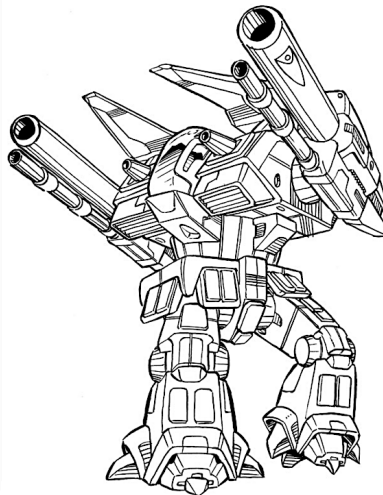
1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness#

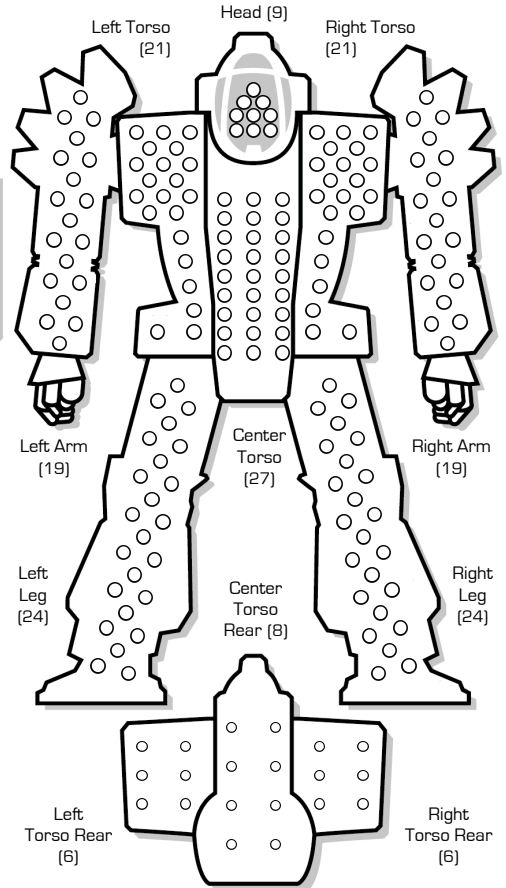
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C3 Slave	H	0	—	—	—	—	—
1	ER Medium Laser	RT	5	5	—	4	8	12
1	ER Medium Laser	LT	5	5	—	4	8	12
2	Light AC/5	RA	1	5/Sht	—	5	10	15
2	Light AC/5	LA	1	5/Sht	—	5	10	15

BV: 1,274



ARMOR DIAGRAM



CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
- 1-3
 4. Light AC/5
 5. Light AC/5
 6. Light AC/5

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Left Torso**
- XL Engine
 - XL Engine
 - XL Engine
- 1-3
 4. ER Medium Laser
 5. Ammo (LAC/5) 20
 6. Ammo (LAC/5) 20

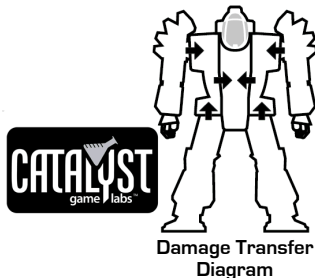
- Ammo (LAC/5) 20
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel

- Head**
- Life Support
 - Sensors
 - Cockpit
 - C3 Slave
 - Sensors
 - Life Support
- Center Torso**
- XL Engine
 - XL Engine
 - XL Engine
- 1-3
 4. Gyro
 5. Gyro
 6. Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Endo Steel

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



- Right Arm**
- Shoulder
 - Upper Arm Actuator
- 1-3
 4. Light AC/5
 5. Light AC/5
 6. Light AC/5

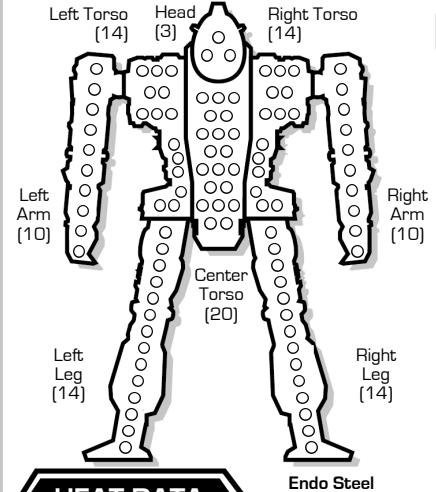
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Right Torso**
- XL Engine
 - XL Engine
 - XL Engine
- 1-3
 4. ER Medium Laser
 5. Ammo (LAC/5) 20
 6. Ammo (LAC/5) 20

- Ammo (LAC/5) 20
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 [20] Double
30	Shutdown	○
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

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	○