

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Rifleman RFL-7G

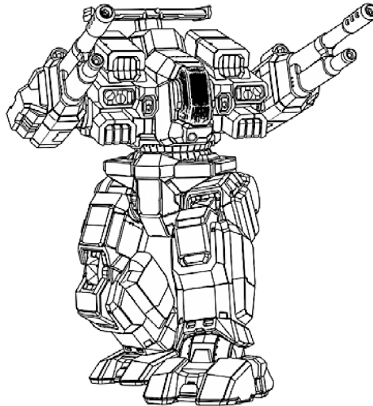
Movement Points: **Tonnage:** 60
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Rules Level:** Standard
 Jumping: 0 **Role:** Sniper

WARRIOR DATA

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

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

 Consciousness#



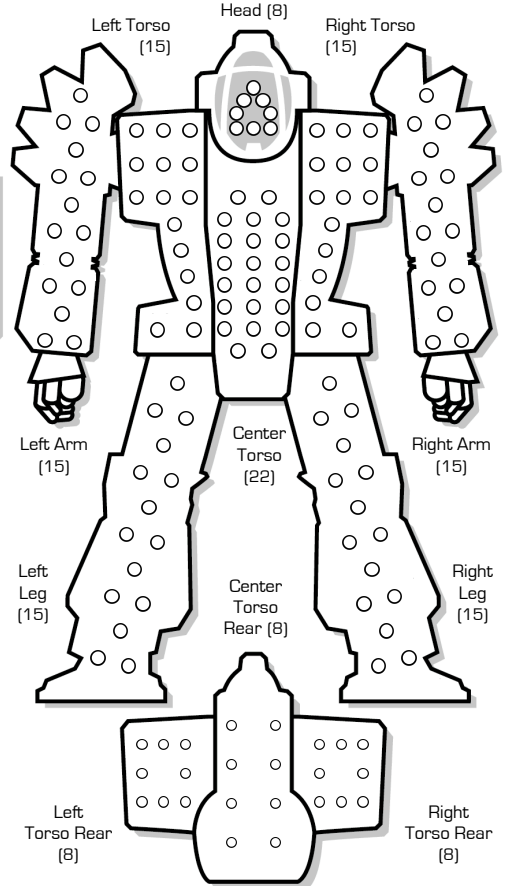
Weapons & Equipment Inventory [hexes]

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Silver Bullet Gauss Rifle	RA	1	C1/15	2	7	15	22
1	Silver Bullet Gauss Rifle	LA	1	C1/15	2	7	15	22

BV: 1,302



ARMOR DIAGRAM



CRITICAL HIT TABLE

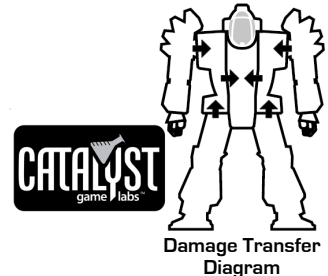
- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - SB Gauss Rifle
 - SB Gauss Rifle
 - SB Gauss Rifle
 - SB Gauss Rifle
- 1-3
- Center Torso**
- SB Gauss Rifle
 - SB Gauss Rifle
 - SB Gauss Rifle
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Left Torso**
- XL Engine
 - XL Engine
 - XL Engine
 - ER Medium Laser
 - Ammo (Silver Bullet) 8
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
- 4-6

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Endo Steel
 - Sensors
 - Life Support
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - SB Gauss Rifle
 - SB Gauss Rifle
 - SB Gauss Rifle
 - SB Gauss Rifle
- 1-3
- Center Torso**
- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Right Torso**
- XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6

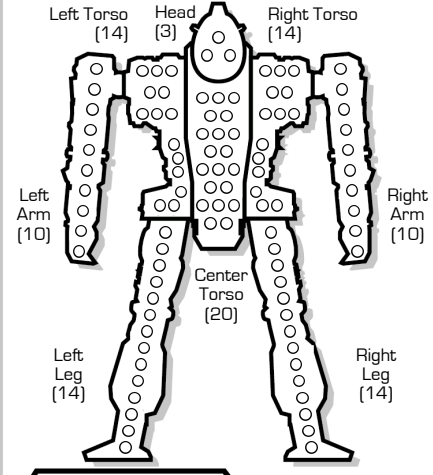
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - 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:
30	Shutdown	10 [20]
28	Ammo Exp. avoid on 8+	Double ○
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