

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Rifleman RFL-8D

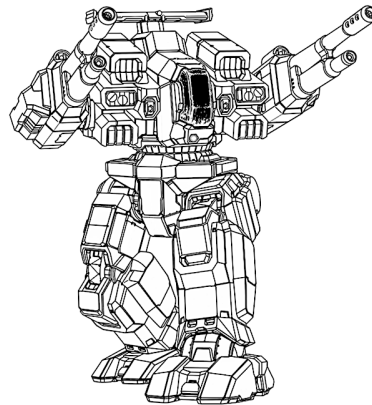
Movement Points: **Tonnage:** 60
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Rules Level:** Standard
 Jumping: 4 **Role:** Skirmisher

WARRIOR DATA

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

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

 Consciousness#



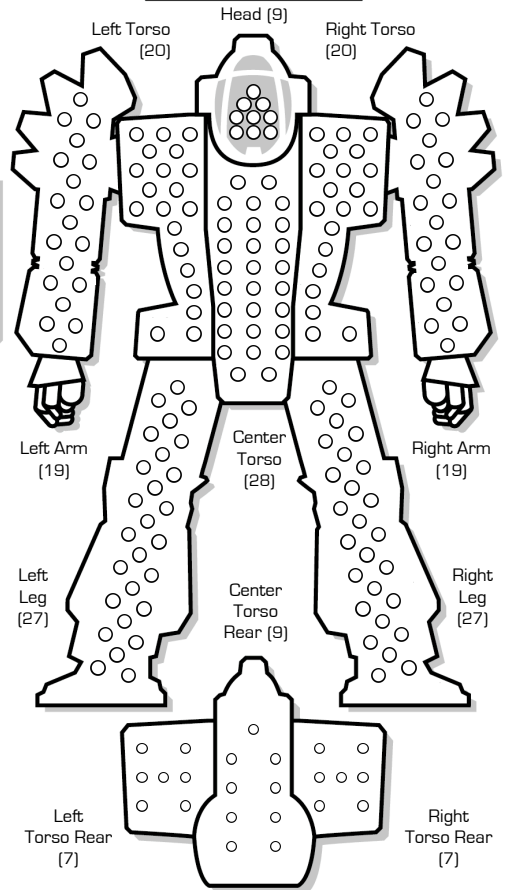
Weapons & Equipment Inventory [hexes]

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5	—	4	8	12
1	Rotary AC/5	RA	1	5/Sht	—	5	10	15
1	ER Medium Laser	LA	5	5	—	4	8	12
1	Rotary AC/5	LA	1	5/Sht	—	5	10	15

BV: 1,777



ARMOR DIAGRAM



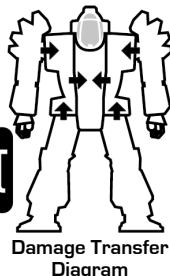
CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Rotary AC/5
 - Rotary AC/5
 - Rotary AC/5
 - Rotary AC/5
- 1-3**
- Center Torso**
- Rotary AC/5
 - Rotary AC/5
 - ER Medium Laser
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6**
- Left Torso**
- XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3**
- Ammo (RAC/5) 20
 - Ammo (RAC/5) 20
 - Ammo (RAC/5) 20
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6**

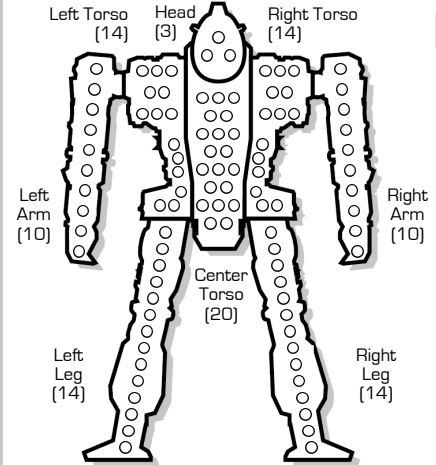
- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support
- Center Torso**
- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Endo Steel
 - Endo Steel
- 4-6**

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Rotary AC/5
 - Rotary AC/5
 - Rotary AC/5
 - Rotary AC/5
- 1-3**
- Rotary AC/5
 - Rotary AC/5
 - ER Medium Laser
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6**
- Right Torso**
- XL Engine
 - XL Engine
 - XL Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3**
- Ammo (RAC/5) 20
 - Ammo (RAC/5) 20
 - Ammo (RAC/5) 20
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6**

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	11 [22]
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

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	