

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Warhammer IIC 10

Movement Points: **Tonnage:** 80
 Walking: 4 **Tech Base:** Clan
 Running: 6 **Rules Level:** Standard
 Jumping: 0 **Role:** Sniper

WARRIOR DATA

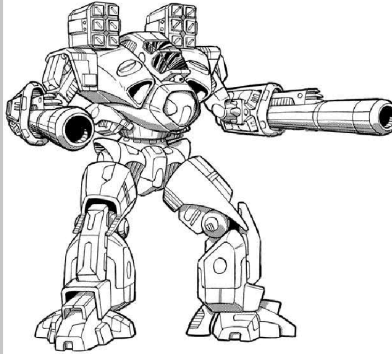
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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 Small Laser	H	2	5	—	2	4	6
1	SRM 6	RT	4	2/Msl	—	3	6	9
1	SRM 6	LT	4	2/Msl	—	3	6	9
2	ER Large Laser	RA	12	10	—	8	15	25
2	ER Large Laser	LA	12	10	—	8	15	25



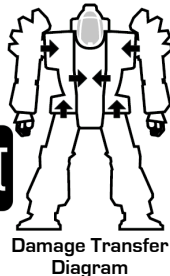
BV: 2,290



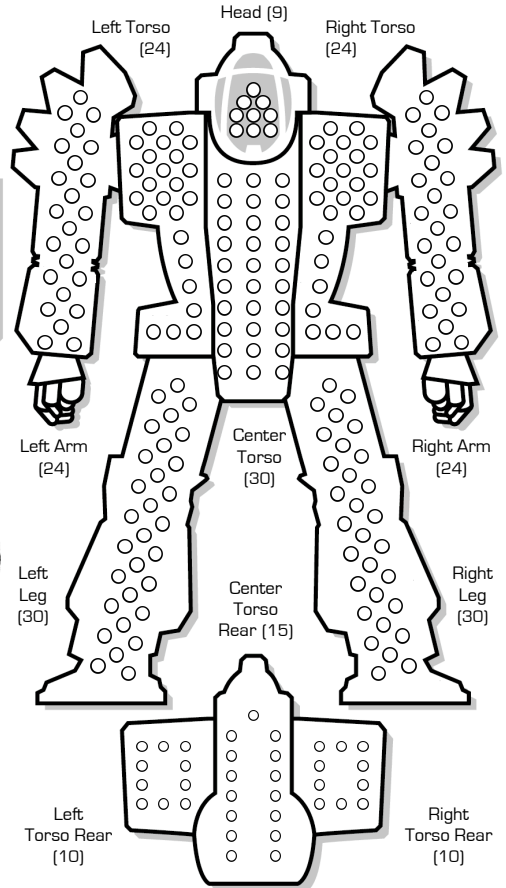
CRITICAL HIT TABLE

- | | | |
|---|--|--|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3 [Double Heat Sink]</p> <ol style="list-style-type: none"> Double Heat Sink ER Large Laser ER Large Laser | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit ER Small Laser Sensors Life Support | <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator <p>1-3 [Double Heat Sink]</p> <ol style="list-style-type: none"> Double Heat Sink ER Large Laser ER Large Laser |
| <p>Center Torso</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Ferro-Fibrous Ferro-Fibrous Roll Again <p>4-6</p> | <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> | <p>Right Torso</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Endo Steel Ferro-Fibrous Roll Again <p>4-6</p> |
| <p>Left Torso (CASE)</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink <p>1-3 [Double Heat Sink]</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink <p>4-6</p> <ol style="list-style-type: none"> SRM 6 Ammo (SRM 6) 15 Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again | <p>Left Torso (CASE)</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Double Heat Sink Double Heat Sink <p>2-6</p> | <p>Right Torso (CASE)</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink <p>1-3 [Double Heat Sink]</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink Double Heat Sink <p>4-6</p> <ol style="list-style-type: none"> SRM 6 Ammo (SRM 6) 15 Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again |
| <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Double Heat Sink Double Heat Sink | <p>Left Leg</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Double Heat Sink Double Heat Sink <p>2-6</p> | <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Double Heat Sink Double Heat Sink |

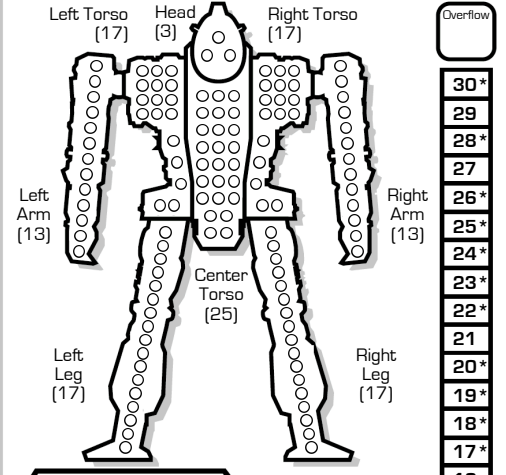
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	23 [46]
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