BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Warhammer IIC 8

Movement Points:		**Tonnage:**	80
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	7	—	5	10	15
1	Streak SRM 6	RT	4	2/Msl	—	4	8	12
1	ER Medium Laser	LT	5	7	—	5	10	15
1	Heavy Large Laser	RA	18	16	—	5	10	15
1	Plasma Cannon	RA	7	0*	—	6	12	18
1	Heavy Large Laser	LA	18	16	—	5	10	15
1	Plasma Cannon	LA	7	0*	—	6	12	18

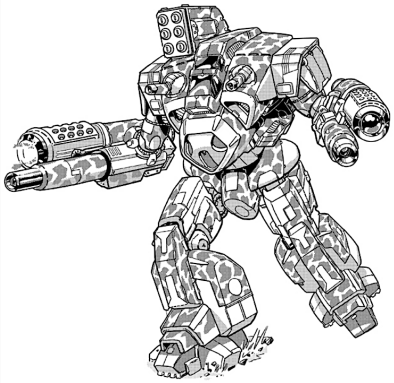
BV: 2,380

WARRIOR DATA

Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

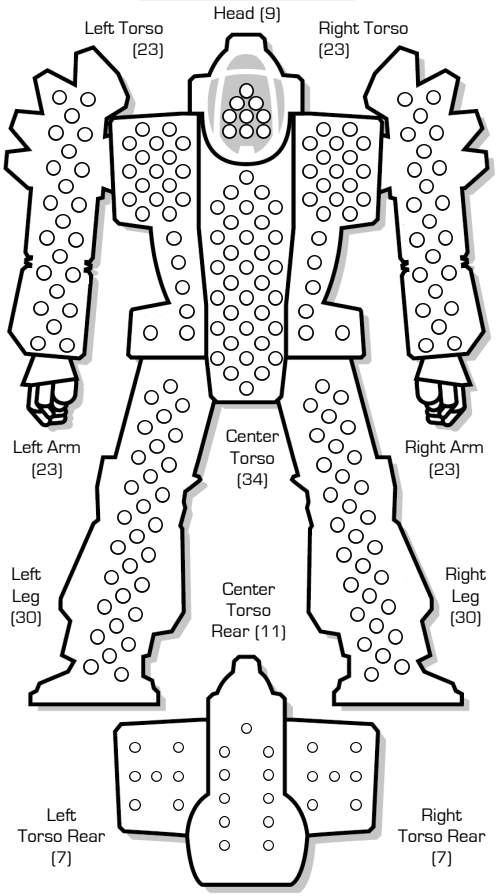
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



Armor Factor - 220

ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Heavy Large Laser
5. Heavy Large Laser
6. Heavy Large Laser

4-6
1. Plasma Cannon
2. Ammo (Plasma Cannon) 10
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Torso

1-3
1. XL Engine
2. XL Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER Medium Laser
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

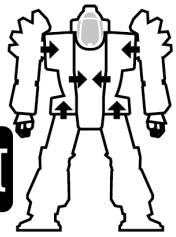
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Roll Again
6. Roll Again

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Heavy Large Laser
5. Heavy Large Laser
6. Heavy Large Laser

4-6
1. Plasma Cannon
2. Ammo (Plasma Cannon) 10
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

Right Torso (CASE)

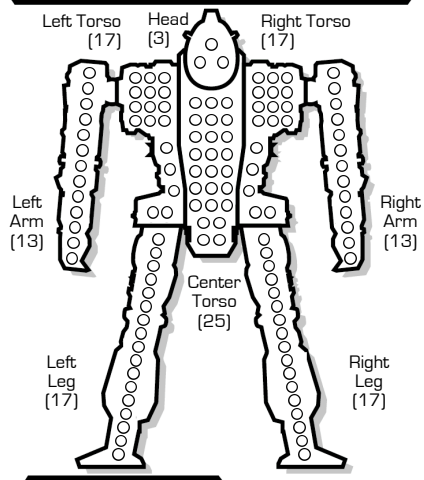
1-3
1. XL Engine
2. XL Engine
3. Double Heat Sink
4. Double Heat Sink
5. Streak SRM 6
6. Streak SRM 6

4-6
1. ER Medium Laser
2. Ammo (Streak SRM 6) 15
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Endo Steel

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

HEAT DATA

Heat Level*	Effects
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 Sinks: 19 [38] Double

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