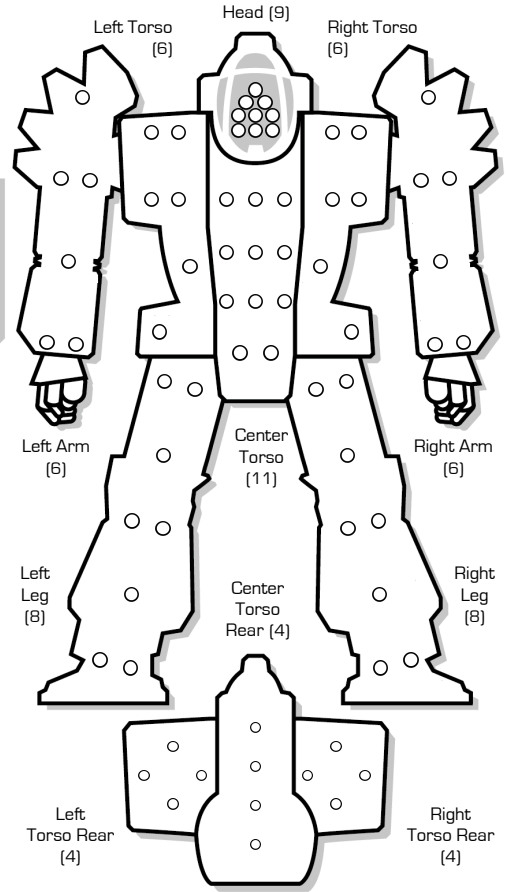


BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 72

ARMOR DIAGRAM



'MECH DATA

Type: Clint CLNT-1-2R

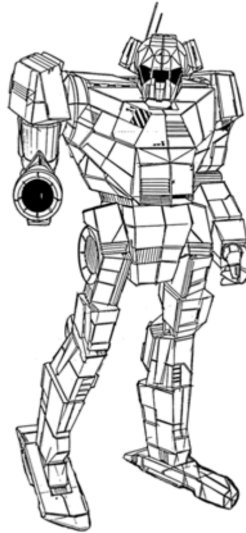
Movement Points: **Tonnage:** 40
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 **Rules Level:** Introductory
 Jumping: 0 **Role:** Striker

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	Medium Laser	CT	3	5	—	3	6	9
1	Autocannon/10	RA	3	10	—	5	10	15

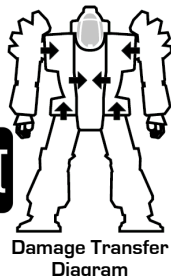
BV: 707



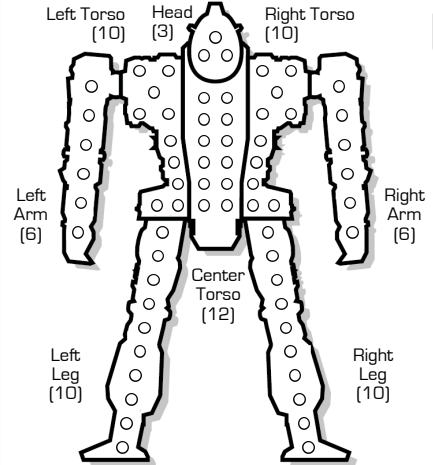
CRITICAL HIT TABLE

- | | | |
|---|--|--|
| Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again
1-3 | Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support | Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10
1-3 |
| 1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
4-6 | Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro
1-3 | 1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Autocannon/10
5. Roll Again
6. Roll Again
4-6 |
| Left Torso
1. Heat Sink
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
1-3 | 1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Roll Again
2-6 | Right Torso
1. Ammo (AC/10) 10
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
1-3 |
| 1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
4-6 | Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again | 1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again
4-6 |
| | Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again | |

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



INTERNAL STRUCTURE DIAGRAM



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
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	Heat Sinks:
10		10
30	Shutdown	Single
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	○