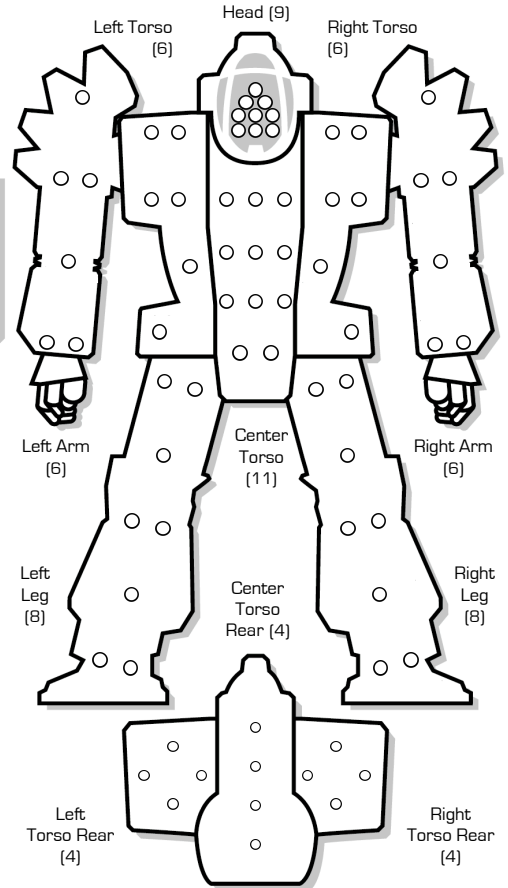


BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 72

ARMOR DIAGRAM



'MECH DATA

Type: Clint CLNT-2-3U

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

WARRIOR DATA

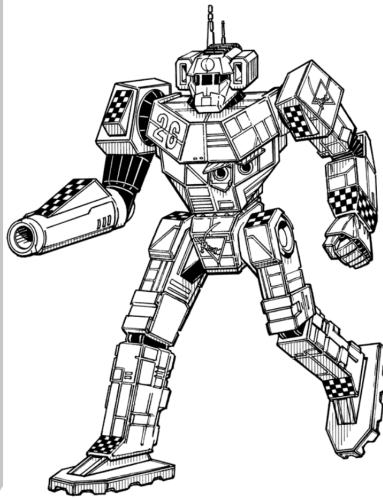
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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 Pulse Laser	CT	4	6	—	2	4	6
1	Medium Pulse Laser	LT	4	6	—	2	4	6
1	ER PPC	RA	15	10	—	7	14	23



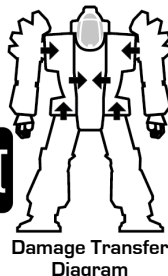
BV: 1,081



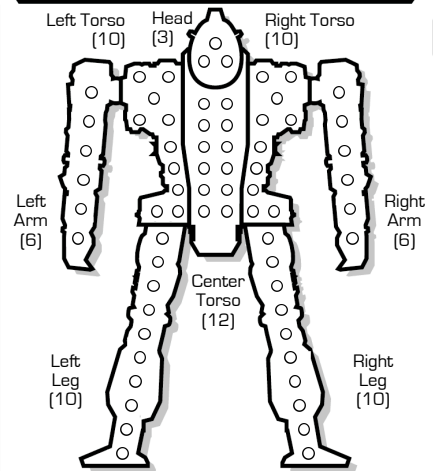
CRITICAL HIT TABLE

- | | | |
|---|--|---|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3
 <ol style="list-style-type: none"> Hand Actuator Roll Again Roll Again </p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Left Torso</p> <ol style="list-style-type: none"> Jump Jet Medium Pulse Laser Roll Again Roll Again Roll Again Roll Again <p>1-3
 <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again </p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3
 <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Medium Pulse Laser Roll Again </p> <p>4-6
 <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again </p> | <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3
 <ol style="list-style-type: none"> ER PPC ER PPC ER PPC </p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>Right Torso</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Jump Jet Roll Again Roll Again <p>1-3
 <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again </p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Jump Jet Jump Jet |
|---|--|---|

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 [20] Double
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 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	
5*	
4	
3	
2	
1	
0	