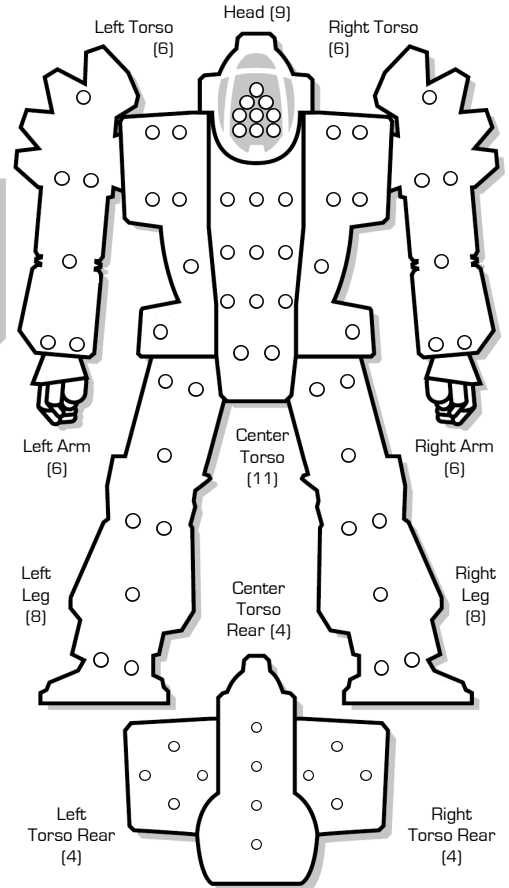


BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 72

ARMOR DIAGRAM



'MECH DATA

Type: Clint CLNT-2-3UL

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

WARRIOR DATA

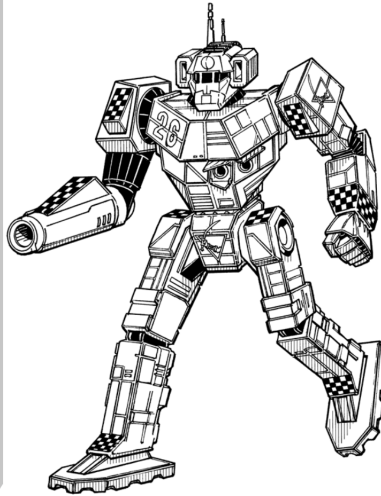
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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	ER Medium Laser	CT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Plasma Rifle	RA	10	10	-	5	10	15



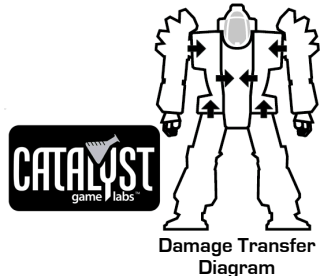
BV: 1,245



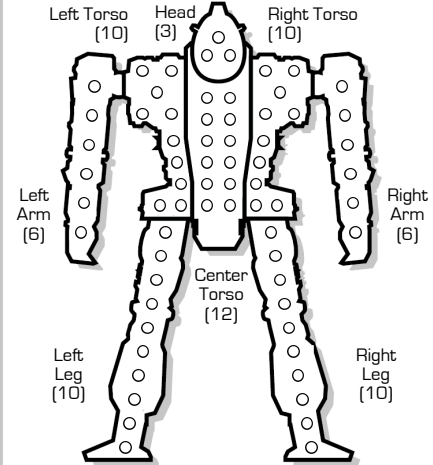
CRITICAL HIT TABLE

Location	Hit 1-3	Hit 4-6
Head	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Roll Again 6. Roll Again	
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Plasma Rifle 5. Plasma Rifle 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Center Torso	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
Left Torso	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. ER Medium Laser 6. Roll Again
Right Torso	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Jump Jet 5. Ammo (Plasma Rifle) 10 6. Ammo (Plasma Rifle) 10	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Left Leg	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	

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



INTERNAL STRUCTURE DIAGRAM



Heat Level	Effects	Heat Sinks
30*		Overflow
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	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	