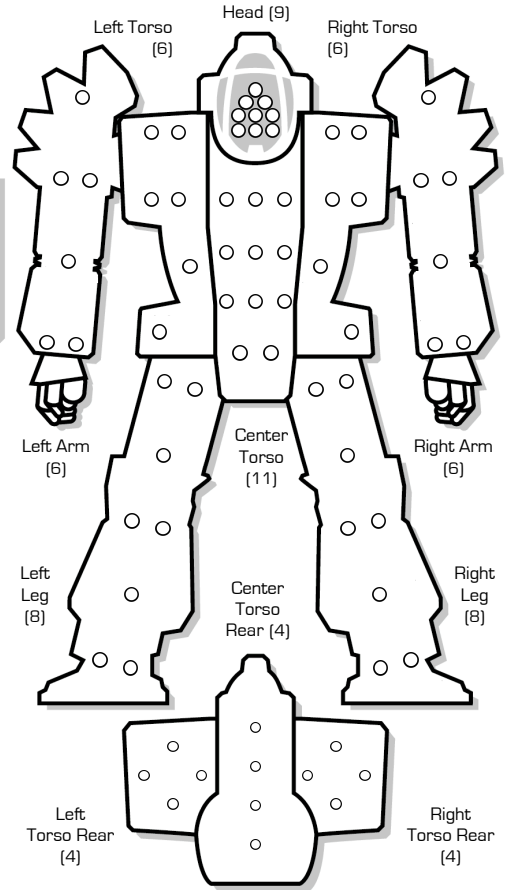


BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 72

ARMOR DIAGRAM



'MECH DATA

Type: Clint CLNT-2-4T

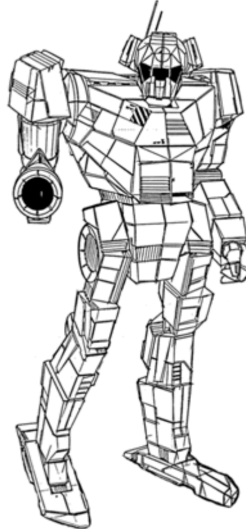
Movement Points: **Tonnage:** 40
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 **Rules Level:** Introductory
 Jumping: 0 **Role:** Sniper

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	Medium Laser	CT	3	5	—	3	6	9
2	Autocannon/2	RA	1	2	4	8	16	24

BV: 619

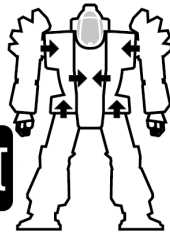


CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
 4. Hand Actuator
 5. Roll Again
 6. Roll Again
1. Roll Again
 2. Roll Again
 3. Roll Again
- 4-6
 4. Roll Again
 5. Roll Again
 6. Roll Again
- Left Torso**
- Heat Sink
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
 4. Roll Again
 5. Roll Again
 6. Roll Again
1. Roll Again
 2. Roll Again
 3. Roll Again
- 4-6
 4. Roll Again
 5. Roll Again
 6. Roll Again

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support
- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
 4. Gyro
 5. Gyro
 6. Gyro
1. Gyro
 2. Fusion Engine
 3. Fusion Engine
 4. Fusion Engine
 5. Medium Laser
 6. Roll Again
- 4-6

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

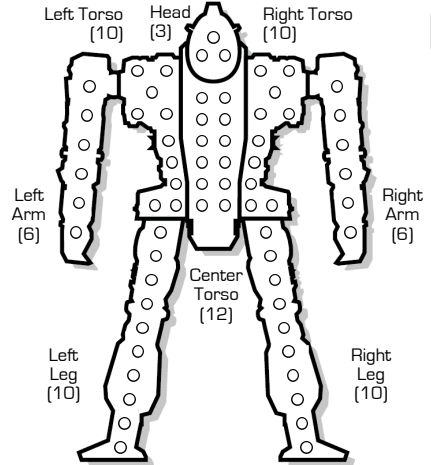


Damage Transfer Diagram

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Autocannon/2
 - Autocannon/2
 - Roll Again
- 1-3
 4. Autocannon/2
 5. Autocannon/2
 6. Roll Again
1. Roll Again
 2. Roll Again
 3. Roll Again
- 4-6
 4. Roll Again
 5. Roll Again
 6. Roll Again
- Right Torso**
- Ammo (AC/2) 45
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
 4. Roll Again
 5. Roll Again
 6. Roll Again
1. Roll Again
 2. Roll Again
 3. Roll Again
- 4-6
 4. Roll Again
 5. Roll Again
 6. Roll Again

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
10		10
13*		Single
14*		○
15*		○
16		○
17*		○
18*		○
19*		○
20	-4 Movement Points	○
22	Shutdown, avoid on 8+	○
23	Ammo Exp. avoid on 6+	○
24	+4 Modifier to Fire	○
25	-5 Movement Points	○
26	Shutdown, avoid on 10+	○
28	Ammo Exp. avoid on 8+	○
30	Shutdown	○

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	