

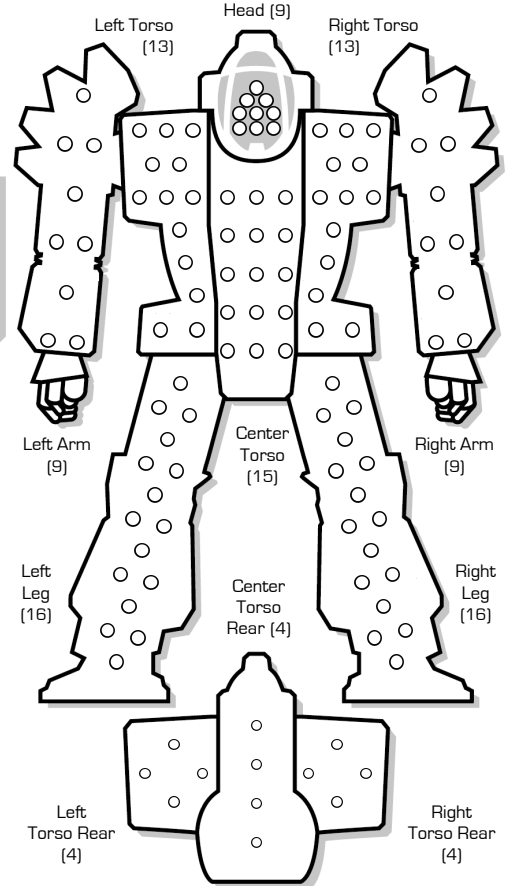
BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 112

ARMOR DIAGRAM

Laser Reflective



'MECH DATA

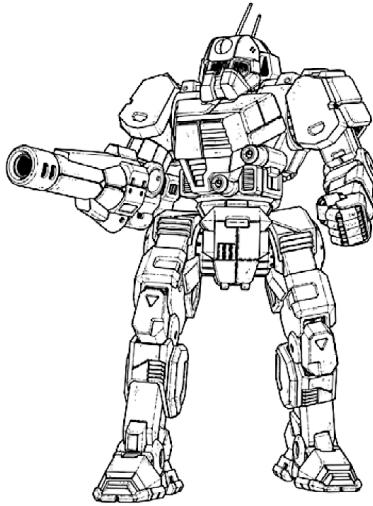
Type: Clint CLNT-3-4T

Movement Points: **Tonnage:** 40
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 **Rules Level:** Advanced
 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



Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	CT	6	6	—	3	6	9
1	Medium X-Pulse Laser	LT	6	6	—	3	6	9
1	LB 5-X AC	RA	1	5	3	7	14	21

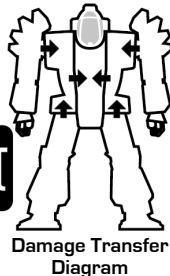
BV: 1,157



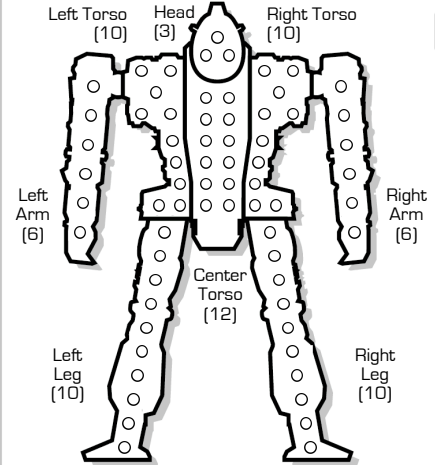
CRITICAL HIT TABLE

Part	Hit Location	Effects
Left Arm	1. Shoulder	
	2. Upper Arm Actuator	
	3. Lower Arm Actuator	
	4. Hand Actuator	
	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	
Left Torso	1. XL Engine	
	2. XL Engine	
	3. XL Engine	
	4. Jump Jet	
	5. Medium X-Pulse Laser	
	6. Laser Reflective	
Right Torso	1. XL Engine	
	2. XL Engine	
	3. XL Engine	
	4. Double Heat Sink	
	5. Double Heat Sink	
	6. Double Heat Sink	
Left Leg	1. Hip	
	2. Upper Leg Actuator	
	3. Lower Leg Actuator	
	4. Foot Actuator	
	5. Jump Jet	
	6. Jump Jet	
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 Scale

Heat Level	Effects	Heat Sinks
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	Heat Sinks:
30	Shutdown	10 [20]
28	Ammo Exp. avoid on 8+	Double
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	○