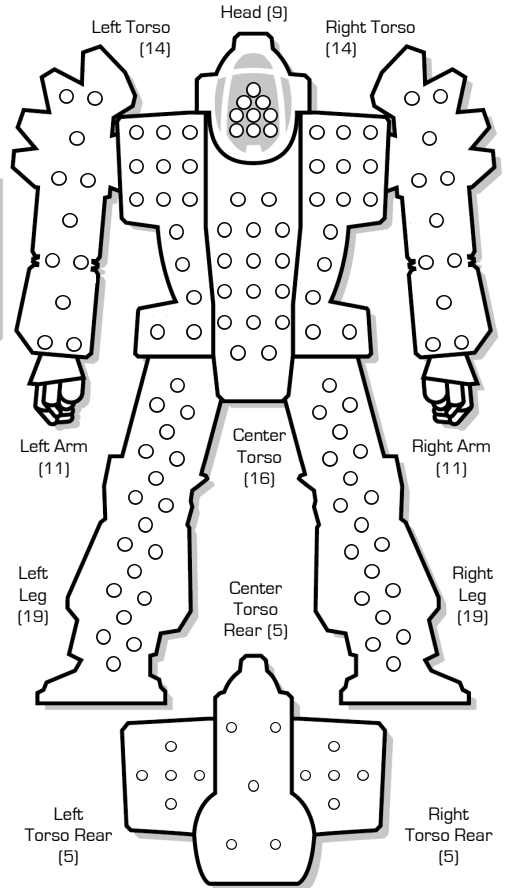


BATTLETECH™

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



'MECH DATA

Type: Clint CLNT-5U

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

WARRIOR DATA

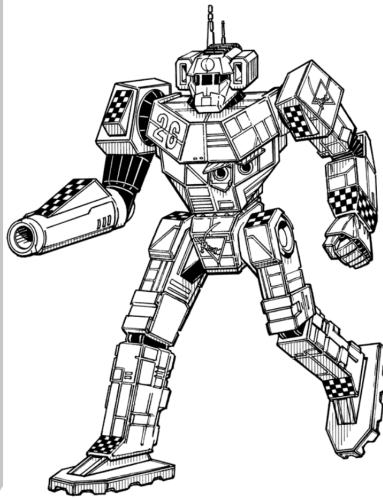
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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	TAG	CT	0	—	—	5	9	15
1	C3 Slave	LT	0	—	—	—	—	—
2	ER Medium Laser	LT	5	5	—	4	8	12
1	ER Large Laser	RA	12	8	—	7	14	19



BV: 1,275



CRITICAL HIT TABLE

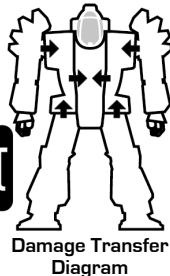
- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- Center Torso**
- Double Heat Sink
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
- 4-6
- Left Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Jump Jet
 - ER Medium Laser
 - ER Medium Laser
 - C3 Slave
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Endo Steel
 - Sensors
 - Life Support
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - ER Large Laser
 - ER Large Laser
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
- 4-6
- Right Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Jump Jet
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

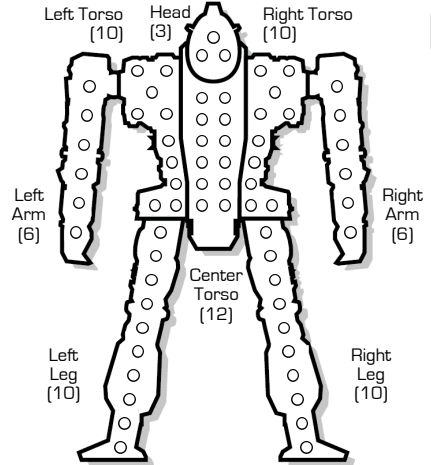
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level	Effects	Heat Sinks
30*	Shutdown	12 [24]
29	Ammo Exp. avoid on 8+	Double ○○○
28*	Shutdown, avoid on 10+	○○○
27	-5 Movement Points	○○○
26*	+4 Modifier to Fire	○○○
25*	Ammo Exp. avoid on 6+	○○○
24*	Shutdown, avoid on 8+	○○○
23*	-4 Movement Points	○○○
22*	Ammo Exp. avoid on 4+	○○○
21	Shutdown, avoid on 6+	○○○
20*	+3 Modifier to Fire	○○○
19*	-3 Movement Points	○○○
18*	Shutdown, avoid on 4+	○○○
17*	+2 Modifier to Fire	○○○
16	-2 Movement Points	○○○
15*	Shutdown, avoid on 3+	○○○
14*	+1 Modifier to Fire	○○○
13*	-1 Movement Points	○○○
12		○○○
11		○○○
10*		○○○
9		○○○
8*		○○○
7		○○○
6		○○○
5*		○○○
4		○○○
3		○○○
2		○○○
1		○○○
0		○○○

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12 [24]
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	○○○