

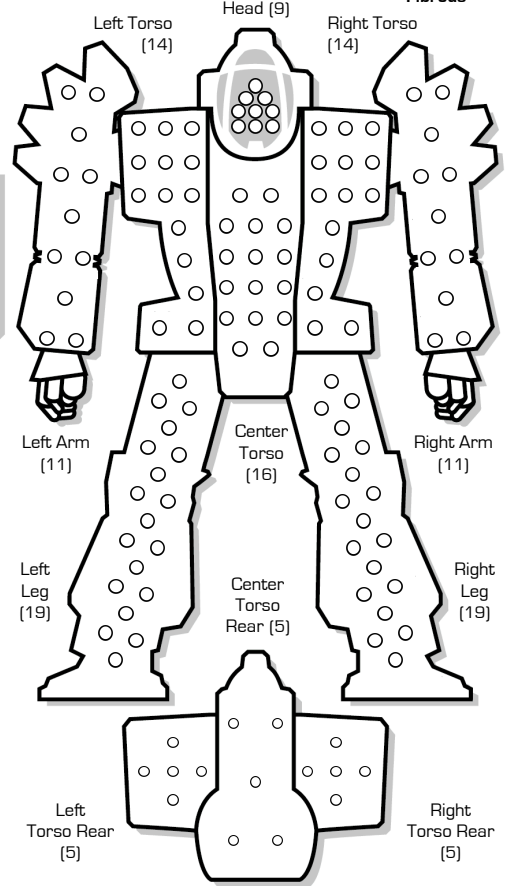
# BATTLETECH™

## BATTLEMECH RECORD SHEET

Armor Factor - 128

### ARMOR DIAGRAM

Heavy Ferro-Fibrous



### 'MECH DATA

Type: Clint CLNT-6S

Movement Points: Tonnage: 40  
 Walking: 7 Tech Base: Inner Sphere  
 Running: 11 Rules Level: Standard  
 Jumping: 0 Role: Striker

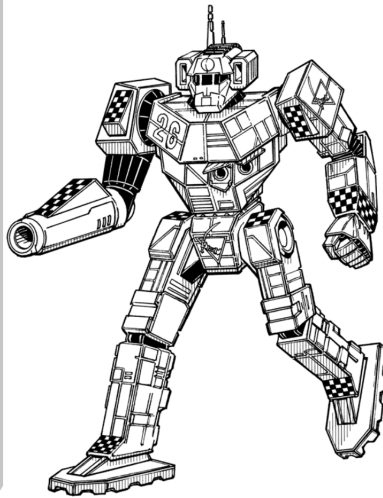
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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	ER Small Laser	H	2	3	-	2	4	5
2	ER Medium Laser	LT	5	5	-	4	8	12
2	ER Large Laser	RA	12	8	-	7	14	19



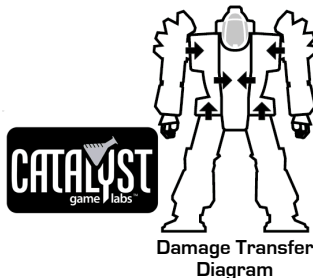
BV: 1,334



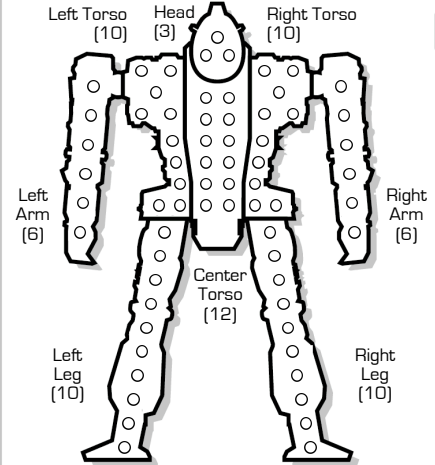
### CRITICAL HIT TABLE

Location	1-3	4-6
<b>Left Arm</b>	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol>	<ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> </ol>
<b>Center Torso</b>	<ol style="list-style-type: none"> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol>	<ol style="list-style-type: none"> <li>Gyro</li> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> </ol>
<b>Left Torso</b>	<ol style="list-style-type: none"> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>ER Medium Laser</li> <li>ER Medium Laser</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>	<ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Heavy Ferro-Fibrous</li> </ol>
<b>Left Leg</b>	<ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> </ol>	
<b>Right Arm</b>	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>ER Large Laser</li> <li>ER Large Laser</li> <li>ER Large Laser</li> </ol>	<ol style="list-style-type: none"> <li>ER Large Laser</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> </ol>
<b>Right Torso</b>	<ol style="list-style-type: none"> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>	<ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> </ol>
<b>Right Leg</b>	<ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> </ol>	

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	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	○○○○○