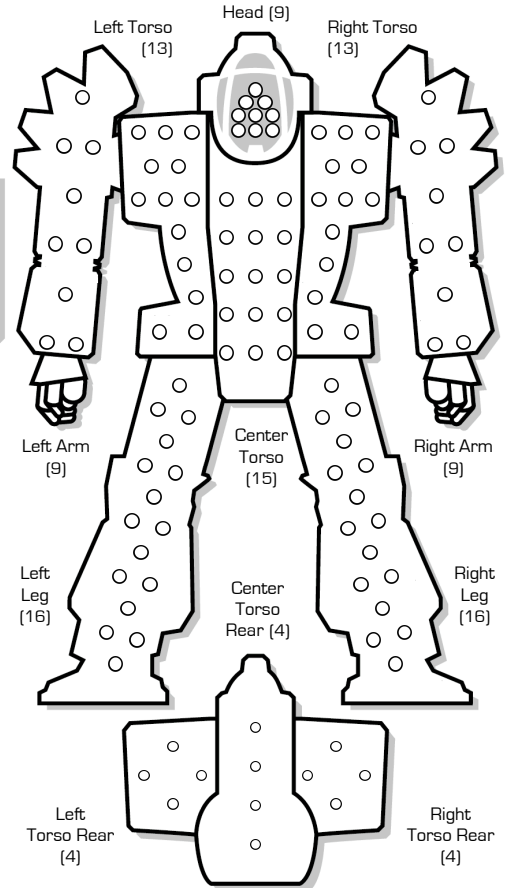


# BATTLETECH™

## BATTLEMECH RECORD SHEET

Armor Factor - 112

### ARMOR DIAGRAM



### 'MECH DATA

Type: Clint IIC

Movement Points: **Tonnage:** 40  
 Walking: 6 **Tech Base:** Clan  
 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	7	-	5	10	15
1	ER Medium Laser	LT	5	7	-	5	10	15
1	LB 10-X AC	RA	2	10	-	6	12	18

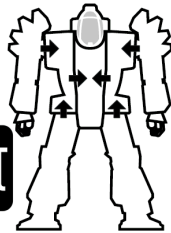
BV: 1,395



### CRITICAL HIT TABLE

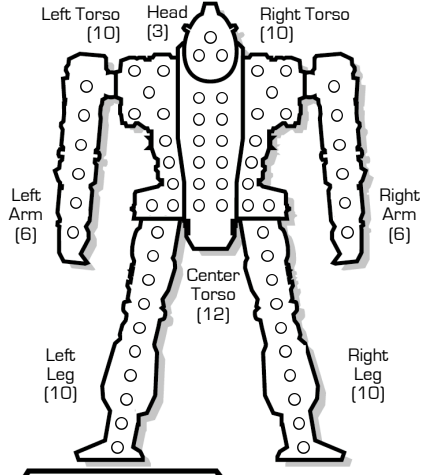
Location	Roll	Effect
<b>Left Arm</b>	1-3	Shoulder
	4	Upper Arm Actuator
	5	Lower Arm Actuator
	6	Hand Actuator
	Roll Again	Roll Again
	Roll Again	Roll Again
<b>Right Arm</b>	1-3	Shoulder
	4	Upper Arm Actuator
	5	Lower Arm Actuator
	6	LB 10-X AC
	Roll Again	Roll Again
	Roll Again	Roll Again
<b>Center Torso</b>	1-3	XL Engine
	4	XL Engine
	5	XL Engine
	6	Gyro
	Roll Again	Roll Again
	Roll Again	Roll Again
<b>Left Torso</b>	1-3	XL Engine
	4	XL Engine
	5	Jump Jet
	6	ER Medium Laser
	Endo Steel	Endo Steel
	Endo Steel	Endo Steel
<b>Right Torso (CASE)</b>	1-3	XL Engine
	4	XL Engine
	5	Heat Sink
	6	Jump Jet
	Endo Steel	Endo Steel
	Endo Steel	Endo Steel
<b>Left Leg</b>	1-3	XL Engine
	4	XL Engine
	5	ER Medium Laser
	6	Endo Steel
	Endo Steel	Endo Steel
	Endo Steel	Endo Steel
<b>Right Leg</b>	1-3	XL Engine
	4	XL Engine
	5	ER Medium Laser
	6	Endo Steel
	Endo Steel	Endo Steel
	Endo Steel	Endo Steel

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
28	Ammo Exp. avoid on 8+	Single
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	○

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	
6	
5*	
4	
3	
2	
1	
0	