

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Exterminator EXT-4C

Movement Points: **Tonnage:** 65
Walking: 6 **Tech Base:** Inner Sphere
Running: 9 **Rules Level:** Experimental
Jumping: 6 **Role:** Skirmisher
Engine Type: 390 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Chameleon Light Polarization Shield	*	6	[E]	—	—	—	—
1	Null Signature System	*	10	[E]	—	—	—	—
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
1	Anti-Missile System	RT	1	[PB]	—	1	—	—
1	Small Laser	HD	1	3 [DE]	—	1	2	3

Ammo: (AMS) 12, (LRM 10) 12

BV: 1,420



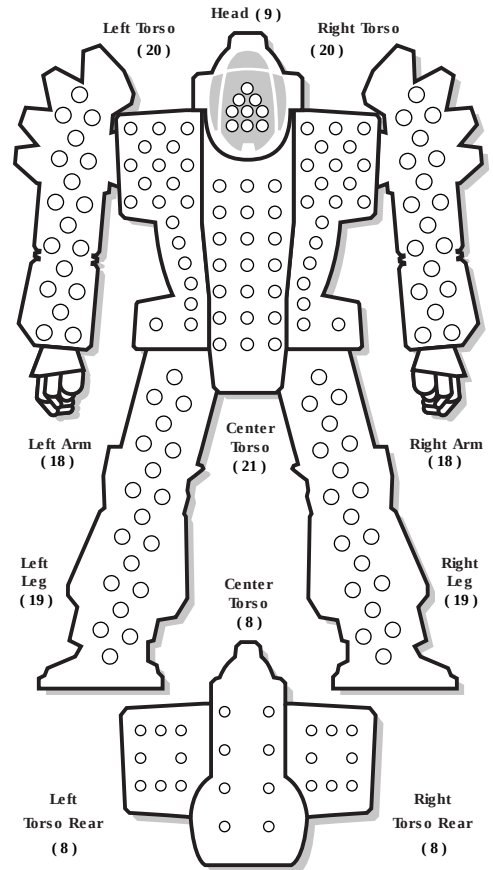
WARRIOR DATA

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

1	2	3	4	5	6
3	5	7	10	11	Dead

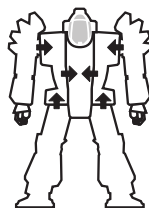
ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

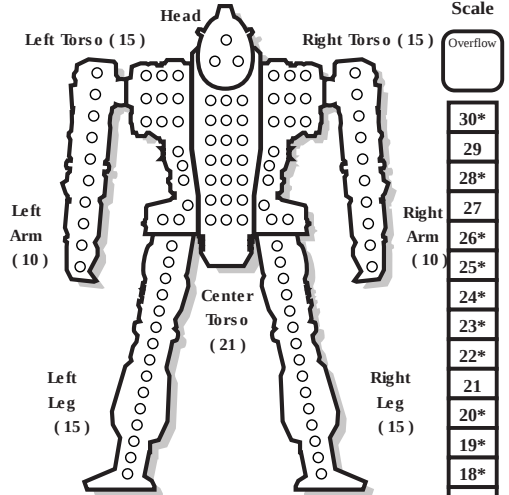
Left Arm		Head		Right Arm	
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Medium Laser	1-3	1. Life Support 2. Sensors 3. Cockpit 4. Small Laser 5. Sensors 6. Life Support	1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Medium Laser
Left Torso		Center Torso		Right Torso	
1-3	1. Chameleon Light Polarization Shield 2. Null Signature System 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1-3	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1-3	1. Chameleon Light Polarization Shield 2. Null Signature System 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
1-3	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Jump Jet 5. Jump Jet 6. Jump Jet	4-6	1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. Ammo (LRM 10) 12 6. Null Signature System	1-3	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Jump Jet 5. Jump Jet 6. Jump Jet
4-6	1. LRM 10 2. LRM 10 3. Chameleon Light Polarization Shield 4. Null Signature System 5. Roll Again 6. Roll Again	Engine Hits ○○○○ Gyro Hits ○○○○ Sensor Hits ○○○○ Life Support ○		4-6	1. Anti-Missile System 2. Ammo (AMS) 12 3. Chameleon Light Polarization Shield 4. Null Signature System 5. Roll Again 6. Roll Again
Left Leg		Right Leg		Damage Transfer Diagram	
1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Chameleon Light Polarization Shield 6. Null Signature System	1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Chameleon Light Polarization Shield 6. Null Signature System		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
30	Shutdown	○
28	Ammo Exp, avoid on 8+	○
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

Heat Scale
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