

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Rifleman IIC 7

Movement Points:

Walking: 3

Running: 5

Jumping: 5

Engine Type: 195 Fusion

Tonnage: 65

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	LA	18	16 [DE]	—	5	10	15
1	Plasma Cannon	LA	7	[DE,H,AI]	—	6	12	18
1	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15
1	Plasma Cannon	RA	7	[DE,H,AI]	—	6	12	18
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Micro Pulse Laser	HD	1	3 [P,AI]	—	1	2	3

Ammo: (Plasma Cannon) 20

BV: 2,205



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Plasma Cannon
- Ammo (Plasma Cannon) 10
- Roll Again

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Improved Jump Jet
- Improved Jump Jet

1-3

- Targeting Computer
- Targeting Computer
- Targeting Computer
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Micro Pulse Laser
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Plasma Cannon
- Ammo (Plasma Cannon) 10
- Roll Again

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

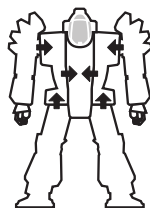
1-3

- Improved Jump Jet
- Improved Jump Jet
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Leg

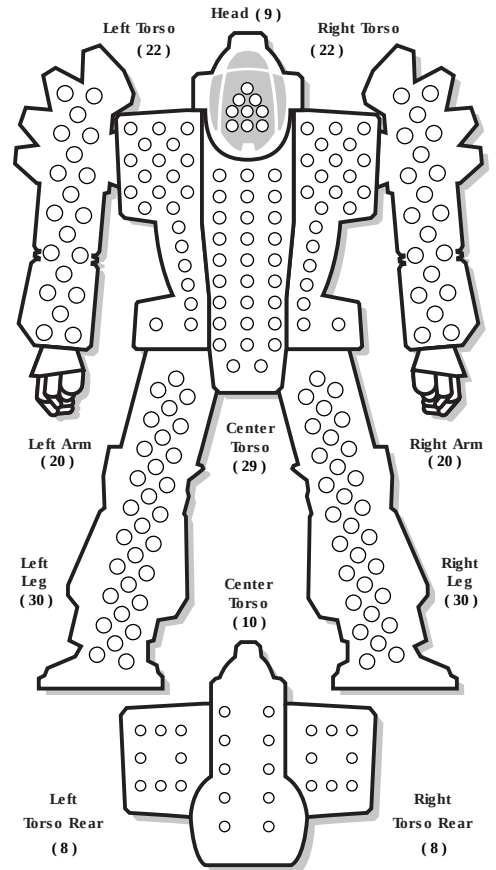
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet



Damage Transfer Diagram

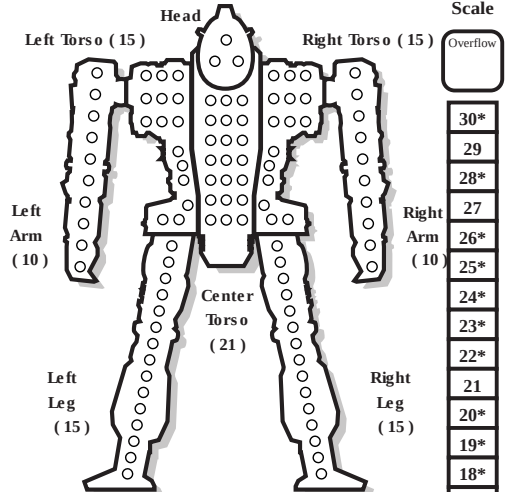
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 (32)
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	○○○