BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Fox

Movement Points:
Walking: 6
Running: 9
Jumping: 0
Engine Type: 300 XL

Tonnage: 50
Tech Base: Clan
Rules Level: Standard
Role: Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2	LL	2	2/Msl [M,C]	—	4	8	12
1	Streak SRM 2	RL	2	2/Msl [M,C]	—	4	8	12
1	LRM 15	LA	5	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
2	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
1	LRM 15	RA	5	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	Machine Gun	RA	—	2 [DB,AI]	—	1	2	3
1	ER Large Laser	CT	12	10 [DE]	—	8	15	25

Ammo: (LRM 15) 32, (Machine Gun) 200, (Streak SRM 2) 50

BV: 1,974

WARRIOR DATA

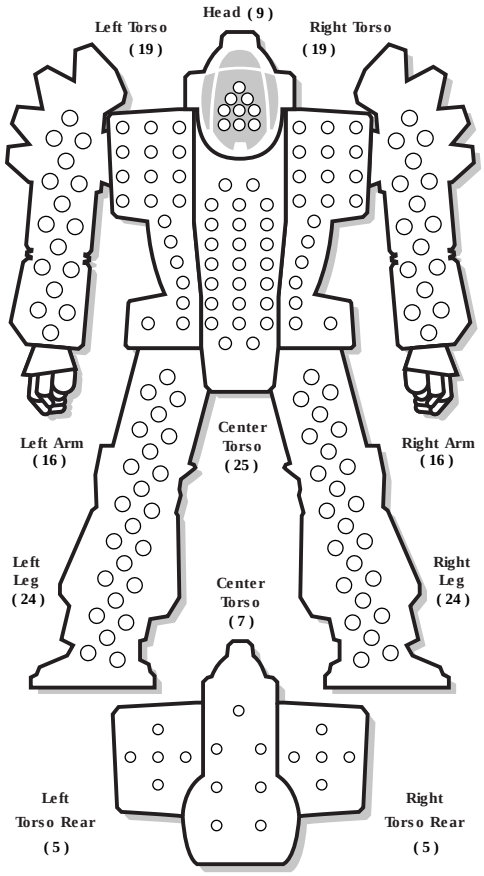
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

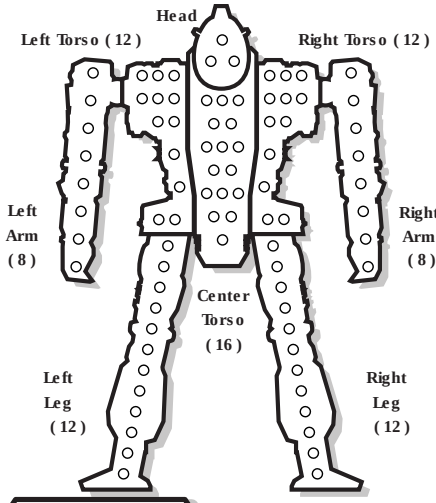
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. LRM 15
5. LRM 15
6. ER Medium Laser

4-6
1. Machine Gun
2. Machine Gun
3. Ammo (Machine Gun) 100
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Streak SRM 2
6. Roll Again

Head

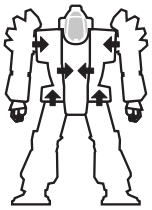
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Large Laser
6. Ammo (Streak SRM 2) 50

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



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. LRM 15
5. LRM 15
6. ER Medium Laser

4-6
1. Machine Gun
2. Machine Gun
3. Ammo (Machine Gun) 100
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Roll Again

Right Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Streak SRM 2
6. Roll Again

HEAT DATA

Double Heat Sinks: 11 (22)

Heat Level*	Effects	
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	

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