

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Champion CHP-1N2

Movement Points: **Tonnage:** 60
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 **Rules Level:** Standard
 Jumping: 0 **Role:** Skirmisher
 Engine Type: 300 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LT	4	2[Msl [M,C,S]	—	3	6	9
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	LB 10-X AC	RT	2	10	—	6	12	18
				[DB,C/F/S]				
2	Small Laser	CT	1	3 [DE]	—	1	2	3

Ammo: (LB 10-X) 10, (LB 10-X Cluster) 10, (SRM 6 Artemis) 15

BV: 1,216



WARRIOR DATA

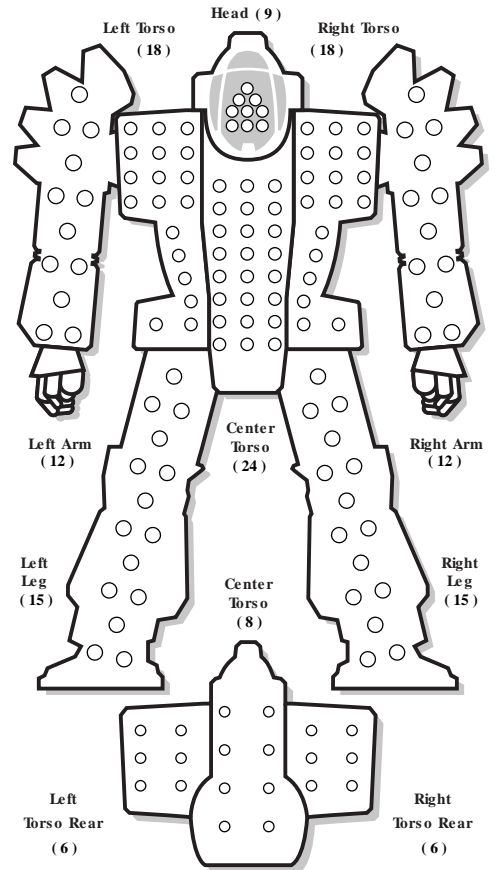
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

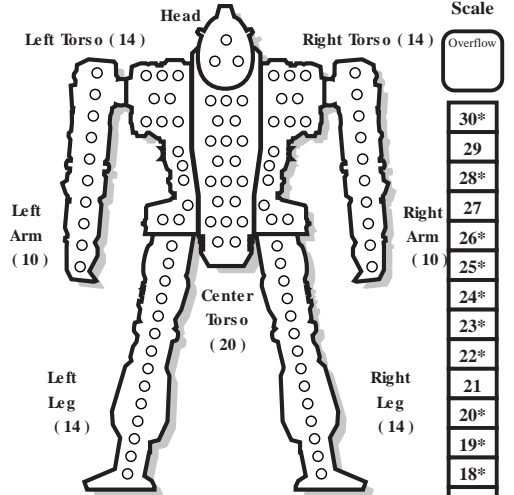
ARMOR DIAGRAM

Ferro-Fibrous



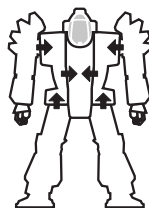
INTERNAL STRUCTURE DIAGRAM

Standard Structure



CRITICAL TABLE

Location	1	2	3	4	5	6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Center Torso	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Left Torso	1. SRM 6	2. SRM 6	3. Artemis IV FCS	4. Medium Laser	5. Medium Laser	6. Ammo (SRM 6 Artemis) 15
Right Torso	1. LB 10-X AC	2. LB 10-X AC	3. LB 10-X AC	4. LB 10-X AC	5. LB 10-X AC	6. LB 10-X AC
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous
Engine Hits	○○○					
Gyro Hits	○○○					
Sensor Hits	○○○					
Life Support	○					



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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	○