

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Assassin 'Servitor'

Movement Points:

Walking: 7

Running: 11

Jumping: 7

Engine Type: 280 XL

Tonnage: 40

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Striker

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	Small X-Pulse Laser	LL	3	3 [P, AI]	—	2	4	5
1	Small X-Pulse Laser	RL	3	3 [P, AI]	—	2	4	5
1	Vibroblade (Small)	LA	—	7	—	—	—	—
1	Medium X-Pulse Laser	RA	6	6 [P]	—	3	6	9
1	SRM 2	LT	2	2/Msl [M, C, S]	—	3	6	9
1	SRM 2	RT	2	2/Msl [M, C, S]	—	3	6	9
1	Small Laser	HD	1	3 [DE]	—	1	2	3

Ammo: (SRM 2) 50

BV: 1,019



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Vibroblade (Small)
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

1-3

- SRM 2
- Ammo (SRM 2) 50
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Small X-Pulse Laser
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

1-3

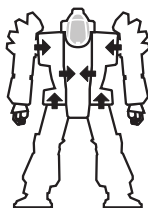
Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium X-Pulse Laser
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

1-3

- SRM 2
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

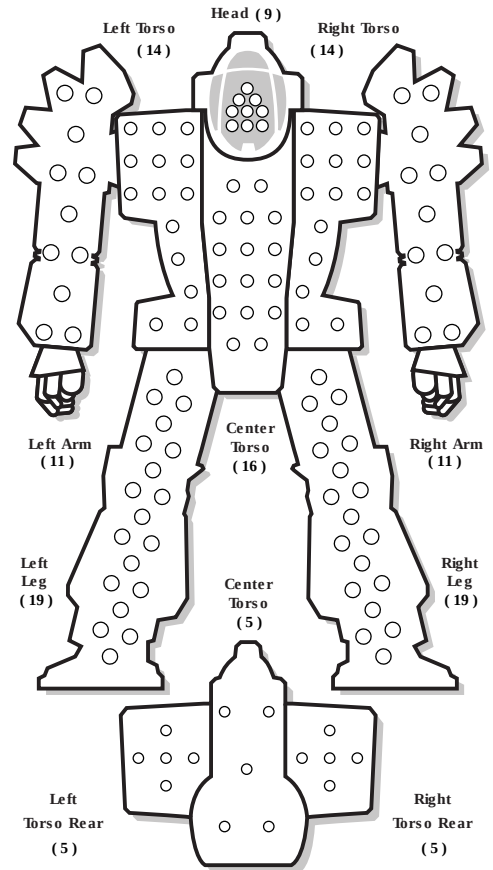
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Small X-Pulse Laser
- Roll Again

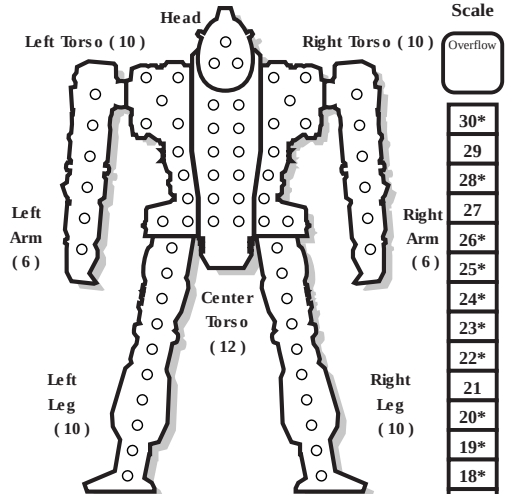
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

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

Double Heat Sinks:
10 (20)

