

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Caesar CES-3R 'Archangel'

Movement Points: **Tonnage:** 70
Walking: 4 **Tech Base:** Mixed
Running: 6 **Rules Level:** Standard
Jumping: 0 **Role:** Brawler
Engine Type: 280 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser (C)	LA	4	7 [P]	—	4	8	12
1	ER PPC (C)	RA	15	15 [DE]	—	7	14	23
1	Medium Pulse Laser (IS) (R)	LT	4	6 [P]	—	2	4	6
1	Gauss Rifle (C)	RT	1	15 [DB,X]	2	7	15	22
1	Medium Pulse Laser (IS) (R)	RT	4	6 [P]	—	2	4	6
1	Medium Pulse Laser (C)	CT	4	7 [P]	—	4	8	12

Ammo: (Gauss) 16

BV: 2,098



WARRIOR DATA

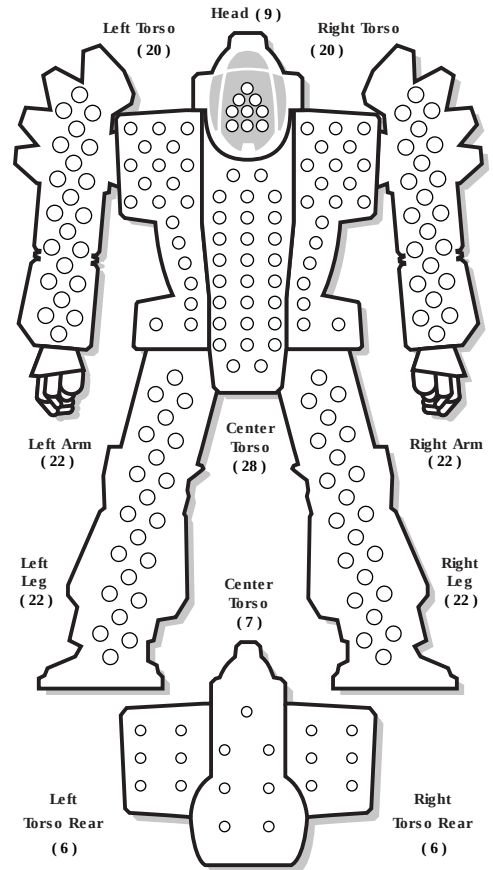
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

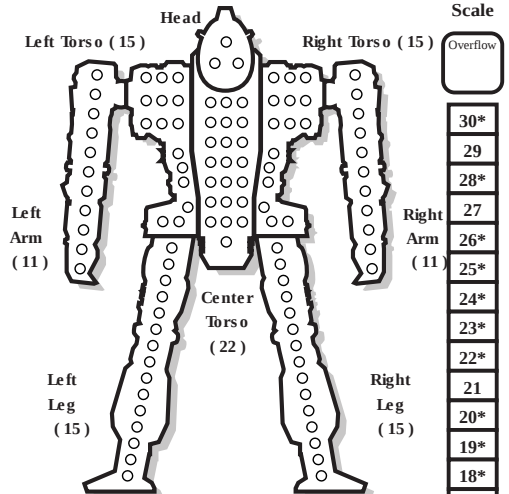
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

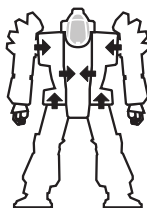
Standard Structure



CRITICAL TABLE

Left Arm		Head		Right Arm	
1-3	1. Shoulder	1. Life Support	2. Sensors	1-3	1. Shoulder
	2. Upper Arm Actuator		3. Cockpit		2. Upper Arm Actuator
	3. Lower Arm Actuator		4. Roll Again		3. Lower Arm Actuator
	4. Hand Actuator		5. Sensors		4. Hand Actuator
	5. Double Heat Sink		6. Life Support		5. Double Heat Sink
	6. Double Heat Sink				6. Double Heat Sink
Center Torso		Left Torso		Right Torso (CASE)	
4-6	1. Double Heat Sink	1. XL Fusion Engine	2. XL Fusion Engine	1-3	1. XL Fusion Engine
	2. Double Heat Sink		3. XL Fusion Engine		2. XL Fusion Engine
	3. Double Heat Sink		4. Gyro		3. XL Fusion Engine
	4. Double Heat Sink		5. Gyro		4. Gauss Rifle [Clan]
	5. Medium Pulse Laser [Clan]		6. Roll Again		5. Gauss Rifle [Clan]
	6. Medium Pulse Laser [Clan]				6. Gauss Rifle [Clan]
Left Torso		Right Torso		Left Leg	
1-3	1. XL Fusion Engine	1. XL Fusion Engine	2. XL Fusion Engine	4-6	1. Hip
	2. XL Fusion Engine		3. XL Fusion Engine		2. Upper Leg Actuator
	3. XL Fusion Engine		4. XL Fusion Engine		3. Lower Leg Actuator
	4. Double Heat Sink		5. Medium Pulse Laser [Clan]		4. Foot Actuator
	5. Double Heat Sink		6. Roll Again		5. Roll Again
	6. Double Heat Sink				6. Roll Again
Right Torso		Left Leg		Right Leg	
4-6	1. Double Heat Sink	1. Hip	2. Upper Leg Actuator	4-6	1. Hip
	2. Double Heat Sink		3. Lower Leg Actuator		2. Upper Leg Actuator
	3. Double Heat Sink		4. Foot Actuator		3. Lower Leg Actuator
	4. Double Heat Sink		5. Roll Again		4. Foot Actuator
	5. Double Heat Sink		6. Roll Again		5. Roll Again
	6. Double Heat Sink				6. Roll Again

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



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 17 (34)
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

Overflow

30*
29
28*
27
26*
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