

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Cicada CDA-3F

Movement Points: Tonnage: 40
Walking: 8 Tech Base: Inner Sphere
Running: 12 Rules Level: Standard
Jumping: 8 Role: Striker
Engine Type: 320 XL

Weapons & Equipment Inventory		(hexes)						
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	ER PPC	LT	15	10 [DE]	—	7	14	23
1	Medium Laser	RT	3	5 [DE]	—	3	6	9

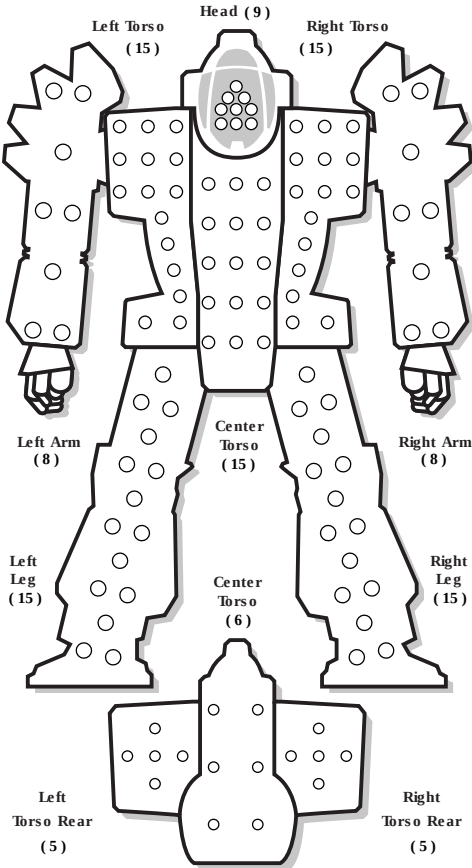
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

ARMOR DIAGRAM

Ferro-Fibrous



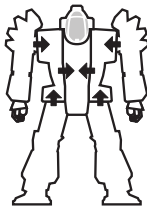
BV: 1,329



CRITICAL TABLE

Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Endo Steel		3. Cockpit		3. Endo Steel
	4. Endo Steel		4. Roll Again		4. Endo Steel
	5. Endo Steel		5. Sensors		5. Endo Steel
	6. Endo Steel		6. Life Support		6. Endo Steel
Center Torso		Left Torso		Right Torso	
4-6	1. Endo Steel	1-3	1. XL Fusion Engine	4-6	1. Endo Steel
	2. Endo Steel		2. XL Fusion Engine		2. Endo Steel
	3. Endo Steel		3. XL Fusion Engine		3. Endo Steel
	4. Ferro-Fibrous		4. Gyro		4. Ferro-Fibrous
	5. Ferro-Fibrous		5. Gyro		5. Ferro-Fibrous
	6. Ferro-Fibrous		6. Gyro		6. Ferro-Fibrous
Left Leg		Engine Hits		Right Leg	
1-3	1. XL Fusion Engine	4-6	1. Gyro	1-3	1. XL Fusion Engine
	2. XL Fusion Engine		2. XL Fusion Engine		2. XL Fusion Engine
	3. XL Fusion Engine		3. XL Fusion Engine		3. XL Fusion Engine
	4. Medium Laser		4. Ferro-Fibrous		4. Medium Laser
	5. ER PPC		5. Ferro-Fibrous		5. Jump Jet
	6. ER PPC		6. Ferro-Fibrous		6. Jump Jet
Right Leg		Gyro Hits		Left Torso Rear	
4-6	1. Hip	4-6	1. Gyro	4-6	1. Endo Steel
	2. Upper Leg Actuator		2. XL Fusion Engine		2. Endo Steel
	3. Lower Leg Actuator		3. XL Fusion Engine		3. Endo Steel
	4. Foot Actuator		4. Ferro-Fibrous		4. Ferro-Fibrous
	5. Jump Jet		5. Roll Again		5. Roll Again
	6. Jump Jet		6. Roll Again		6. Roll Again

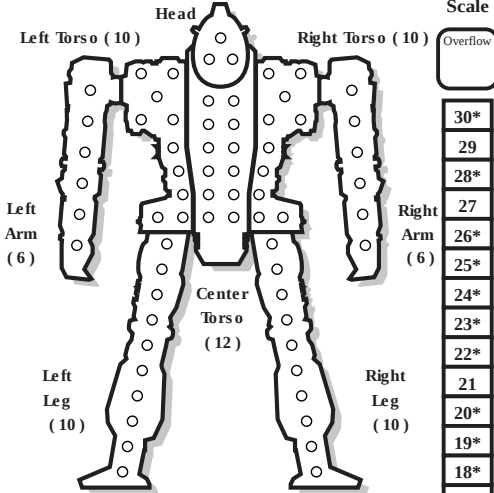
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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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