

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Nexus II NXS2-B
Movement Points: **Tonnage:** 25
Walking: 8 **Tech Base:** Inner Sphere
Running: 12 **Rules Level:** Standard
Jumping: 0 **Role:** Scout
Engine Type: 200 Light

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12	
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12	
1	Active Probe (Beagle)	LT	—	[E]	—	—	—	4	
1	ECM Suite (Guardian)	RT	—	[E]	—	—	—	6	
1	C3i	CT	—	[E]	—	—	—	—	
1	TAG	HD	—	[E]	—	5	9	15	

BV: 717

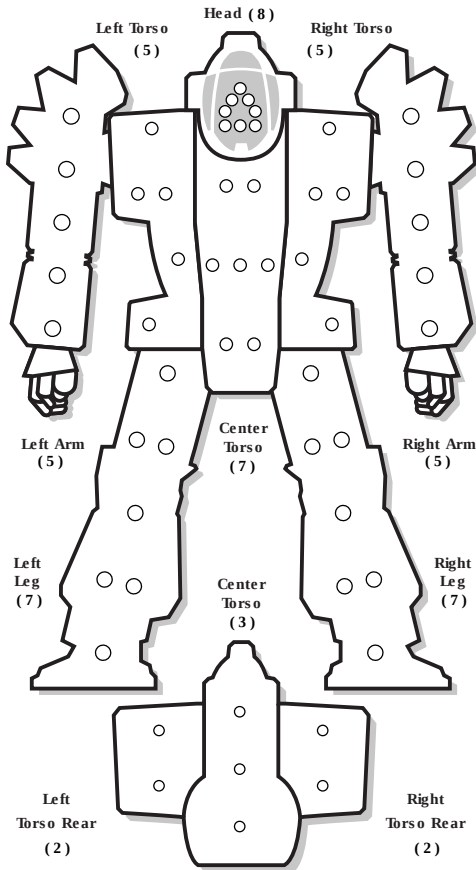
WARRIOR DATA

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

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

ARMOR DIAGRAM

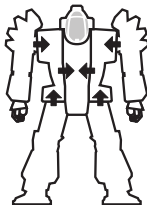
Stealth



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. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. ER Medium Laser		4. TAG		4. ER Medium Laser
	5. Endo Steel		5. Sensors		5. Endo Steel
	6. Endo Steel		6. Life Support		6. Endo Steel
Center Torso		Right Torso		Left Torso	
4-6	1. Endo Steel	4-6	1. Endo Steel	1-3	1. Light Fusion Engine
	2. Endo Steel		2. Endo Steel		2. Light Fusion Engine
	3. Stealth		3. Stealth		3. Light Fusion Engine
	4. Stealth		4. Stealth		4. Gyro
	5. Roll Again		5. Roll Again		5. Gyro
	6. Roll Again		6. Roll Again		6. C3i
4-6	1. Gyro	4-6	1. Light Fusion Engine	4-6	1. Double Heat Sink
	2. Light Fusion Engine		2. Light Fusion Engine		2. Double Heat Sink
	3. Light Fusion Engine		3. Light Fusion Engine		3. Double Heat Sink
	4. Gyro		4. Light Fusion Engine		4. Double Heat Sink
	5. Gyro		5. C3i		5. Active Probe (Beagle)
	6. Gyro		6. C3i		6. Active Probe (Beagle)
Left Torso		Right Torso		Left Leg	
1-3	1. Light Fusion Engine	1-3	1. Light Fusion Engine	4-6	1. Hip
	2. Light Fusion Engine		2. Light Fusion Engine		2. Upper Leg Actuator
	3. Double Heat Sink		3. Double Heat Sink		3. Lower Leg Actuator
	4. Double Heat Sink		4. Double Heat Sink		4. Foot Actuator
	5. Double Heat Sink		5. Double Heat Sink		5. Stealth
	6. Active Probe (Beagle)		6. ECM Suite (Guardian)		6. Stealth
4-6	1. Active Probe (Beagle)	4-6	1. ECM Suite (Guardian)	4-6	1. Hip
	2. Endo Steel		2. Endo Steel		2. Upper Leg Actuator
	3. Endo Steel		3. Endo Steel		3. Lower Leg Actuator
	4. Endo Steel		4. Endo Steel		4. Foot Actuator
	5. Stealth		5. Stealth		5. Stealth
	6. Stealth		6. Stealth		6. Stealth

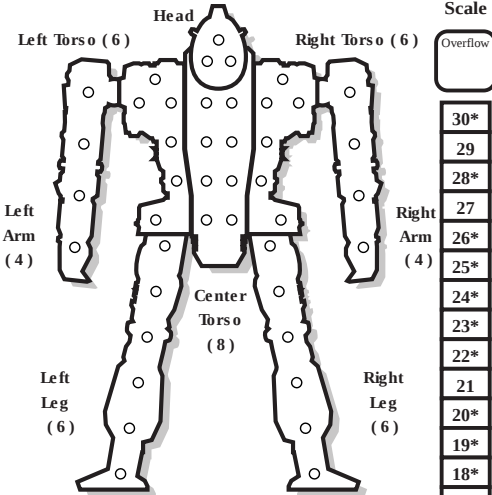
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



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*
25*
24*
23*
22*
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20*
19*
18*
17*
16
15*
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3
2
1
0