

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Supernova 2

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Engine Type: 270 Fusion

Tonnage: 90

Tech Base: Clan

Rules Level: Standard

Role: Juggernaut

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	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
2	ATM 9	LT	6	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	Targeting Computer	LT	—	[E]	—	—	—	—
2	ATM 9	RT	6	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9

Ammo: (ATM 9) 14, (ATM 9 ER) 14, (ATM 9 HE) 14

BV: 2,705

CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- ER Large Laser
- Ammo (ATM 9) 7
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso

- Jump Jet
- ATM 9
- ATM 9
- ATM 9
- ATM 9
- ATM 9
- ATM 9
- Targeting Computer
- Targeting Computer
- Endo Steel

1-3

4-6

Left Leg (CASE)

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (ATM 9 ER) 7
- Ammo (ATM 9 HE) 7

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Endo Steel

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- Ammo (ATM 9) 7
- Endo Steel

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- ATM 9
- ATM 9
- ATM 9
- ATM 9
- ATM 9
- Endo Steel

1-3

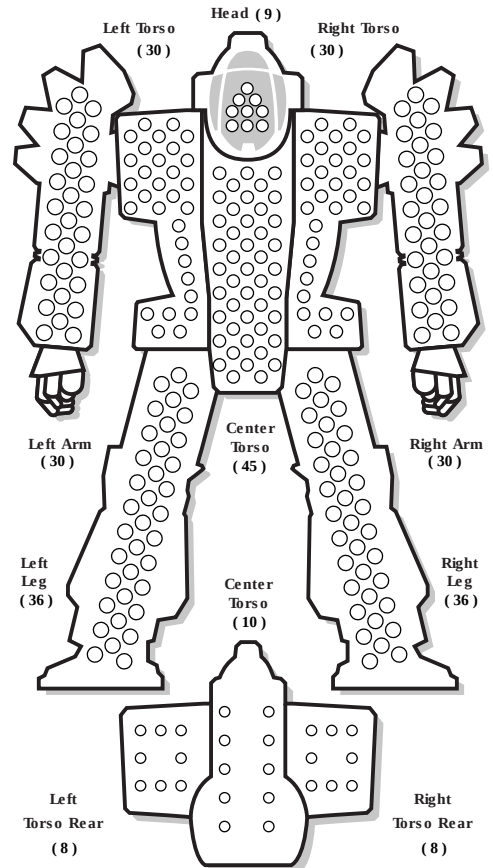
4-6

Right Leg (CASE)

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (ATM 9 ER) 7
- Ammo (ATM 9 HE) 7

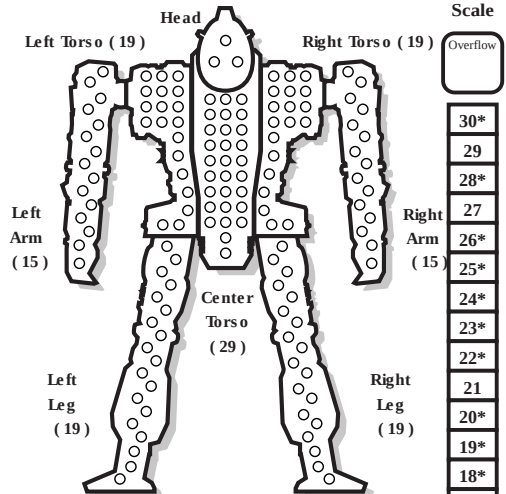
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 (32)
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*
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19*
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