

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Clint IIC 2
Movement Points:
Walking: 6
Running: 9
Jumping: 8
Engine Type: 240 XL
Tonnage: 40
Tech Base: Clan
Rules Level: Standard
Role: Striker

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
3	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12	
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12	
1	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12	
1	ECM Suite	HD	—	[E]	—	—	—	6	

BV: 1,890



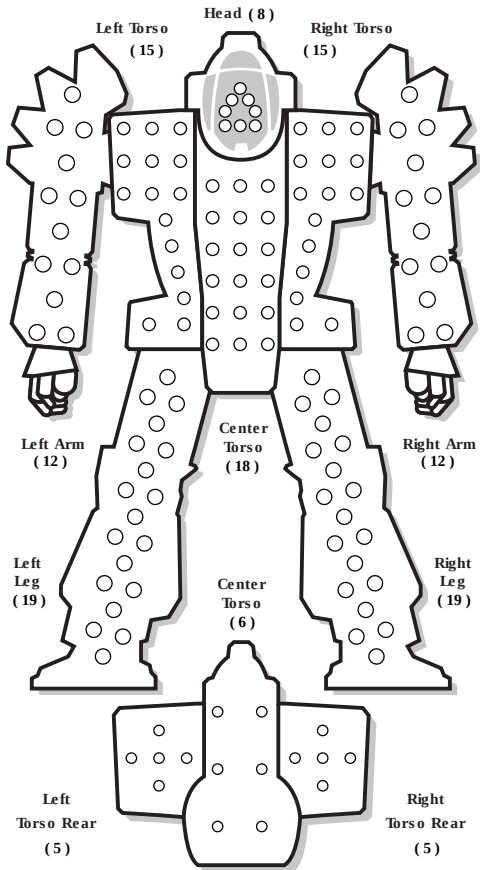
WARRIOR DATA

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

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

ARMOR DIAGRAM

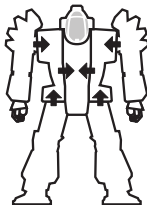
Ferro-Fibrous



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. Hand Actuator		4. ECM Suite		4. Double Heat Sink
	5. Ferro-Fibrous		5. Sensors		5. Double Heat Sink
	6. Ferro-Fibrous		6. Life Support		6. Medium Pulse Laser
Center Torso		Left Torso		Right Torso	
4-6	1. Ferro-Fibrous	1-3	1. XL Fusion Engine	4-6	1. Medium Pulse Laser
	2. Ferro-Fibrous		2. XL Fusion Engine		2. Medium Pulse Laser
	3. Ferro-Fibrous		3. XL Fusion Engine		3. Roll Again
	4. Ferro-Fibrous		4. Gyro		4. Roll Again
	5. Ferro-Fibrous		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
Left Leg		Right Leg		Engine Hits	
1-3	1. XL Fusion Engine	1-3	1. Gyro	4-6	1. Improved Jump Jet
	2. XL Fusion Engine		2. XL Fusion Engine		2. Improved Jump Jet
	3. Improved Jump Jet		3. XL Fusion Engine		3. Endo Steel
	4. Improved Jump Jet		4. XL Fusion Engine		4. Endo Steel
	5. Improved Jump Jet		5. Medium Pulse Laser		5. Endo Steel
	6. Improved Jump Jet		6. Endo Steel		6. Roll Again
Right Leg		Engine Hits		Gyro Hits	
4-6	1. Improved Jump Jet	4-6	1. Improved Jump Jet	4-6	1. Improved Jump Jet
	2. Improved Jump Jet		2. Improved Jump Jet		2. Improved Jump Jet
	3. Endo Steel		3. Endo Steel		3. Endo Steel
	4. Endo Steel		4. Endo Steel		4. Endo Steel
	5. Endo Steel		5. Endo Steel		5. Endo Steel
	6. Endo Steel		6. Roll Again		6. Roll Again

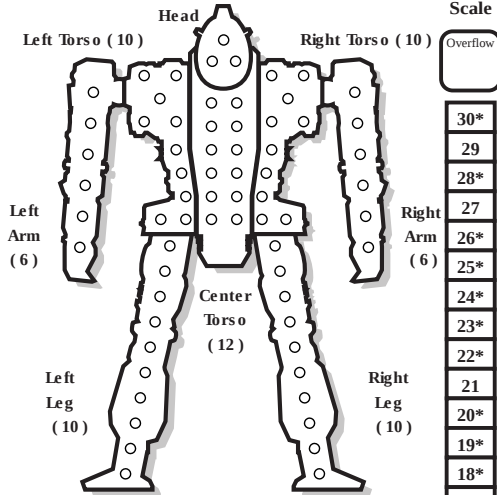
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



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*
25*
24*
23*
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20*
19*
18*
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