

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Matador 2

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 240 Fusion

Tonnage: 60

Tech Base: Clan

Rules Level: Standard

Role: Brawler

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
3	Heavy Medium Laser	LA	7	10 [DE]	—	3	6	9
3	AP Gauss Rifle	RA	1	3 [DB, AI, X]	—	3	6	9
1	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
1	Targeting Computer	HD	—	[E]	—	—	—	—

Ammo: (AP Gauss) 80, (ATM 9) 7, (ATM 9 ER) 7, (ATM 9 HE) 7

BV: 1,671



CRITICAL TABLE

Left Arm

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

1-3

- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Targeting Computer
- Sensors
- Life Support

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Double Heat Sink
- Double Heat Sink

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



Damage Transfer Diagram

Right Arm (CASE)

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

1-3

- AP Gauss Rifle
- AP Gauss Rifle
- AP Gauss Rifle
- Ammo (AP Gauss) 40
- Ammo (AP Gauss) 40
- Roll Again

4-6

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- ATM 9
- ATM 9
- ATM 9
- ATM 9

1-3

- Ammo (ATM 9) 7
- Ammo (ATM 9 ER) 7
- Ammo (ATM 9 HE) 7
- Roll Again
- Roll Again
- Roll Again

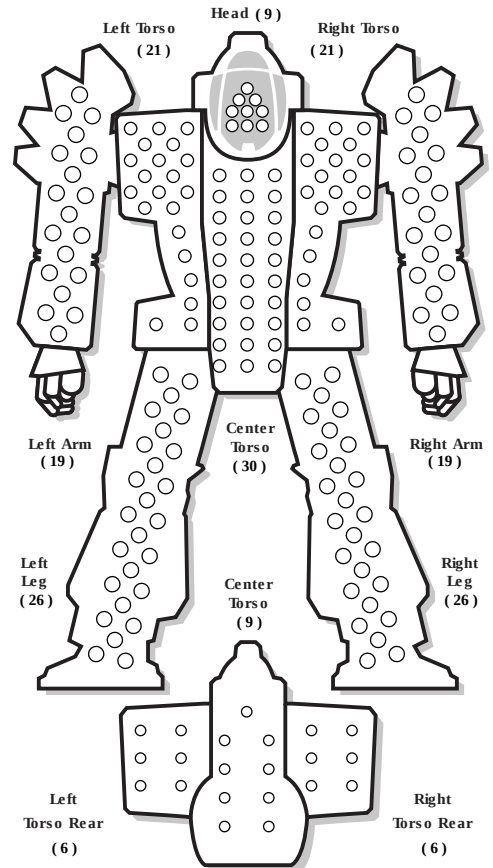
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

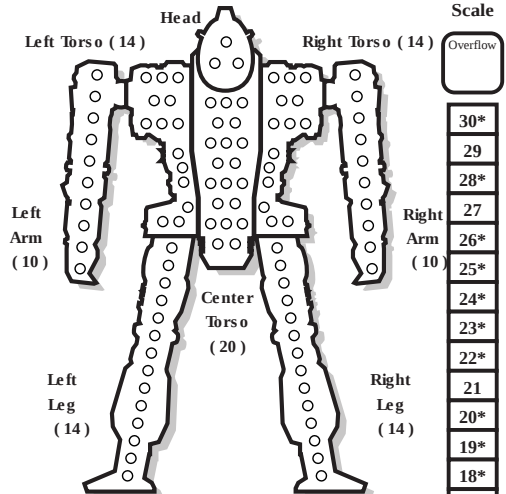
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 15 (30)
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*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0