

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Hellfire 3

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 0

Engine Type: 240 XL

Tonnage: 60

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

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
2	Plasma Cannon	LA	7	[DE,H,AI]	—	6	12	18
1	ER Flamer	LA	4	2 [DE,H,AI]	—	3	5	7
1	Flamer	LA	3	2 [DE,H,AI]	—	1	2	3
2	Plasma Cannon	RA	7	[DE,H,AI]	—	6	12	18
1	ER Flamer	RA	4	2 [DE,H,AI]	—	3	5	7
1	Flamer	RA	3	2 [DE,H,AI]	—	1	2	3
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: (Plasma Cannon) 40, (SRM 6) 45

BV: 2,099



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Plasma Cannon
- Plasma Cannon

1-3

- ER Flamer
- Flamer

4-6

- Ammo (Plasma Cannon) 10
- Ammo (Plasma Cannon) 10
- Ferro-Fibrous
- Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- SRM 6
- Ammo (SRM 6) 15
- Ferro-Fibrous
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

Head (CASE)

- Life Support
- Sensors
- Cockpit
- Ammo (SRM 6) 15
- Sensors
- Life Support

1-3

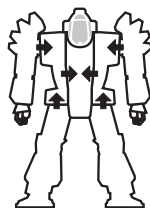
Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- MASC
- MASC

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Plasma Cannon
- Plasma Cannon

1-3

- ER Flamer
- Flamer

4-6

- Ammo (Plasma Cannon) 10
- Ammo (Plasma Cannon) 10
- Ferro-Fibrous
- Ferro-Fibrous

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- SRM 6
- Ammo (SRM 6) 15
- Ferro-Fibrous
- Roll Again

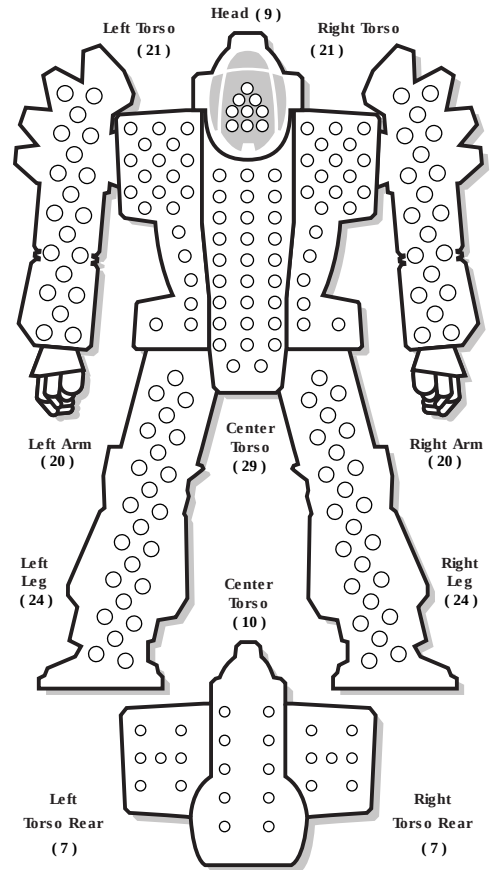
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

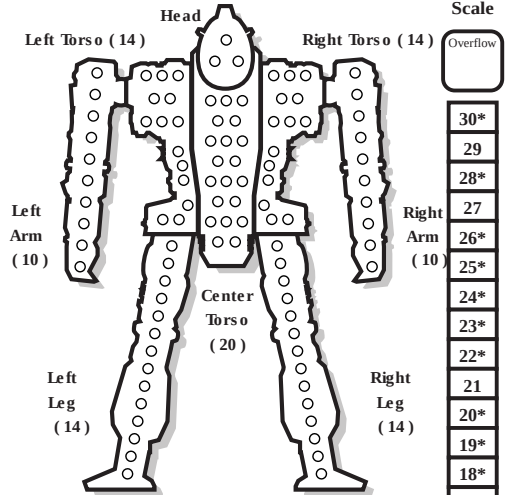
ARMOR DIAGRAM

Ferro-Fibrous



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*
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16
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1
0