

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Razorback RZK-10S

Movement Points: **Tonnage:** 30
Walking: 6 **Tech Base:** Inner Sphere
Running: 9 **Rules Level:** Standard
Jumping: 0 **Role:** Striker
Engine Type: 180 Light

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 5	LA	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Snub-Nose PPC	RA	10	10/8/5 [DE,V]	—	9	13	15
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	Active Probe (Beagle)	HD	—	[E]	—	—	—	4

Ammo: (MML 5/LRM) 24, (MML 5/SRM) 20

BV: 821

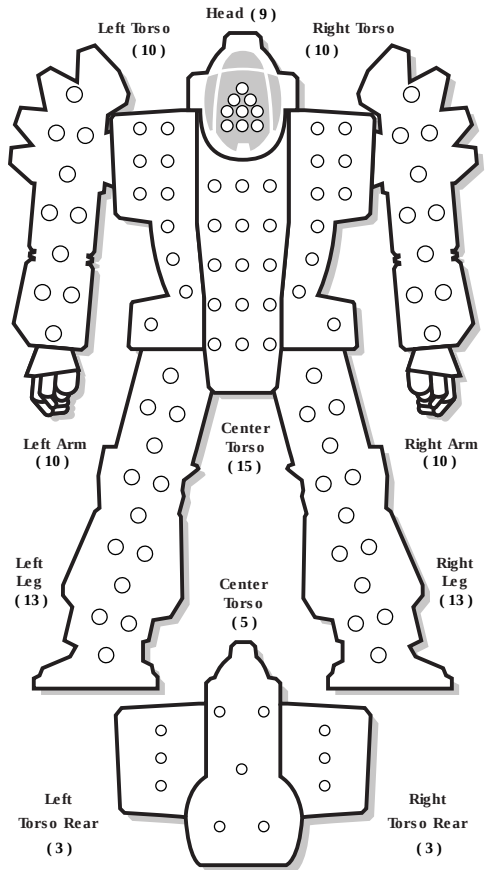
WARRIOR DATA

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

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

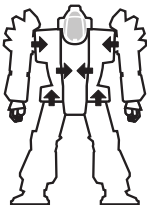
ARMOR DIAGRAM

Light Ferro-Fibrous



CRITICAL TABLE

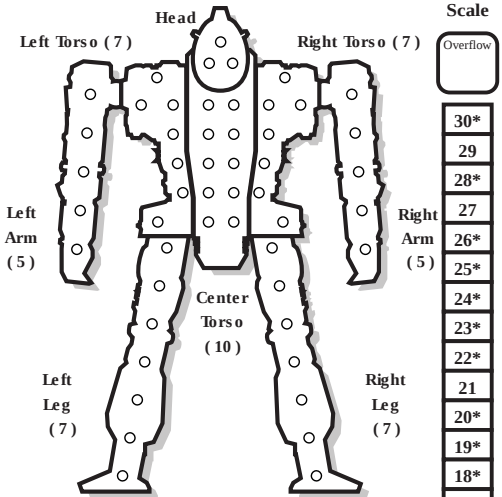
Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. MML 5	3. Small Cockpit	3. Snub-Nose PPC
4. MML 5	4. Sensors	4. Snub-Nose PPC
5. MML 5	5. Active Probe (Beagle)	5. Light Ferro-Fibrous
6. Endo Steel	6. Active Probe (Beagle)	6. Light Ferro-Fibrous
Center Torso	Left Torso (CASE)	Right Torso
1. Light Fusion Engine	1. Light Fusion Engine	1. Light Fusion Engine
2. Light Fusion Engine	2. Light Fusion Engine	2. Light Fusion Engine
3. Light Fusion Engine	3. Double Heat Sink	3. Double Heat Sink
4. XL Gyro	4. Double Heat Sink	4. Double Heat Sink
5. XL Gyro	5. Double Heat Sink	5. Double Heat Sink
6. XL Gyro	6. ER Small Laser	6. Double Heat Sink
Left Leg	Right Leg	Engine Hits
1. Hip	1. Hip	3
2. Upper Leg Actuator	2. Upper Leg Actuator	3
3. Lower Leg Actuator	3. Lower Leg Actuator	3
4. Foot Actuator	4. Foot Actuator	3
5. Endo Steel	5. Endo Steel	3
6. Endo Steel	6. Endo Steel	3



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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0