

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Razorback RZK-10T

Movement Points: **Tonnage:** 30
Walking: 7 **Tech Base:** Inner Sphere
Running: 11 **Rules Level:** Standard
Jumping: 0 **Role:** Striker
Engine Type: 210 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
2	ER Small Laser	LT	2	3 [DE]	—	2	4	5
2	ER Small Laser	RT	2	3 [DE]	—	2	4	5

(hexes)

WARRIOR DATA

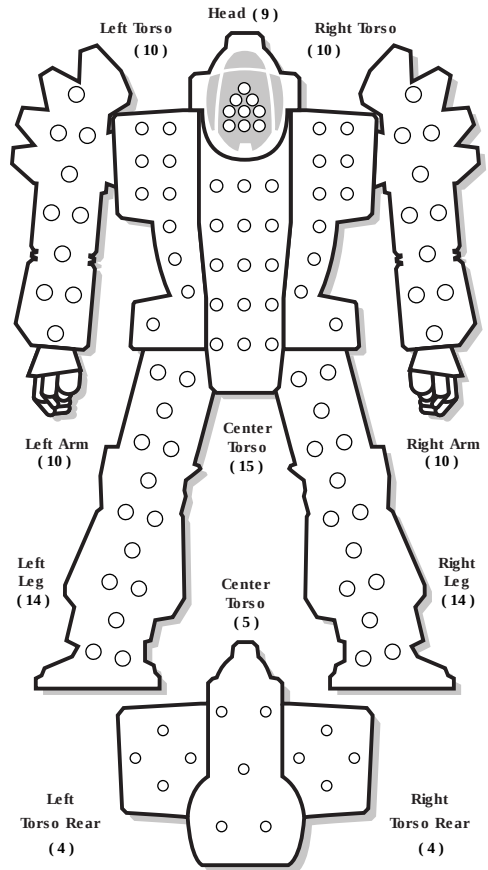
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

ARMOR DIAGRAM

Ferro-Fibrous

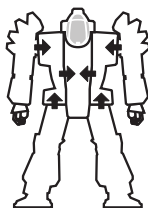


BV: 1,172



CRITICAL TABLE

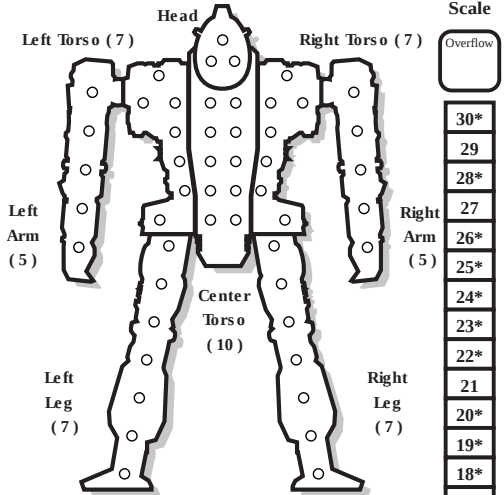
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Endo Steel		3. Cockpit		3. Heavy PPC
	4. Endo Steel		4. Ferro-Fibrous		4. Heavy PPC
	5. Endo Steel		5. Sensors		5. Heavy PPC
	6. Endo Steel		6. Life Support		6. Heavy PPC
Left Torso		Center Torso		Right Torso	
1-3	1. Endo Steel	1-3	1. XL Fusion Engine	1-3	1. Endo Steel
	2. Ferro-Fibrous		2. XL Fusion Engine		2. Endo Steel
	3. Ferro-Fibrous		3. XL Fusion Engine		3. Endo Steel
	4. Roll Again		4. Gyro		4. Endo Steel
	5. Roll Again		5. Gyro		5. Ferro-Fibrous
	6. Roll Again		6. Gyro		6. Ferro-Fibrous
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	1. Hip	Gyro Hits ○○○○	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits ○○○○	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support ○	
	4. Foot Actuator		4. Foot Actuator		
	5. Ferro-Fibrous		5. Ferro-Fibrous		
	6. Ferro-Fibrous		6. Ferro-Fibrous		



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*
22*
21
20*
19*
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