

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Raptor II RPT-2X
Movement Points: **Tonnage:** 40
Walking: 7 **Tech Base:** Inner Sphere
Running: 11 [14] **Rules Level:** Experimental
Jumping: 0 **Role:** Scout
Engine Type: 280 XL

Weapons & Equipment Inventory		(hexes)						
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Void Signature System	*	10	[E]	—	—	—	—
1	BattleMech Taser	RA	6	1 [DB,S,X]	—	1	2	4
1	Medium VSP Laser	LT	7	9/7/5 [P,V]	—	2	5	9
1	Medium VSP Laser	RT	7	9/7/5 [P,V]	—	2	5	9
1	ECM Suite (Guardian)	HD	—	[E]	—	—	—	6

Ammo: (Taser) 10

BV: 896



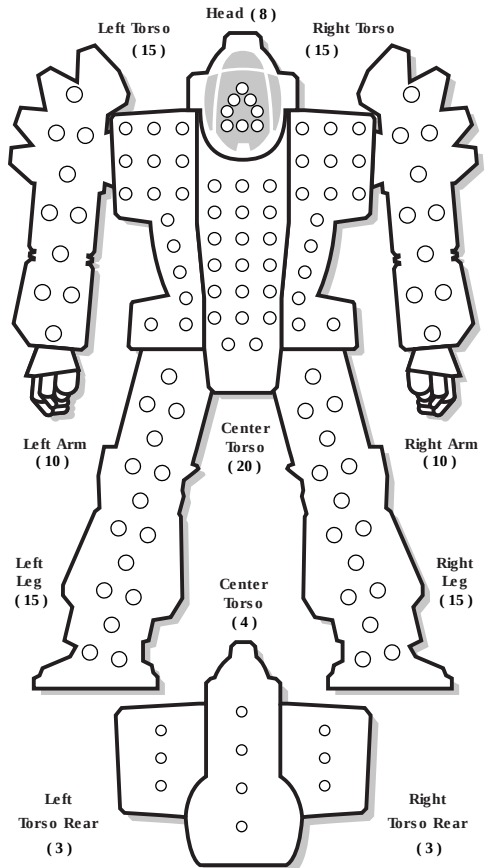
WARRIOR DATA

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

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

ARMOR DIAGRAM

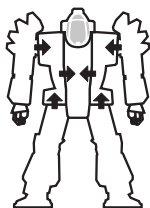
Light Ferro-Fibrous



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Void Signature System
 - Endo Steel
 - Endo Steel
 - Light Ferro-Fibrous
- 1-3**
- 4-6**
- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Medium VSP Laser
 - Medium VSP Laser
 - MASC
- 1-3**
- 4-6**
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Void Signature System
 - Endo Steel

- Head**
- Life Support
 - Sensors
 - Small Cockpit
 - Sensors
 - ECM Suite (Guardian)
 - ECM Suite (Guardian)
- 1-3**
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- 4-6**
- Engine Hits** ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○

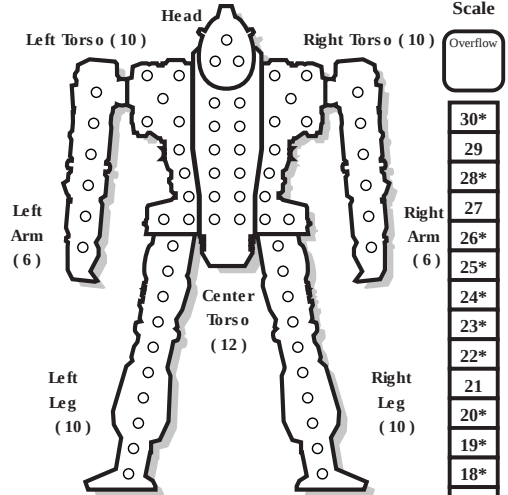


Damage Transfer Diagram

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - BattleMech Taser
 - BattleMech Taser
 - BattleMech Taser
 - Ammo (Taser) 5
- 1-3**
- 4-6**
- Right Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Medium VSP Laser
 - Medium VSP Laser
 - Void Signature System
- 1-3**
- 4-6**
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Void Signature System
 - Endo Steel

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects
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

Double Heat Sinks:
10 (20)



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