

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Griffin IIC 6

Movement Points:

Walking: 5

Running: 8

Jumping: 8

Engine Type: 200 Fusion

Tonnage: 40

Tech Base: Clan

Rules Level: Standard

Role: Striker

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
1	Heavy Large Laser	LT	18	16 [DE]	—	5	10	15
1	ATM 3	LT	2	[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	LT	—	[E]	—	—	—	—
1	ATM 3	RT	2	[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

Ammo: (ATM 3) 20, (ATM 3 ER) 20, (ATM 3 HE) 20

BV: 1,405



CRITICAL TABLE

Left Arm

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

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

1-3

- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- ATM 3
- ATM 3
- Targeting Computer

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- 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 ○

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

1-3

- ATM 3
- ATM 3
- Ammo (ATM 3) 20
- Ammo (ATM 3 ER) 20
- Ammo (ATM 3 HE) 20
- Endo Steel

4-6

Right Leg

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

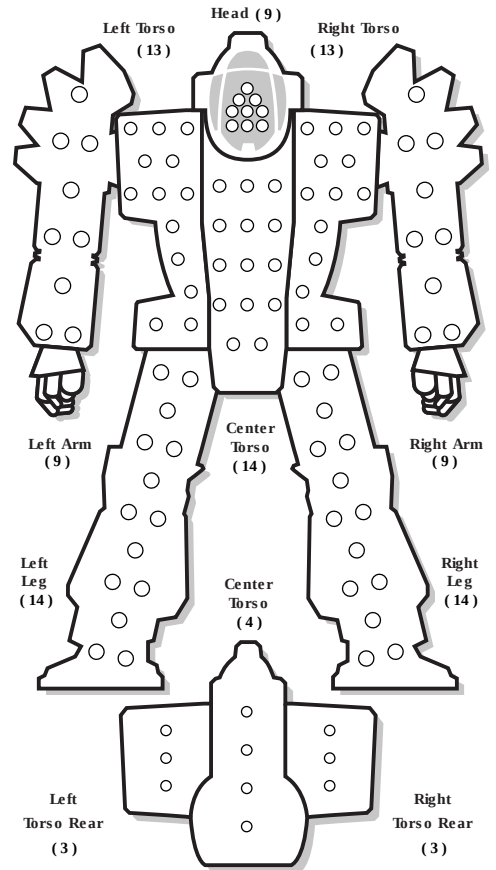


Damage Transfer Diagram



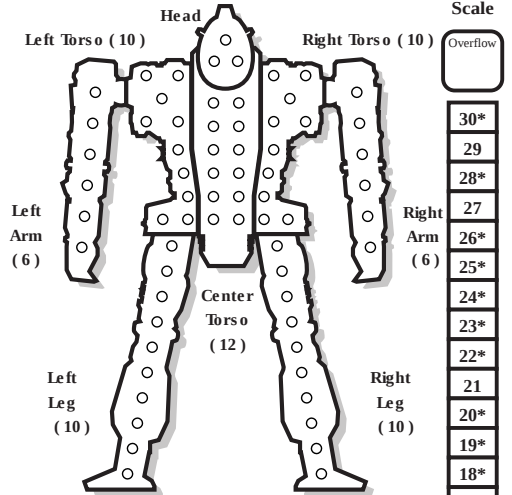
ARMOR DIAGRAM

Ferro-Fibrous



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*
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20*
19*
18*
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16
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