

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Rifleman IIC 8

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Engine Type: 325 XL

Tonnage: 65

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
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
2	AP Gauss Rifle	LA	1	3 [DB, AI, X]	—	3	6	9
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
2	AP Gauss Rifle	RA	1	3 [DB, AI, X]	—	3	6	9
1	Streak SRM 6	LT	4	2/Msl [M, C]	—	4	8	12
1	Streak SRM 6	RT	4	2/Msl [M, C]	—	4	8	12
1	ECM Suite	HD	—	[E]	—	—	—	6

Ammo: (AP Gauss) 80, (Streak SRM 6) 30

BV: 2,497



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- AP Gauss Rifle
- AP Gauss Rifle
- Ammo (AP Gauss) 40

1-3

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

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Streak SRM 6
- Streak SRM 6

1-3

- Ammo (Streak SRM 6) 15
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- ECM Suite
- 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
- Jump Jet
- Roll Again

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- AP Gauss Rifle

1-3

- AP Gauss Rifle
- Ammo (AP Gauss) 40
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Streak SRM 6
- Streak SRM 6

1-3

- Ammo (Streak SRM 6) 15
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

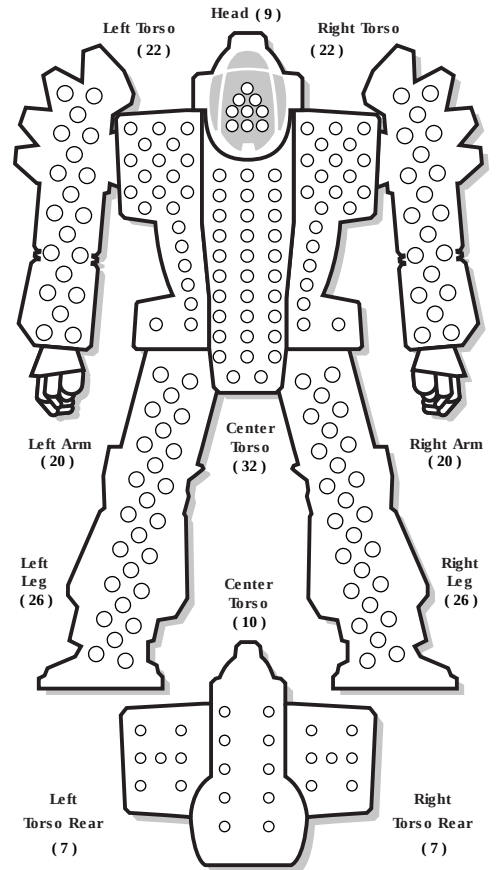
4-6

Right Leg

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

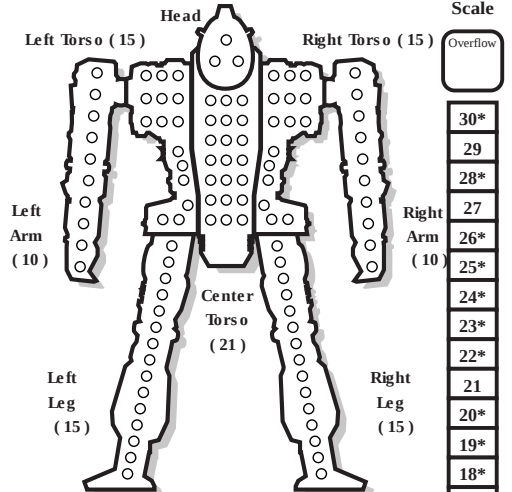
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 (32)
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	○○○