

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Rifleman RFL-9T

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 240 Fusion

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

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	Light PPC	LA	5	5 [DE]	3	6	12	18
1	Light AC/5	LA	1	5 [DB,S]	—	5	10	15
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Light AC/5	RA	1	5 [DB,S]	—	5	10	15
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	ECM Suite	CT	—	[E]	—	—	—	6
(Guardian)								

Ammo: (LAC/5) 40

BV: 1,503



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Light PPC
- Light PPC
- Light AC/5
- Light AC/5

1-3

- Stealth
- Stealth
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- Ammo (LAC/5) 20
- Ammo (LAC/5) 20

1-3

- CASE
- Stealth
- Stealth
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- ECM Suite (Guardian)
- ECM Suite (Guardian)

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Light PPC
- Light PPC
- Light AC/5
- Light AC/5

1-3

- Stealth
- Stealth
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- ER Medium Laser
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer

1-3

- Stealth
- Stealth
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

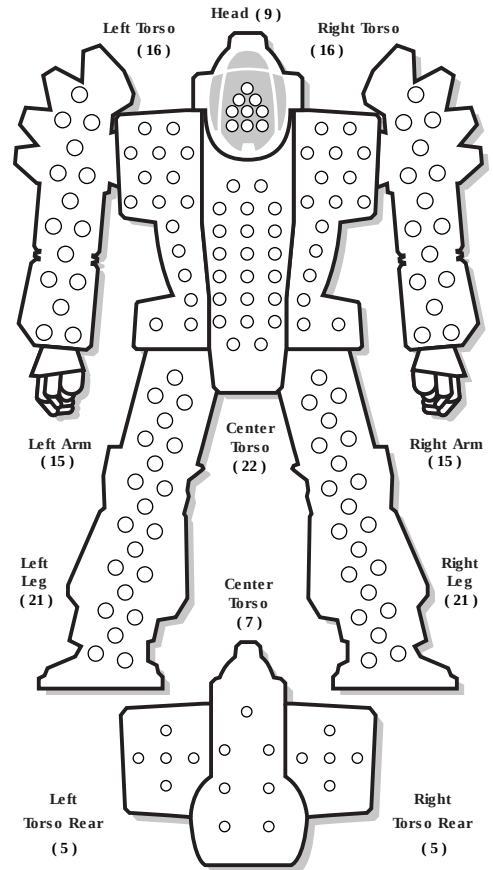


Damage Transfer Diagram



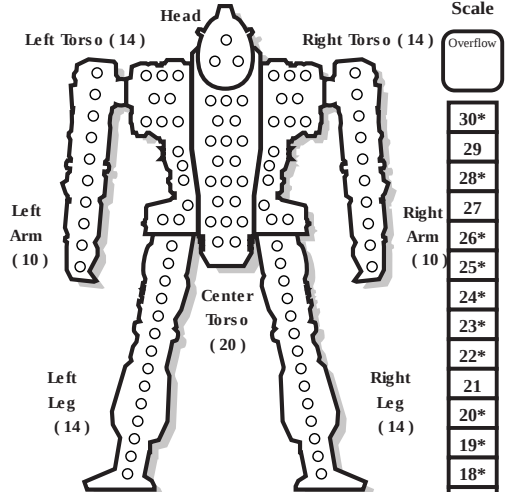
ARMOR DIAGRAM

Stealth



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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