

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Shrike

Movement Points:

Walking: 4

Running: 6

Jumping: 5

Engine Type: 380 XL

Tonnage: 95

Tech Base: Clan

Rules Level: Advanced

Role: Sniper

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
2	Ultra AC/5	LA	1	5/Sht	—	7	14	21
				[DB,R/C]				
1	Targeting Computer	RA	—	[E]	—	—	—	—
1	Partial Wing	RT/LT	—	[E]	—	—	—	—
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	LRM 10	CT	4	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 10) 12, (Ultra AC/5) 40

BV: 2,911



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5

1-3

- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ammo (Ultra AC/5) 20
- Ammo (Ultra AC/5) 20
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Partial Wing
- Partial Wing
- Partial Wing
- Jump Jet

1-3

- Jump Jet
- ER Large Laser
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- 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
- LRM 10
- Ferro-Fibrous

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Targeting Computer
- Targeting Computer

1-3

- Targeting Computer
- Targeting Computer
- Targeting Computer
- Endo Steel
- Ferro-Fibrous
- Roll Again

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Partial Wing
- Partial Wing
- Partial Wing
- Jump Jet

1-3

- Jump Jet
- ER Large Laser
- Ammo (LRM 10) 12
- Endo Steel
- Ferro-Fibrous
- Roll Again

4-6

Right Leg

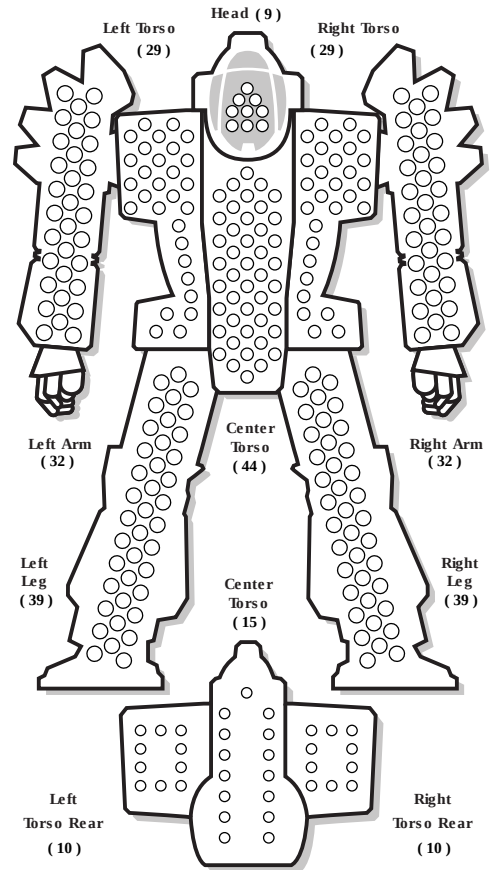
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous



Damage Transfer Diagram

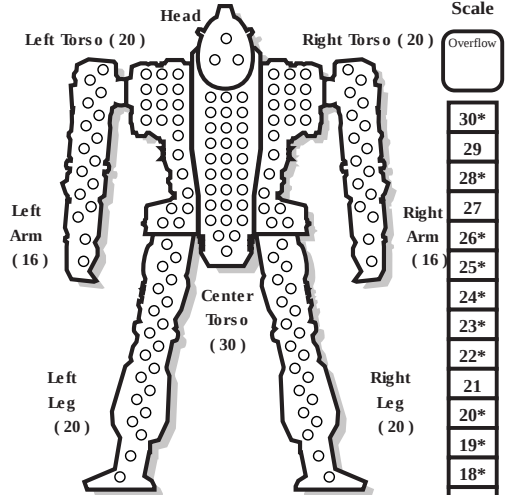
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Laser Heat Sinks:
		12 (27) (Partial Wing +3)
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*
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