

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Fox CS-1

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Engine Type: 300 XL

Tonnage: 50

Tech Base: Mixed

Rules Level: Experimental

Role: Missile Boat

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	Streak SRM 2	LL	2	2/Msl [M,C]	—	3	6	9
1	Streak SRM 2	RL	2	2/Msl [M,C]	—	3	6	9
1	Improved LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
2	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
1	Improved LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
2	Machine Gun	RA	—	2 [DB,AI]	—	1	2	3
1	Medium Laser	CT	3	5 [DE]	—	3	6	9

Ammo: (Machine Gun) 200, (Streak SRM 2) 50, (iLRM 15) 32

BV: 1,574



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Improved LRM 15 [Clan]
- Improved LRM 15 [Clan]
- Medium Laser

1-3

- Machine Gun
- Machine Gun
- Endo Steel [Clan]
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Ammo (iLRM 15) 8
- Ammo (iLRM 15) 8
- Ammo (Machine Gun) 100
- CASE

1-3

- Endo Steel [Clan]
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Streak SRM 2
- Endo Steel [Clan]

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel [Clan]
- 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
- Medium Laser
- Ammo (Streak SRM 2) 50

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Improved LRM 15 [Clan]
- Improved LRM 15 [Clan]
- Medium Laser

1-3

- Machine Gun
- Machine Gun
- Endo Steel [Clan]
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Ammo (iLRM 15) 8
- Ammo (iLRM 15) 8
- Ammo (Machine Gun) 100
- CASE

1-3

- Endo Steel [Clan]
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

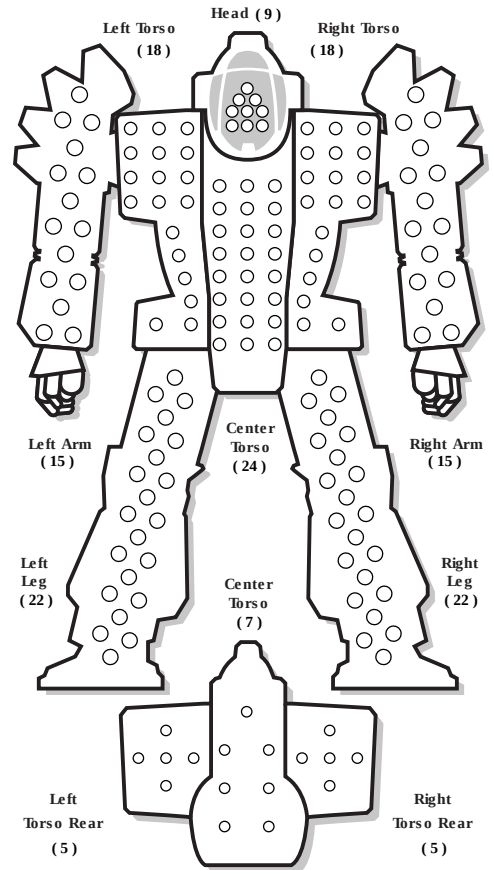
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Streak SRM 2
- Endo Steel [Clan]



Damage Transfer Diagram

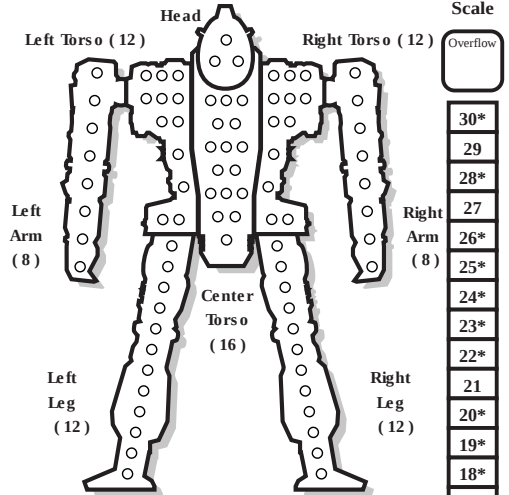
ARMOR DIAGRAM

Standard Armor



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*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0