

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Thunderbolt IIC 2

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 280 Fusion

Tonnage: 70

Tech Base: Mixed

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	Small Pulse Laser (C)	LA	2	3 [P, AI]	—	2	4	6
1	ER Large Pulse Laser	RA	13	10 [P]	—	7	15	23
3	Medium Pulse Laser (C)	LT	4	7 [P]	—	4	8	12
1	Imp. Heavy Large Laser	RT	18	16 [DE, X]	—	5	10	15
1	ECM Suite	HD	—	[E]	—	—	—	6

BV: 2,174



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]

1-3

- Small Pulse Laser [Clan]
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Double Heat Sink [Clan]
- Double Heat Sink [Clan]
- Jump Jet
- Jump Jet
- Medium Pulse Laser [Clan]
- Medium Pulse Laser [Clan]

1-3

- Medium Pulse Laser [Clan]
- Ferro-Fibrous [Clan]
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous [Clan]
- Ferro-Fibrous [Clan]

Head

- Life Support
- Sensors
- Cockpit
- ECM Suite [Clan]
- Sensors
- Life Support

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heavy Duty Gyro
- Heavy Duty Gyro
- Heavy Duty Gyro

4-6

- Heavy Duty Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Pulse Laser [Clan]
- ER Large Pulse Laser [Clan]

1-3

- ER Large Pulse Laser [Clan]
- Ferro-Fibrous [Clan]
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Double Heat Sink [Clan]
- Double Heat Sink [Clan]
- Jump Jet
- Jump Jet
- Imp. Heavy Large Laser [Clan]
- Imp. Heavy Large Laser [Clan]

1-3

- Imp. Heavy Large Laser [Clan]
- Ferro-Fibrous [Clan]
- Roll Again
- Roll Again
- Roll Again
- Roll Again

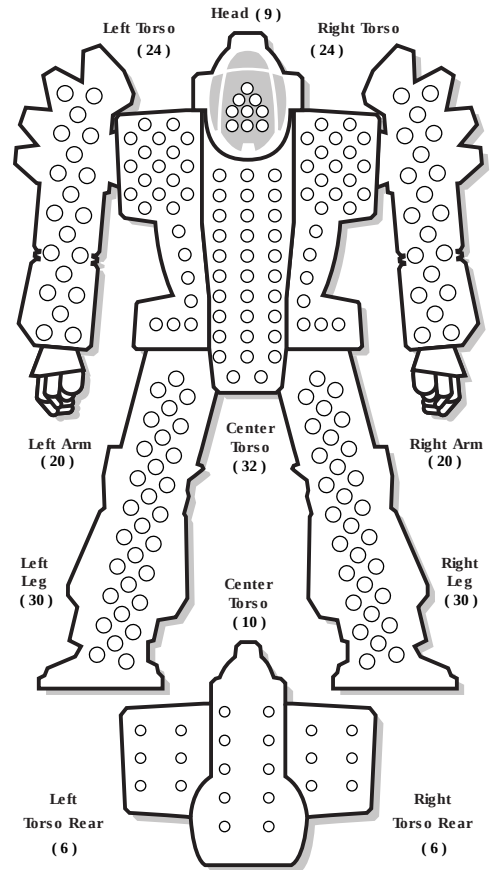
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous [Clan]
- Ferro-Fibrous [Clan]

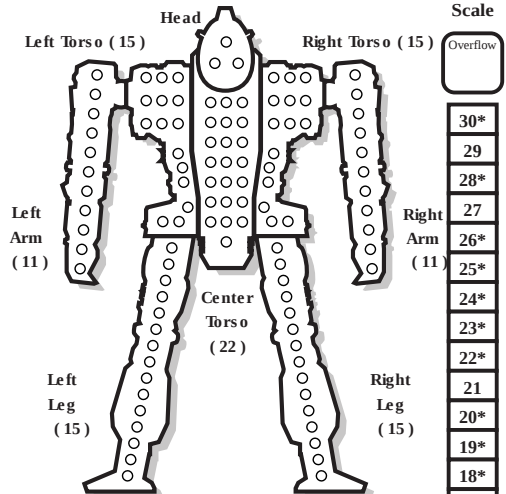
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 15 (30)
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	○○○