

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Crucible 3

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Engine Type: 300 XL

Tonnage: 100

Tech Base: Clan

Rules Level: Standard

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
1	HAG/20	LA	4	20 [C,F,X]	2	8	16	24
1	HAG/20	RA	4	20 [C,F,X]	2	8	16	24
1	HAG/20	LT	4	20 [C,F,X]	2	8	16	24
1	Large Pulse Laser	LT	10	10 [P]	—	6	14	20
1	HAG/20	RT	4	20 [C,F,X]	2	8	16	24
1	Large Pulse Laser	RT	10	10 [P]	—	6	14	20

Ammo: (HAG/20) 24

BV: 3,230



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- HAG/20
- HAG/20
- HAG/20
- HAG/20

1-3

- HAG/20
- HAG/20
- Ammo (HAG/20) 6
- Ammo (HAG/20) 6
- Endo Steel
- Roll Again

4-6

Left Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- HAG/20
- HAG/20
- HAG/20

1-3

- HAG/20
- HAG/20
- HAG/20
- Large Pulse Laser
- Large Pulse Laser
- CASE II

4-6

Left Leg

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

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
- Jump Jet
- Roll Again

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- HAG/20
- HAG/20
- HAG/20
- HAG/20

1-3

- HAG/20
- HAG/20
- Ammo (HAG/20) 6
- Ammo (HAG/20) 6
- Endo Steel
- Roll Again

4-6

Right Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- HAG/20
- HAG/20
- HAG/20

1-3

- HAG/20
- HAG/20
- HAG/20
- Large Pulse Laser
- Large Pulse Laser
- CASE II

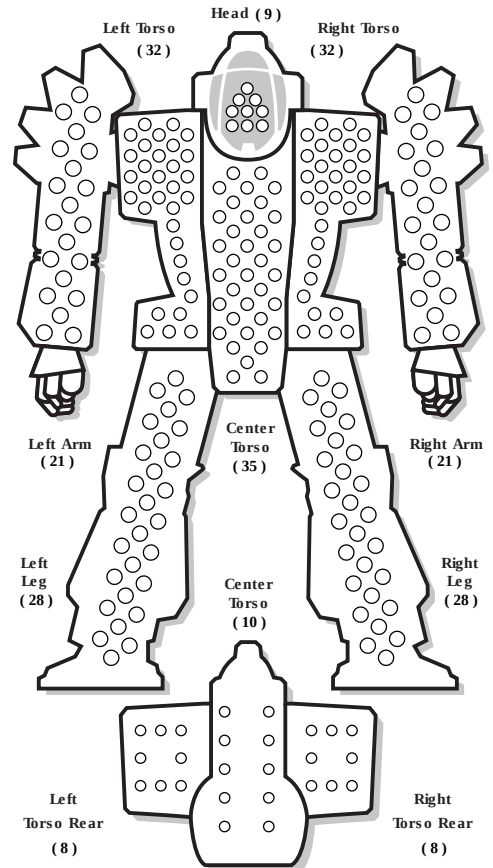
4-6

Right Leg

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

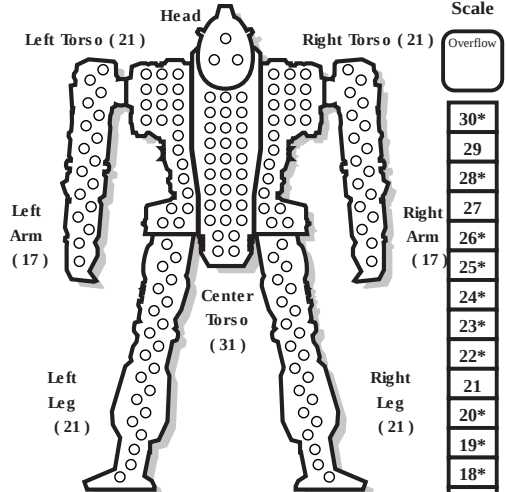
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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	○○○