BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Rawhide RWD-R1

Movement Points:		**Tonnage:**	55
Walking:	5	**Tech Base:**	Inner Sphere
Running:	8	**Rules Level:**	Advanced
Jumping:	5	**Role:**	Skirmisher
Engine Type:	275 XL		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Medium X-Pulse Laser	RA	6	6 [P]	—	3	6	9
1	AES	RA	—	[E]	—	—	—	—
1	MML 9	LT	5	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9

Ammo: (MML 9/LRM) 13, (MML 9/SRM) 11

BV: 1,939

WARRIOR DATA

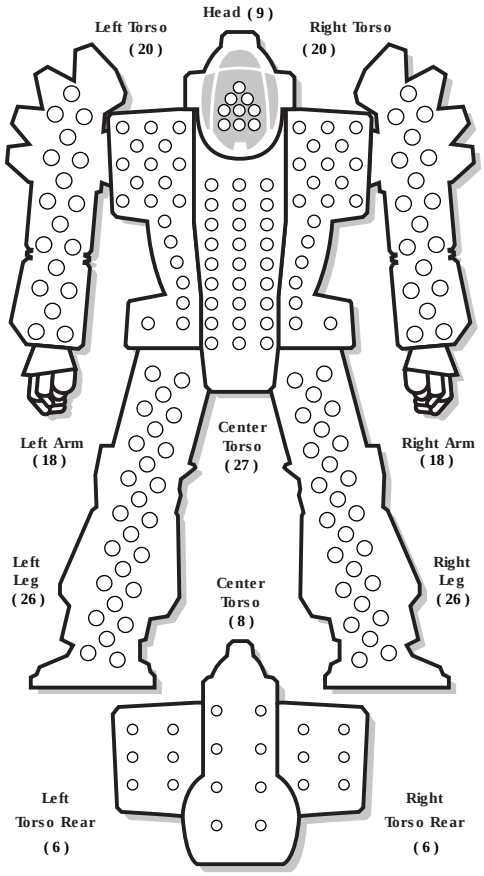
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

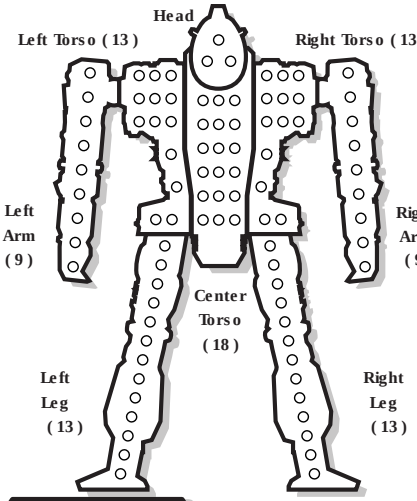
ARMOR DIAGRAM

Reflective



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

CRITICAL TABLE

Left Arm

1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **Lower Arm Actuator**
4. **Hand Actuator**
5. Reflective
6. Reflective

4-6
1. Reflective
2. Reflective
3. Reflective
4. Reflective
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. **XL Fusion Engine**
2. **XL Fusion Engine**
3. **XL Fusion Engine**
4. **Jump Jet**
5. **MML 9**
6. **MML 9**

4-6
1. **MML 9**
2. **MML 9**
3. **MML 9**
4. **Ammo (MML 9/LRM) 13**
5. **Ammo (MML 9/SRM) 11**
6. CASE

Left Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. **Jump Jet**
6. Reflective

Head

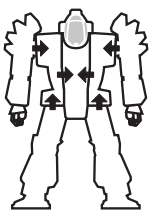
1. **Life Support**
2. **Sensors**
3. **Cockpit**
4. Roll Again
5. **Sensors**
6. **Life Support**

Center Torso

1-3
1. **XL Fusion Engine**
2. **XL Fusion Engine**
3. **XL Fusion Engine**
4. **Gyro**
5. **Gyro**
6. **Gyro**

4-6
1. **Gyro**
2. **XL Fusion Engine**
3. **XL Fusion Engine**
4. **XL Fusion Engine**
5. **Jump Jet**
6. Reflective

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



Damage Transfer Diagram

Right Arm

1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **Lower Arm Actuator**
4. **ER PPC**
5. **ER PPC**
6. **ER PPC**

4-6
1. **Medium X-Pulse Laser**
2. **AES**
3. **AES**
4. Reflective
5. Roll Again
6. Roll Again

Right Torso

1-3
1. **XL Fusion Engine**
2. **XL Fusion Engine**
3. **XL Fusion Engine**
4. **Double Heat Sink**
5. **Double Heat Sink**
6. **Double Heat Sink**

4-6
1. **Jump Jet**
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. **Jump Jet**
6. Reflective

HEAT DATA

Double Heat Sinks: 12 (24)

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	

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