

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Behemoth (Stone Rhino) 7

Movement Points: **Tonnage:** 100
Walking: 3 **Tech Base:** Clan
Running: 5 **Rules Level:** Standard
Jumping: 3 **Role:** Sniper
Engine Type: 300 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	ER Large Laser	CT	12	10 [DE]	—	8	15	25
1	Small Pulse Laser	HD	2	3 [P, AI]	—	2	4	6

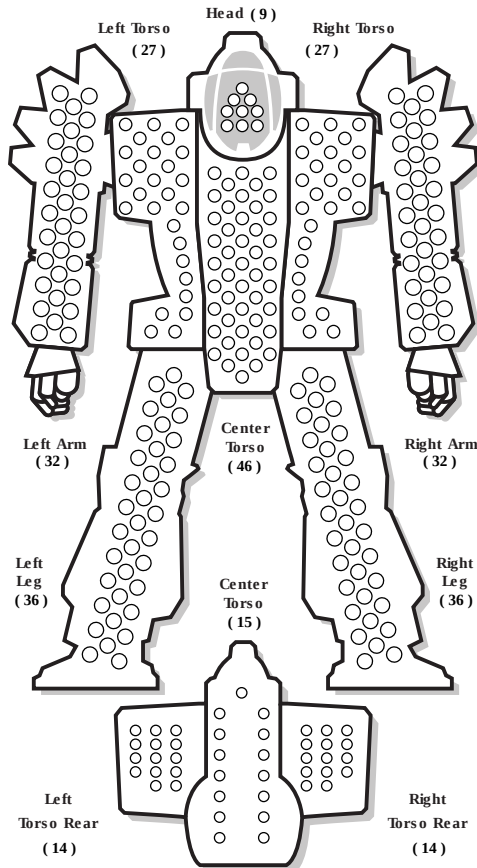
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

ARMOR DIAGRAM

Standard Armor



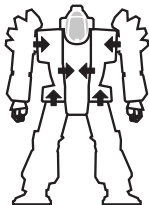
BV: 2,916



CRITICAL TABLE

Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Double Heat Sink		4. Small Pulse Laser		4. Double Heat Sink
	5. Double Heat Sink		5. Sensors		5. Double Heat Sink
	6. Double Heat Sink		6. Life Support		6. Double Heat Sink
Center Torso		Left Torso		Right Torso	
4-6	1. Double Heat Sink	1-3	1. Fusion Engine	4-6	1. Double Heat Sink
	2. Large Pulse Laser		2. Fusion Engine		2. Large Pulse Laser
	3. Large Pulse Laser		3. Fusion Engine		3. Large Pulse Laser
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
Left Torso		Right Torso		Left Leg	
1-3	1. Double Heat Sink	1-3	1. Gyro	4-6	1. Hip
	2. Double Heat Sink		2. Fusion Engine		2. Upper Leg Actuator
	3. Double Heat Sink		3. Fusion Engine		3. Lower Leg Actuator
	4. Double Heat Sink		4. Fusion Engine		4. Foot Actuator
	5. Double Heat Sink		5. Jump Jet		5. Jump Jet
	6. Double Heat Sink		6. ER Large Laser		6. Roll Again
Left Leg		Right Leg		Engine Hits	
4-6	1. Double Heat Sink	4-6	1. Double Heat Sink	Gyro Hits	
	2. Double Heat Sink		2. Double Heat Sink	Sensor Hits	
	3. Double Heat Sink		3. Double Heat Sink	Life Support	
	4. Double Heat Sink		4. Double Heat Sink		
	5. ER Large Laser		5. ER Large Laser		
	6. Roll Again		6. Roll Again		

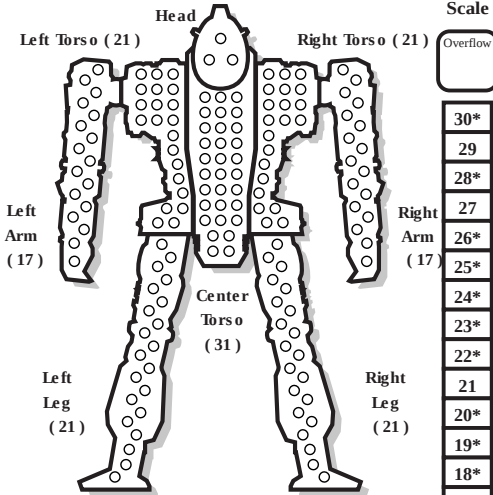
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 26 (52)
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