

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Nexus NXS1-C

Movement Points:

Walking: 7

Running: 11

Jumping: 4

Engine Type: 175 Light

Tonnage: 25

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Striker

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	Medium	LA	6	6 [P]	—	3	6	9
Re-engineered Laser								
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Small X-Pulse Laser	LA	3	3 [P, AI]	—	2	4	5
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Small X-Pulse Laser	RA	3	3 [P, AI]	—	2	4	5
1	Anti-Missile System	LT	1	[PB]	—	1	—	—

Ammo: (AMS) 12

BV: 804



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Re-engineered Laser
- Medium Re-engineered Laser
- Medium Laser

1-3

- Small X-Pulse Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous

4-6

Left Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet

1-3

- Jump Jet
- Anti-Missile System
- Ammo (AMS) 12
- CASE
- Endo Steel
- Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Light Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro

4-6

- XL Gyro
- XL Gyro
- XL Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Small X-Pulse Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Endo Steel
- Endo Steel

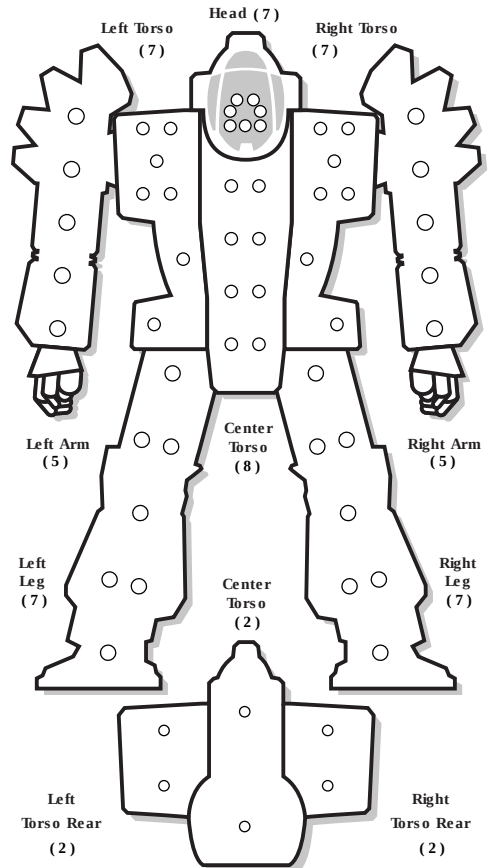
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Light Ferro-Fibrous

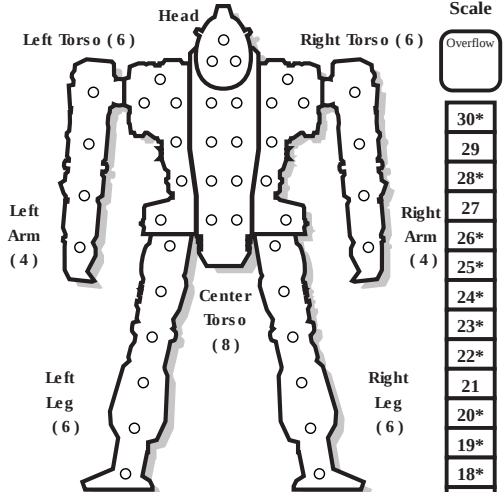
ARMOR DIAGRAM

Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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: 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	○