

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Rifleman IIC 10

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 4

Engine Type: 260 XL

Tonnage: 65

Tech Base: Clan

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
2	ProtoMech AC/8	LA	2	8 [DB,S]	—	3	7	10
2	ProtoMech AC/8	RA	2	8 [DB,S]	—	3	7	10
1	Active Probe	CT	—	[E]	—	—	—	5
1	ER Small Laser	HD	2	5 [DE]	—	2	4	6

Ammo: (Proto AC/8) 80

BV: 1,587



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ProtoMech AC/8
- ProtoMech AC/8
- ProtoMech AC/8
- ProtoMech AC/8

1-3

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

1-3

Right Arm

- Shoulder
- Upper Arm Actuator
- ProtoMech AC/8
- ProtoMech AC/8
- ProtoMech AC/8
- ProtoMech AC/8

1-3

Center Torso

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

1-3

4-6

Left Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Ammo (Proto AC/8) 10
- Ammo (Proto AC/8) 10

1-3

4-6

Right Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Ammo (Proto AC/8) 10
- Ammo (Proto AC/8) 10

1-3

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

4-6

Left Leg

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



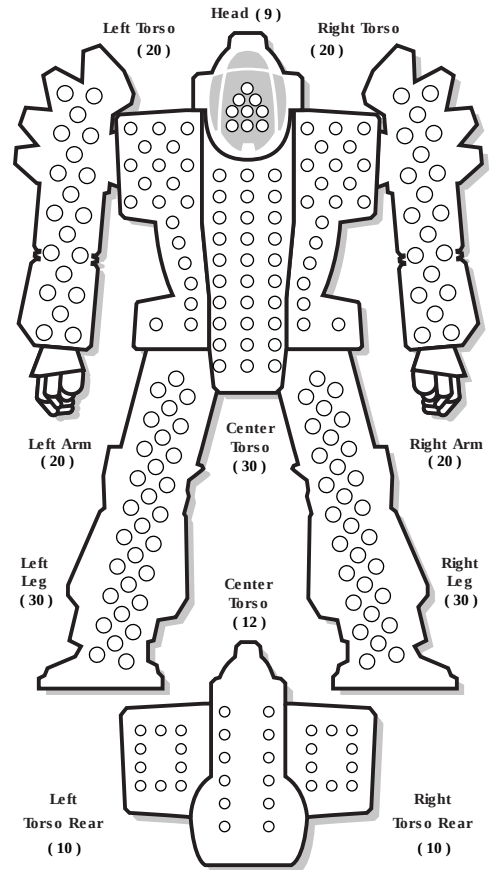
Damage Transfer Diagram

Right Leg

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

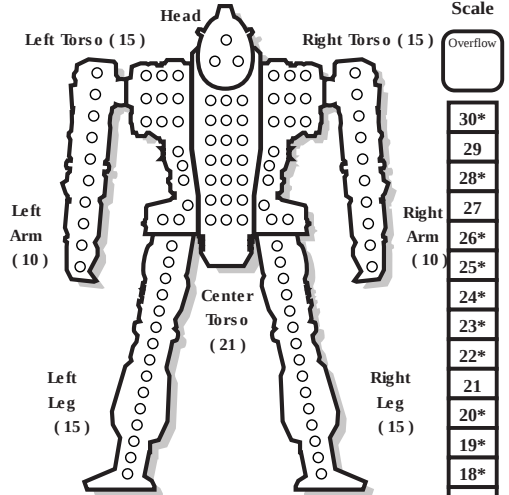
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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	○