

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Hoplite HOP-5C

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 220 Light

Tonnage: 55

Tech Base: Mixed

Rules Level: Advanced

Role: Brawler

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	MML 5	LA	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	AES	LA	—	[E]	—	—	—	—
1	Ultra AC/10 (C)	RA	3	10/Sht	—	6	12	18
				[DB,R/C]				
1	AES	RA	—	[E]	—	—	—	—

Ammo: (MML 5/LRM) 24, (MML 5/SRM) 20, (Ultra AC/10) 30

BV: 1,520



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- MML 5
- MML 5
- MML 5
- AES

- AES
- Endo Steel
- Endo Steel
- Endo Steel
- Ballistic-Reinforced
- Roll Again

Head

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

Center Torso

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

Left Torso (CASE II)

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]
- Ammo (MML 5/SRM) 20
- Ammo (MML 5/LRM) 24

- CASE II [Clan]
- Endo Steel
- Endo Steel
- Endo Steel
- Ballistic-Reinforced
- Ballistic-Reinforced

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ballistic-Reinforced
- Ballistic-Reinforced

Right Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/10 [Clan]
- Ultra AC/10 [Clan]
- Ultra AC/10 [Clan]
- Ultra AC/10 [Clan]

- AES
- AES
- Endo Steel
- Endo Steel
- Endo Steel
- Ballistic-Reinforced

Right Torso (CASE II)

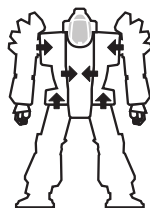
- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10

- Ammo (Ultra AC/10) 10
- CASE II [Clan]
- Endo Steel
- Endo Steel
- Ballistic-Reinforced
- Ballistic-Reinforced

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ballistic-Reinforced
- Ballistic-Reinforced

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

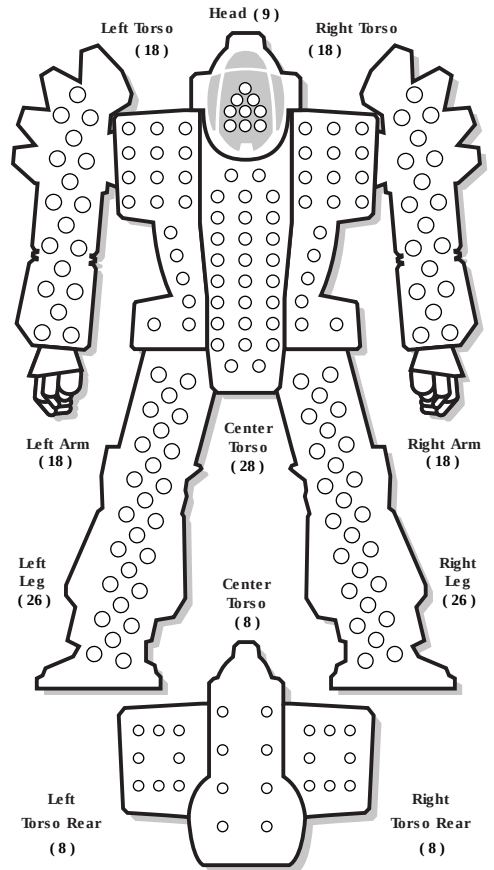


Damage Transfer Diagram



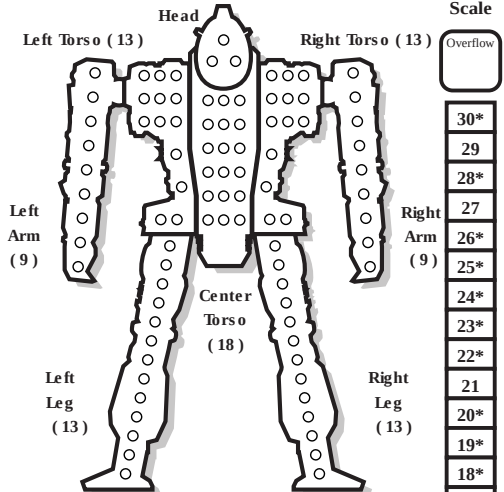
ARMOR DIAGRAM

Ballistic-Reinforced



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

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

Double Heat Sinks:
10 (20)



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