

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Warhammer IIC 2
Movement Points: **Tonnage:** 80
Walking: 4 **Tech Base:** Clan
Running: 6 **Rules Level:** Standard
Jumping: 0 **Role:** Missile Boat
Engine Type: 320 Fusion

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	ER PPC	LA	15	15 [DE]	—	7	14	23	
1	ER PPC	RA	15	15 [DE]	—	7	14	23	
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21	
1	LRM 15	RT	5	1/Msl [M,C,S]	—	7	14	21	
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9	

Ammo: (LRM 15) 24, (SRM 6) 15

BV: 2,410



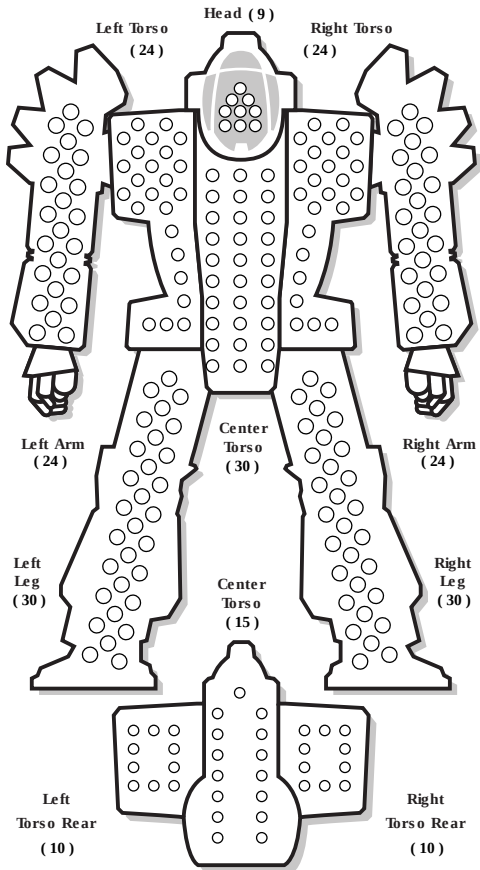
WARRIOR DATA

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

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

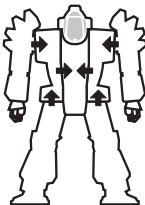
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

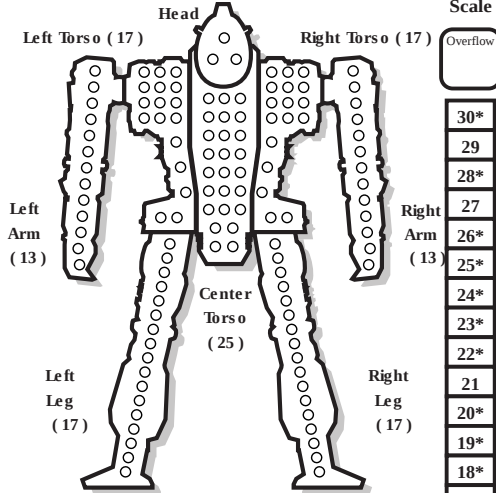
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Double Heat Sink		4. Roll Again		4. Double Heat Sink
	5. Double Heat Sink		5. Sensors		5. Double Heat Sink
	6. ER PPC		6. Life Support		6. ER PPC
Center Torso		Left Torso (CASE)		Right Torso (CASE)	
4-6	1. ER PPC	1-3	1. Fusion Engine	1-3	1. ER PPC
	2. Endo Steel		2. Fusion Engine		2. Endo Steel
	3. Ferro-Fibrous		3. Fusion Engine		3. Endo Steel
	4. Ferro-Fibrous		4. Gyro		4. Ferro-Fibrous
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
1-3	1. Double Heat Sink	4-6	1. Gyro	1-3	1. Double Heat Sink
	2. Double Heat Sink		2. Fusion Engine		2. Double Heat Sink
	3. Double Heat Sink		3. Fusion Engine		3. LRM 15
	4. Double Heat Sink		4. Fusion Engine		4. LRM 15
	5. LRM 15		5. Double Heat Sink		5. SRM 6
	6. LRM 15		6. Double Heat Sink		6. Ammo (SRM 6) 15
4-6	1. Ammo (LRM 15) 8	Engine Hits ○○○○ Gyro Hits ○○○○ Sensor Hits ○○○○ Life Support ○		4-6	1. Ammo (LRM 15) 8
	2. Endo Steel				2. Ammo (LRM 15) 8
	3. Endo Steel				3. Endo Steel
	4. Ferro-Fibrous				4. Endo Steel
	5. Ferro-Fibrous				5. Ferro-Fibrous
	6. Roll Again				6. Ferro-Fibrous
Left Leg		Right Leg		Damage Transfer Diagram	
1-3	1. Hip	1-3	1. Hip		
	2. Upper Leg Actuator		2. Upper Leg Actuator		
	3. Lower Leg Actuator		3. Lower Leg Actuator		
	4. Foot Actuator		4. Foot Actuator		
	5. Double Heat Sink		5. Double Heat Sink		
	6. Double Heat Sink		6. Double Heat Sink		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 20 (40)
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*
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