

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Enforcer ENF-5D (Daniel)

Movement Points: **Tonnage:** 50
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 **Rules Level:** Standard
Jumping: 5 **Role:** Skirmisher
Engine Type: 250 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5

Ammo: (Gauss) 24

BV: 1,738



WARRIOR DATA

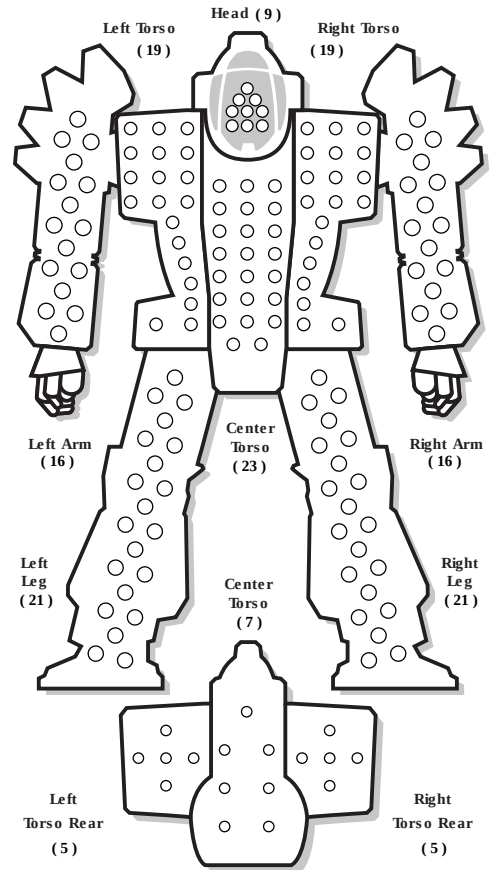
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

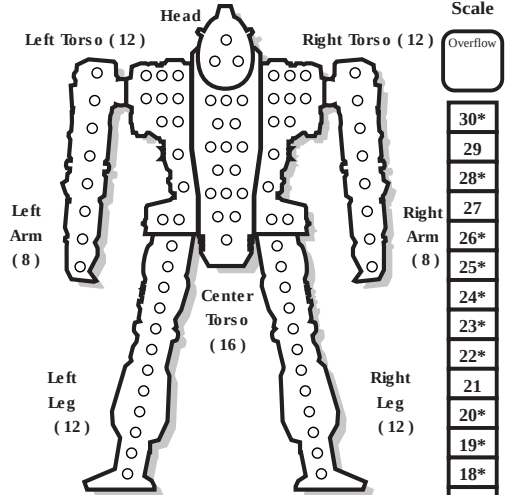
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- ER Medium Laser
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Small Laser
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Roll Again

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ammo (Gauss) 8

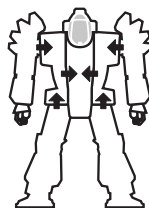
1-3

- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



Damage Transfer Diagram

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