

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Exterminator EXT-6CS

Movement Points: **Tonnage:** 65
Walking: 6 **Tech Base:** Inner Sphere
Running: 9 **Rules Level:** Experimental
Jumping: 0 **Role:** Skirmisher
Engine Type: 390 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Chameleon Light Polarization Shield	*	6	[E]	—	—	—	—
1	Null Signature System	*	10	[E]	—	—	—	—
1	Light PPC	LA	5	5 [DE]	3	6	12	18
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	MML 7	LT	4	[M,C,S]	—	—	—	—
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	HD	4	6 [P]	—	2	4	6

Ammo: (MML 7/LRM) 34, (MML 7/SRM) 14

BV: 1,592

WARRIOR DATA

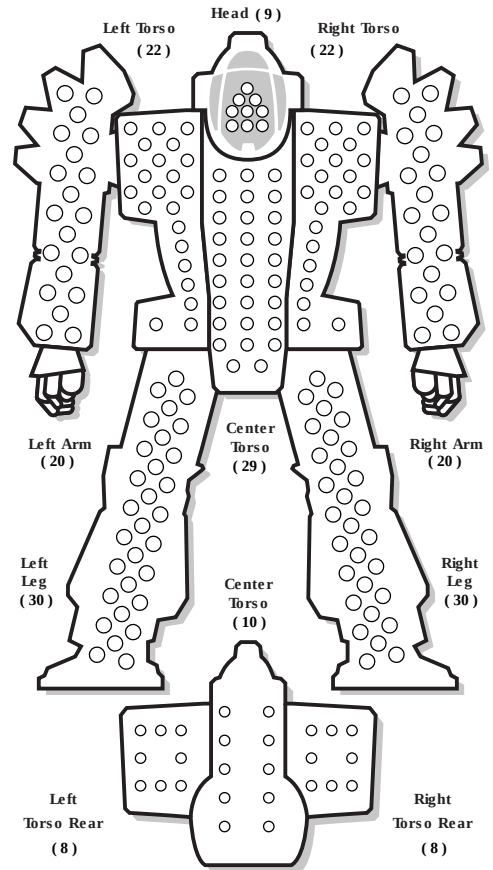
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

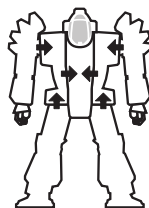
- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Light PPC
 - Light PPC
- Head**
- Life Support
 - Sensors
 - Cockpit
 - Medium Pulse Laser
 - Sensors
 - Life Support

- Center Torso**
- Chameleon Light Polarization Shield
 - Null Signature System
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Light PPC
 - Light PPC

- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - MML 7
 - MML 7
 - MML 7
- Right Torso (CASE II)**
- Chameleon Light Polarization Shield
 - Null Signature System
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Chameleon Light Polarization Shield
 - Null Signature System
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Chameleon Light Polarization Shield
 - Null Signature System

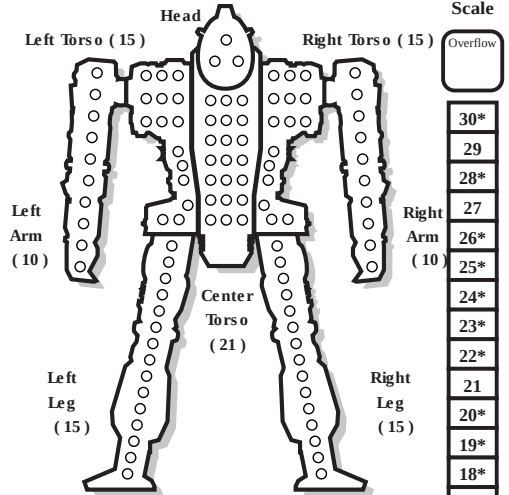
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

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	○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
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19*
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16
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9
8*
7
6
5*
4
3
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1
0