

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Highlander HGN-641-X-2

Movement Points: 30
Walking: 3
Running: 5
Jumping: 3
Engine Type: 270 XL

Tonnage: 90
Tech Base: Inner Sphere
Rules Level: Standard
Role: Juggernaut

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 7	LA	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	MML 7	LT	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Angel ECM Suite	RT	—	[E]	—	—	—	6
1	C3 Computer	HD	—	[E]	—	—	—	—

Ammo: (Gauss) 16, (MML 7/LRM Artemis) 51, (MML 7/SRM Artemis) 14

BV: 2,152



WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____

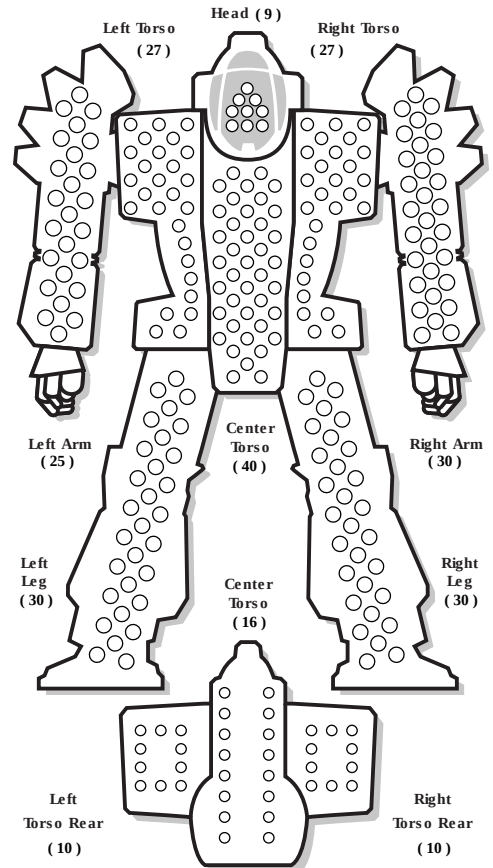
Hits Taken

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

Consciousness #

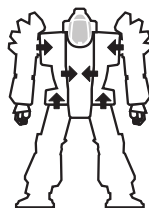
ARMOR DIAGRAM

Light Ferro-Fibrous



CRITICAL TABLE

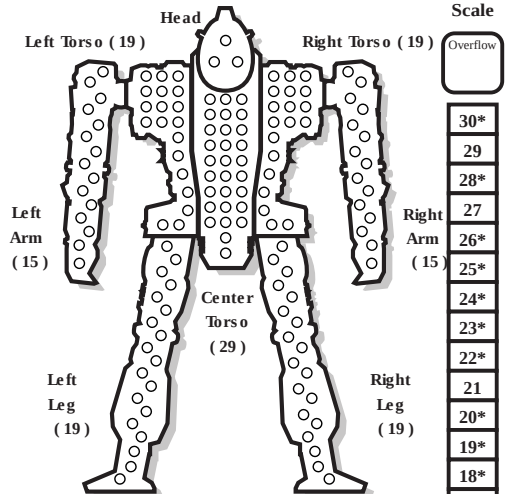
Left Arm		Head		Right Arm (CASE II)	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. C3 Slave		4. Gauss Rifle
	5. MML 7		5. Sensors		5. Gauss Rifle
	6. MML 7		6. Life Support		6. Gauss Rifle
Center Torso		Left Torso (CASE II)		Right Torso	
4-6	1. MML 7	4-6	1. XL Gyro	1-3	1. Gauss Rifle
	2. MML 7		2. XL Gyro		2. Gauss Rifle
	3. Artemis IV FCS		3. XL Gyro		3. Gauss Rifle
	4. Ammo (MML 7/LRM Artemis) 17		4. XL Fusion Engine		4. Gauss Rifle
	5. Light Ferro-Fibrous		5. XL Gyro		5. CASE II
	6. Light Ferro-Fibrous		6. XL Gyro		6. Light Ferro-Fibrous
Left Leg		Engine Hits		Right Leg	
1-3	1. Hip	4-6	Gyro Hits	1-3	1. XL Fusion Engine
	2. Upper Leg Actuator		Sensor Hits		2. XL Fusion Engine
	3. Lower Leg Actuator		Life Support		3. XL Fusion Engine
	4. Foot Actuator				4. Jump Jet
	5. Light Ferro-Fibrous				5. Jump Jet
	6. Light Ferro-Fibrous				6. Jump Jet
Right Leg		Damage Transfer Diagram		Heat Data	
4-6	1. Hip	4-6		1-3	1. ER Medium Laser
	2. Upper Leg Actuator				2. ER Medium Laser
	3. Lower Leg Actuator				3. Ammo (Gauss) 8
	4. Foot Actuator				4. Ammo (Gauss) 8
	5. Light Ferro-Fibrous				5. Angel ECM Suite
	6. Light Ferro-Fibrous				6. Angel ECM Suite



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Reinforced



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

Heat Scale
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