

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Rifleman RFL-X3 MUSE WIND

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 240 XL

Tonnage: 60

Tech Base: Mixed

Rules Level: Standard

Role: Sniper

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	HAG/20	LA	4	20 [C,F,X]	2	8	16	24
1	Medium Pulse Laser (C)	LA	4	7 [P]	—	4	8	12
1	HAG/20	RA	4	20 [C,F,X]	2	8	16	24
1	Medium Pulse Laser (C)	RA	4	7 [P]	—	4	8	12

Ammo: (HAG/20) 24

BV: 2,012



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 HAG/20 [Clan]
- HAG/20 [Clan]
- HAG/20 [Clan]
- HAG/20 [Clan]

- HAG/20 [Clan]
- HAG/20 [Clan]
- 4-6 Medium Pulse Laser [Clan]
- Ferro-Fibrous
- 1-3 Roll Again
- Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Ammo (HAG/20) 6
- Ammo (HAG/20) 6
- CASE

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

Left Leg

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

Head

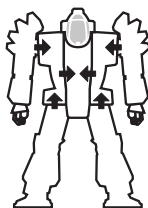
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 XL Gyro
- XL Gyro
- XL Gyro

- XL Gyro
- XL Gyro
- XL Gyro
- 4-6 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 HAG/20 [Clan]
- HAG/20 [Clan]
- HAG/20 [Clan]
- HAG/20 [Clan]

- HAG/20 [Clan]
- HAG/20 [Clan]
- 4-6 Medium Pulse Laser [Clan]
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

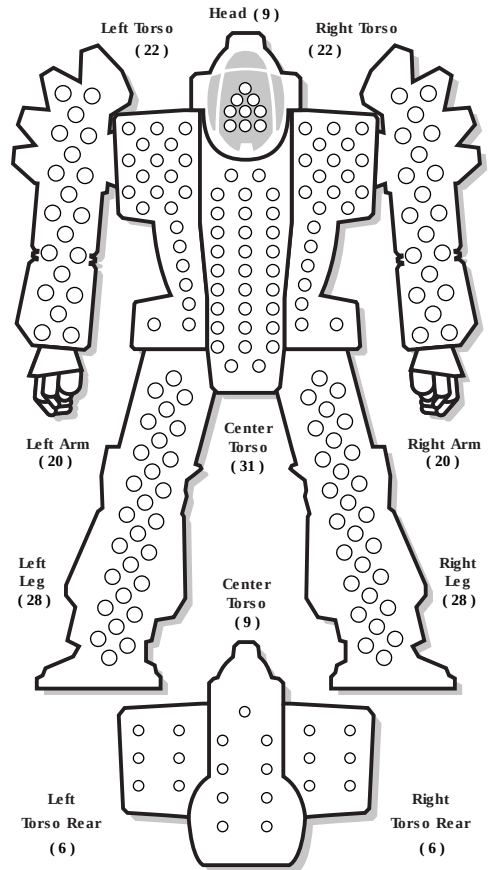
- Ammo (HAG/20) 6
- Ammo (HAG/20) 6
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Leg

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

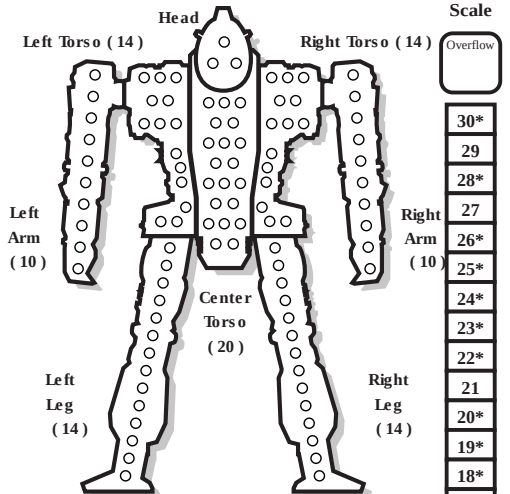
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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	○