

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Hoplite HOP-4X

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 275 Light

Tonnage: 55

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	Streak LRM 15	LA	5	1/Msl [M,C]	—	7	14	21
1	Rotary AC/5 (C)	RA	1	5/Sht [DB,R/C]	—	7	14	21
1	Light Active Probe	HD	—	[E]	—	—	—	3

Ammo: (RAC/5) 60, (Streak LRM 15) 16

BV: 1,880



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Streak LRM 15 [Clan]
- Streak LRM 15 [Clan]
- Streak LRM 15 [Clan]
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- Ammo (Streak LRM 15) 8
- Ammo (Streak LRM 15) 8
- CASE
- Ferro-Fibrous

1-3

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

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Light Active Probe [Clan]
- Sensors
- Life Support

1-3

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Rotary AC/5 [Clan]
- Rotary AC/5 [Clan]
- Rotary AC/5 [Clan]
- Rotary AC/5 [Clan]

1-3

- Rotary AC/5 [Clan]
- Rotary AC/5 [Clan]
- Rotary AC/5 [Clan]
- Rotary AC/5 [Clan]
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- CASE

1-3

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

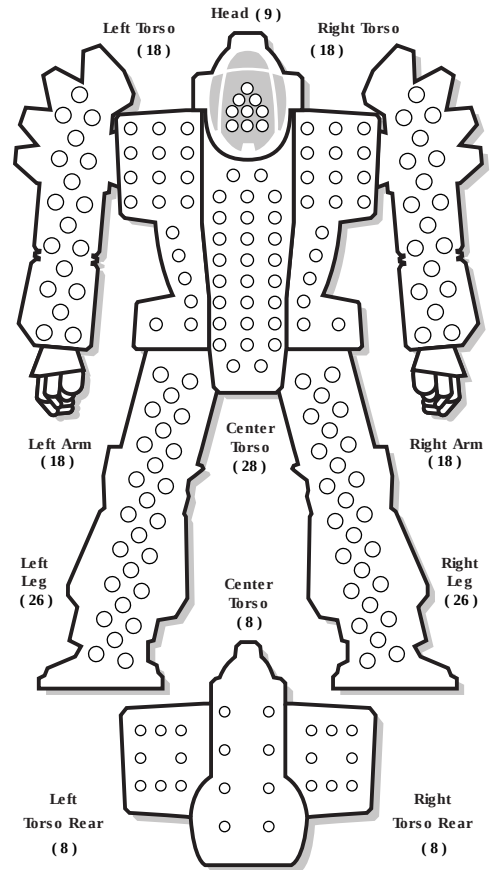
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

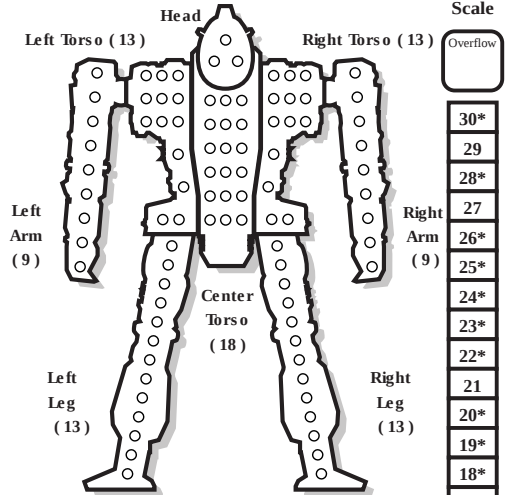
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Composite



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

Heat Sinks: 10



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