

BATTLETECH™

PRIMITIVE BATTLEMECH RECORD SHEET

MECH DATA

Type: Swordsman SWD-1

Movement Points: **Tonnage:** 40
Walking: 3 **Tech Base:** Inner Sphere
Running: 5 **Rules Level:** Advanced
Jumping: 0 **Role:** Sniper
Engine Type: 145 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	AC/5	LT	1	5 [DB,S]	3	6	12	18
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21

Ammo: (AC/5) 20, (LRM 5) 24

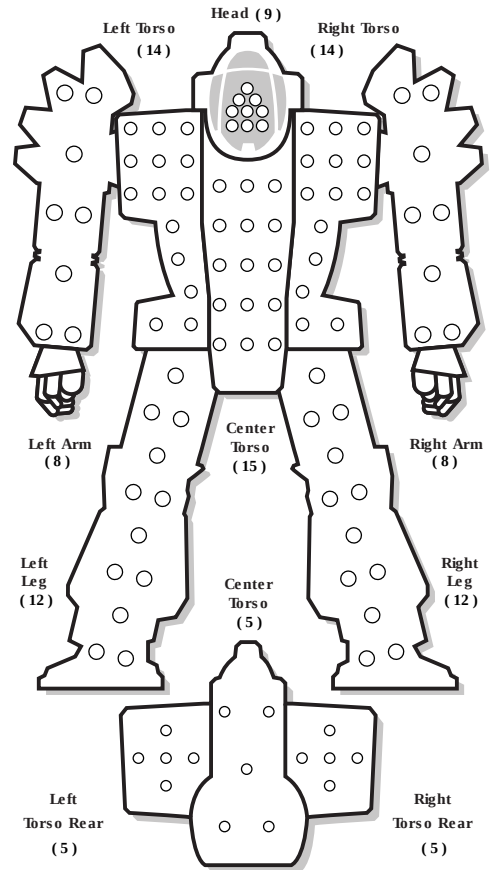
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness #

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

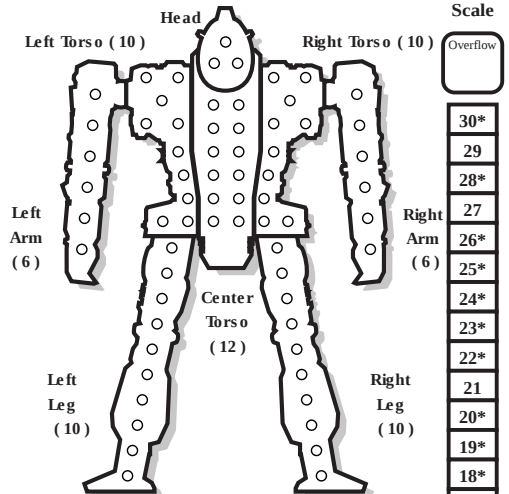
ARMOR DIAGRAM

Primitive



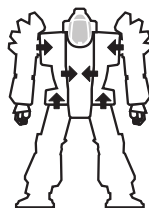
INTERNAL STRUCTURE DIAGRAM

Standard Structure



CRITICAL TABLE

Left Arm		Head		Right Arm	
1. Shoulder		1. Life Support		1. Shoulder	
2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator	
3. Lower Arm Actuator		3. Primitive Cockpit		3. Lower Arm Actuator	
4. Hand Actuator		4. Roll Again		4. Hand Actuator	
5. Medium Laser		5. Sensors		5. Medium Laser	
6. Roll Again		6. Life Support		6. Roll Again	
1. Roll Again		Center Torso		1. Roll Again	
2. Roll Again		1. Primitive Fusion Engine		2. Roll Again	
3. Roll Again		2. Primitive Fusion Engine		3. Roll Again	
4. Roll Again		3. Primitive Fusion Engine		4. Roll Again	
5. Roll Again		4. Gyro		5. Roll Again	
6. Roll Again		5. Gyro		6. Roll Again	
6. Roll Again		6. Gyro			
Left Torso		1. Gyro		Right Torso	
1. Heat Sink		2. Primitive Fusion Engine		1. Heat Sink	
2. AC/5		3. Primitive Fusion Engine		2. LRM 5	
3. AC/5		4. Primitive Fusion Engine		3. Ammo (LRM 5) 24	
4. AC/5		5. Heat Sink		4. Roll Again	
5. AC/5		6. Roll Again		5. Roll Again	
6. Ammo (AC/5) 20				6. Roll Again	
1. Roll Again		Engine Hits ○○○○		1. Roll Again	
2. Roll Again		Gyro Hits ○○○○		2. Roll Again	
3. Roll Again		Sensor Hits ○○○○		3. Roll Again	
4. Roll Again		Life Support ○		4. Roll Again	
5. Roll Again				5. Roll Again	
6. Roll Again				6. Roll Again	
Left Leg		Right Leg			
1. Hip		1. Hip			
2. Upper Leg Actuator		2. Upper Leg Actuator			
3. Lower Leg Actuator		3. Lower Leg Actuator			
4. Foot Actuator		4. Foot Actuator			
5. Heat Sink		5. Heat Sink			
6. Roll Again		6. Roll Again			



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
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