BATTLETECH

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Highlander IIC 2

Movement Points:		**Tonnage:**	90
Walking:	3	**Tech Base:**	Clan
Running:	5	**Rules Level:**	Standard
Jumping:	3	**Role:**	Juggernaut
Engine Type:	270 Fusion		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12
6	AP Gauss Rifle	LA	1	3 [DB,AI,X]	—	3	6	9
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
3	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
3	ATM 6	RT	4	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	ECM Suite	HD	—	[E]	—	—	—	6

Ammo: (AP Gauss) 40, (ATM 6) 20, (ATM 6 ER) 10, (ATM 6 HE) 10, (Gauss) 24, (Streak SRM 6) 15

BV: 2,823

WARRIOR DATA

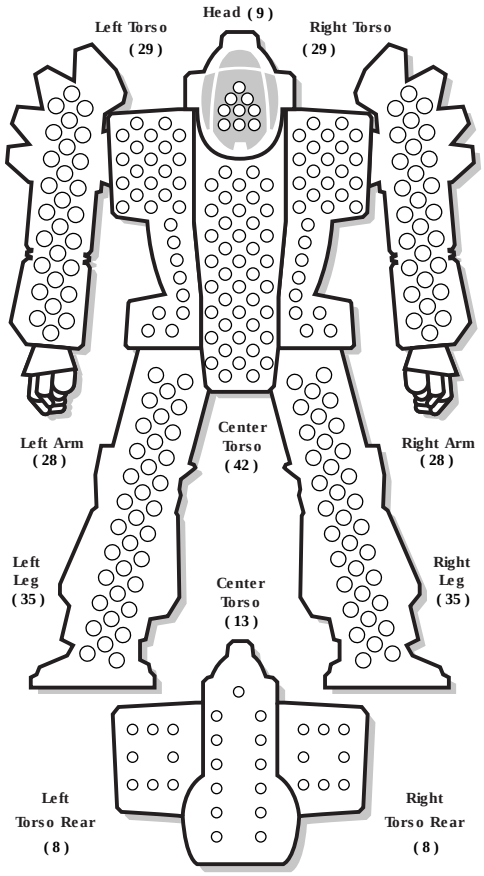
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

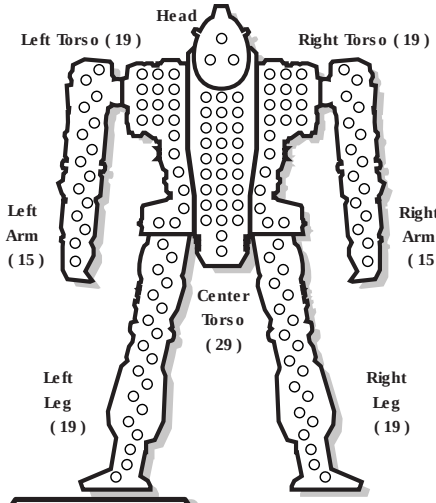
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Streak SRM 6
6. Streak SRM 6

4-6
1. AP Gauss Rifle
2. AP Gauss Rifle
3. AP Gauss Rifle
4. AP Gauss Rifle
5. AP Gauss Rifle
6. AP Gauss Rifle

Left Torso (CASE)

1-3
1. Laser Heat Sink
2. Laser Heat Sink
3. ER Medium Laser
4. ER Medium Laser
5. ER Medium Laser
6. Ammo (ATM 6) 10

4-6
1. Ammo (Streak SRM 6) 15
2. Ammo (AP Gauss) 40
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Endo Steel

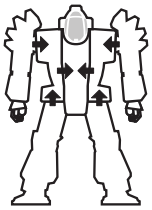
Head
1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Endo Steel

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



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

Right Torso (CASE)

1-3
1. ATM 6
2. ATM 6
3. ATM 6
4. ATM 6
5. ATM 6
6. ATM 6

4-6
1. ATM 6
2. ATM 6
3. ATM 6
4. Ammo (ATM 6) 10
5. Ammo (ATM 6 ER) 10
6. Ammo (ATM 6 HE) 10

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Endo Steel

HEAT DATA

Laser Heat Sinks: 11 (22)

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	

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