

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Argus AGS-6F

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 300 Light

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

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	SRM 6	LA	4	2/Msl [M,C,S]	—	3	6	9
1	AC/20	RA	7	20 [DB,S]	—	3	6	9
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12

Ammo: (AC/20) 20, (SRM 6) 15

BV: 1,524



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- SRM 6
- SRM 6
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- ER Medium Laser
- Ammo (SRM 6) 15
- CASE
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- 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
- Endo Steel
- Endo Steel

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

Right Arm

- Shoulder
- Upper Arm Actuator
- AC/20
- AC/20
- AC/20
- AC/20

1-3

- AC/20
- AC/20
- AC/20
- AC/20
- AC/20
- AC/20

4-6

Right Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- ER Medium Laser
- Ammo (AC/20) 5
- Ammo (AC/20) 5
- Ammo (AC/20) 5

1-3

- Ammo (AC/20) 5
- CASE
- Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again

4-6

Right Leg

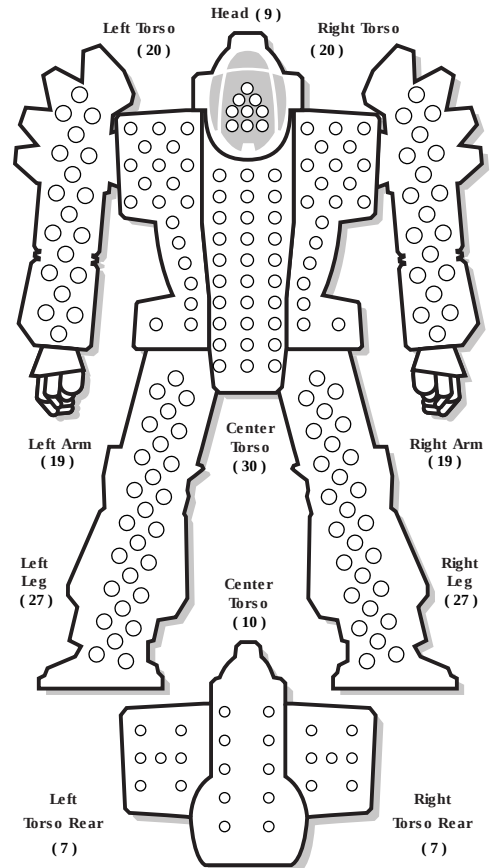
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



Damage Transfer Diagram

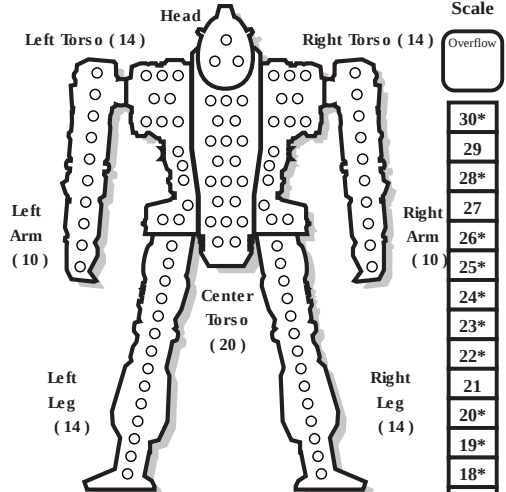
ARMOR DIAGRAM

Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

Double Heat Sinks:
10 (20)

