

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Rifleman RFL-8D
Movement Points: Tonnage: 60
Walking: 4 Tech Base: Inner Sphere
Running: 6 Rules Level: Standard
Jumping: 4 Role: Skirmisher
Engine Type: 240 XL

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5	LA	1	5/Sht	—	5	10	15
				[DB,R/C]				
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Rotary AC/5	RA	1	5/Sht	—	5	10	15
				[DB,R/C]				
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12

Ammo: (RAC/5) 120

BV: 1,777

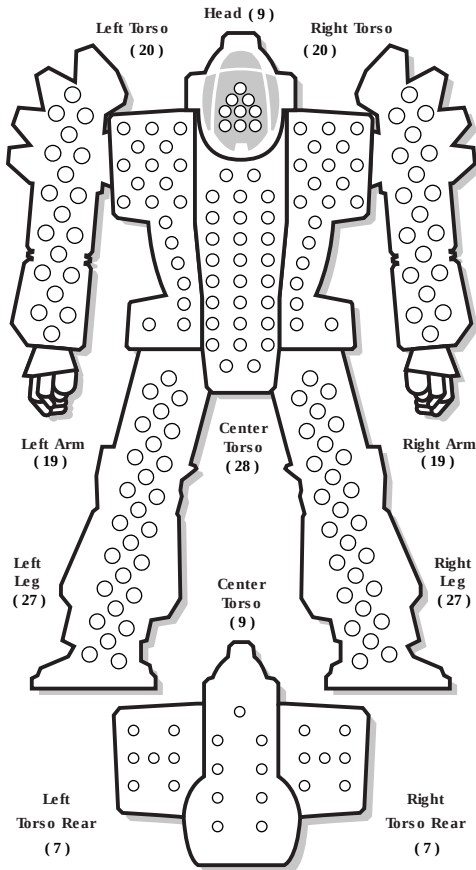
WARRIOR DATA

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

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

ARMOR DIAGRAM

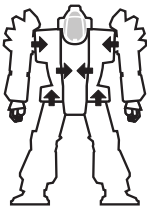
Standard Armor



CRITICAL TABLE

Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Rotary AC/5		3. Cockpit		3. Rotary AC/5
	4. Rotary AC/5		4. Roll Again		4. Rotary AC/5
	5. Rotary AC/5		5. Sensors		5. Rotary AC/5
	6. Rotary AC/5		6. Life Support		6. Rotary AC/5
Center Torso		Left Torso		Right Torso	
4-6	1. Rotary AC/5	4-6	1. XL Fusion Engine	4-6	1. Rotary AC/5
	2. Rotary AC/5		2. XL Fusion Engine		2. Rotary AC/5
	3. ER Medium Laser		3. XL Fusion Engine		3. ER Medium Laser
	4. Endo Steel		4. Gyro		4. Endo Steel
	5. Endo Steel		5. Gyro		5. Endo Steel
	6. Endo Steel		6. Endo Steel		6. Endo Steel
Left Torso		Center Torso		Right Torso	
1-3	1. XL Fusion Engine	1-3	1. Gyro	1-3	1. XL Fusion Engine
	2. XL Fusion Engine		2. XL Fusion Engine		2. XL Fusion Engine
	3. XL Fusion Engine		3. XL Fusion Engine		3. XL Fusion Engine
	4. Double Heat Sink		4. Endo Steel		4. Double Heat Sink
	5. Double Heat Sink		5. Endo Steel		5. Double Heat Sink
	6. Double Heat Sink		6. Endo Steel		6. Double Heat Sink
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	1. Hip	3	
	2. Upper Leg Actuator		2. Upper Leg Actuator	3	
	3. Lower Leg Actuator		3. Lower Leg Actuator	3	
	4. Foot Actuator		4. Foot Actuator	3	
	5. Jump Jet		5. Jump Jet	3	
	6. Jump Jet		6. Jump Jet	3	

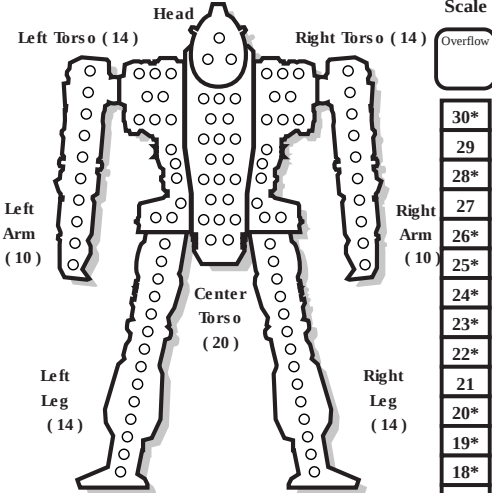
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 11 (22)
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 Scale

Overflow

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