BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Enfield END-6J-EC

Movement Points:		**Tonnage:**	50
Walking:	5	**Tech Base:**	Mixed
Running:	8	**Rules Level:**	Experimental
Jumping:	5	**Role:**	Skirmisher
Engine Type:	250 XL		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved Large Laser	LA	8	8 [DE]	—	5	10	15
1	Ultra AC/10 (P)	RA	4	10/Sht [DB,R/C]	—	6	12	18
1	Medium Laser	CT	3	5 [DE]	—	3	6	9

Ammo: (Ultra AC/10) 20

BV: 1,470

WARRIOR DATA

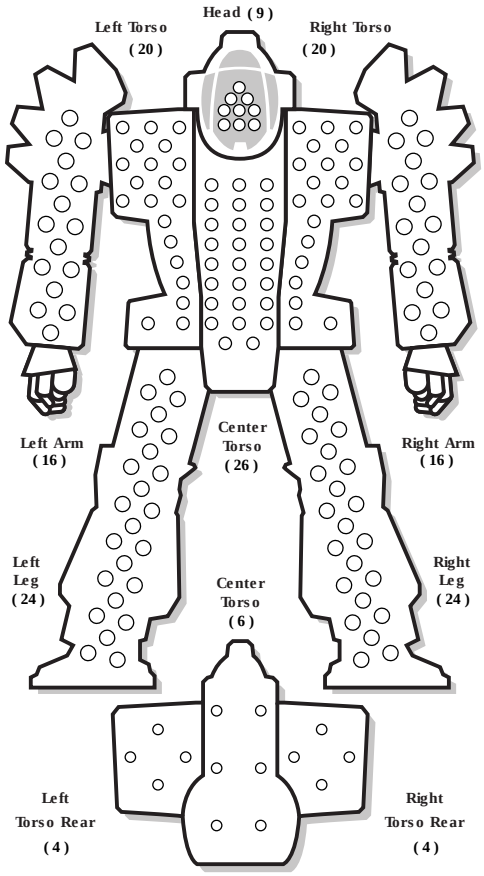
Name: _____

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

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

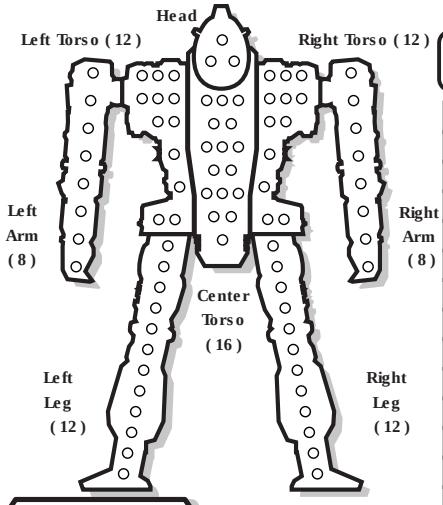
ARMOR DIAGRAM

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

1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **Lower Arm Actuator**
4. **Improved Large Laser**
5. Endo Steel [IS]
6. Endo Steel [IS]

4-6
1. Endo Steel [IS]
2. Endo Steel [IS]
3. Endo Steel [IS]
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. **XL Fusion Engine**
2. **XL Fusion Engine**
3. **XL Fusion Engine**
4. **Double Heat Sink [IS]**
5. **Double Heat Sink [IS]**
6. **Double Heat Sink [IS]**

4-6
1. **Jump Jet**
2. **Jump Jet**
3. Endo Steel [IS]
4. Endo Steel [IS]
5. Endo Steel [IS]
6. Roll Again

Left Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. Endo Steel [IS]
6. Roll Again

Head

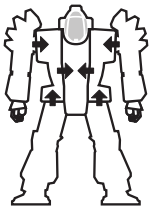
1. **Life Support**
2. **Sensors**
3. **Cockpit**
4. Roll Again
5. **Sensors**
6. **Life Support**

Center Torso

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

4-6
1. **Gyro**
2. **XL Fusion Engine**
3. **XL Fusion Engine**
4. **XL Fusion Engine**
5. **Jump Jet**
6. **Medium Laser**

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



Damage Transfer Diagram

Right Arm

1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **Lower Arm Actuator**
4. **Ultra AC/10 (P)**
5. **Ultra AC/10 (P)**
6. **Ultra AC/10 (P)**

4-6
1. **Ultra AC/10 (P)**
2. **Ultra AC/10 (P)**
3. **Ultra AC/10 (P)**
4. **Ultra AC/10 (P)**
5. **Ultra AC/10 (P)**
6. Endo Steel [IS]

Right Torso (CASE)

1-3
1. **XL Fusion Engine**
2. **XL Fusion Engine**
3. **XL Fusion Engine**
4. **Jump Jet**
5. **Jump Jet**
6. **Ammo (Ultra AC/10) 10**

4-6
1. **Ammo (Ultra AC/10) 10**
2. CASE [IS]
3. Endo Steel [IS]
4. Endo Steel [IS]
5. Endo Steel [IS]
6. Roll Again

Right Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. Endo Steel [IS]
6. Roll Again

HEAT DATA

Double 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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