

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Rampage RMP-5G

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 0

Engine Type: 340 XL

Tonnage: 85

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	LRM 10	LA	4	1/Msl [M,C,S]	6	7	14	21
1	LB 10-X AC	RA	2	10	—	6	12	18
[DB,C/F/S]								
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Flamer	LT	3	2 [DE,H,AI]	—	1	2	3
3	Streak SRM 2	LT	2	2/Msl [M,C]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Anti-Missile System	RT	1	[PB]	—	1	—	—
1	Large Pulse Laser	CT	10	9 [P]	—	3	7	10

Ammo: (AMS) 12, (LB 10-X) 20, (LRM 10 Artemis) 12, (Streak SRM 2) 50

BV: 1,908



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 10
- LRM 10
- Artemis IV FCS

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Flamer
- Streak SRM 2

1-3

- Streak SRM 2
- Streak SRM 2
- Ammo (Streak SRM 2) 50
- Ammo (LRM 10 Artemis) 12
- Endo Steel
- Endo Steel

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

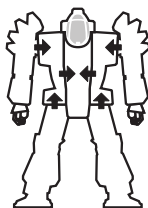
Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Large Pulse Laser
- Large Pulse Laser

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Endo Steel
- Endo Steel

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Anti-Missile System
- MASC

1-3

- MASC
- MASC
- MASC
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Ammo (AMS) 12

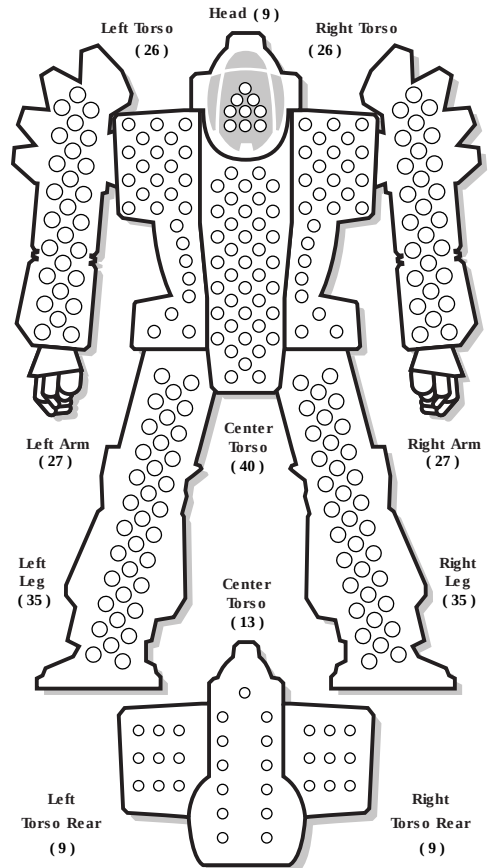
4-6

Right Leg

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

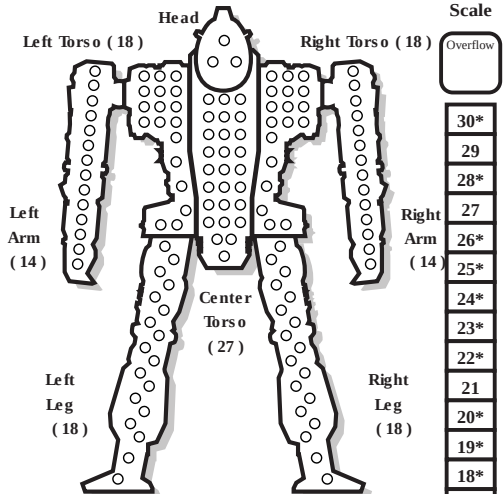
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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	○○○