

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Jingga JN-G8Ar

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Engine Type: 325 XL

Tonnage: 65

Tech Base: Mixed

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
4	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
(C)								
1	Gauss Rifle (C)	RA	1	15 [DB,X]	2	7	15	22
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
(C)								
1	ECM Suite	CT	—	[E]	—	—	—	6
1	ER Small Laser (C)	HD	2	5 [DE]	—	2	4	6

Ammo: (Gauss) 16

BV: 2,730



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser [Clan]
- ER Medium Laser [Clan]
- ER Medium Laser [Clan]
- ER Medium Laser [Clan]

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous [Clan]
- Ferro-Fibrous [Clan]

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- [Double Heat Sink [Clan]
- [Double Heat Sink [Clan]
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous [Clan]
- Ferro-Fibrous [Clan]

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser [Clan]
- Sensors
- Life Support

1-3

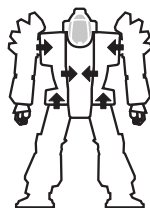
Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- ECM Suite [Clan]

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Gauss Rifle [Clan]
- Gauss Rifle [Clan]
- Gauss Rifle [Clan]
- Gauss Rifle [Clan]

1-3

- Gauss Rifle [Clan]
- Gauss Rifle [Clan]
- Medium Pulse Laser [Clan]
- Endo Steel
- Endo Steel
- Ferro-Fibrous [Clan]

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- [Double Heat Sink [Clan]
- [Double Heat Sink [Clan]
- Ammo (Gauss) 8

1-3

- Ammo (Gauss) 8
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous [Clan]
- Ferro-Fibrous [Clan]

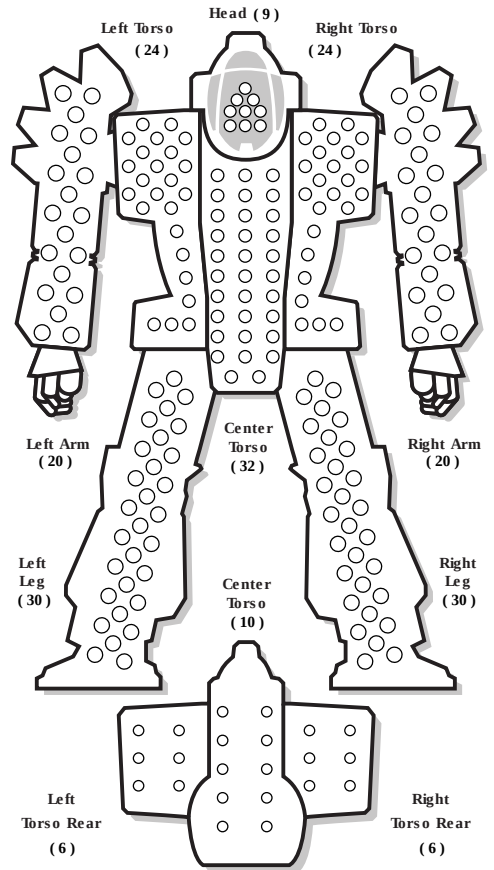
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

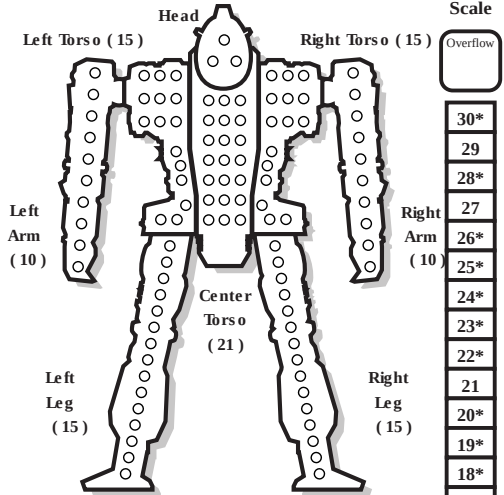
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 15 (30)
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

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
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12
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4
3
2
1
0