

BATTLETECH™

PRIMITIVE BATTLEMECH RECORD SHEET

MECH DATA

Type: Reconquista

Movement Points:

Walking: 2

Running: 3

Jumping: 0

Engine Type: 180 ICE

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Experimental

Role: Brawler

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	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
1	AC/10	RA	3	10 [DB,S]	—	5	10	15
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21

Ammo: (AC/10) 20, (LRM 10) 24, (Machine Gun) 100

BV: 927



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Machine Gun
- Ammo (Machine Gun) 100

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Primitive Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- Primitive I.C.E. Engine
- Primitive I.C.E. Engine
- Primitive I.C.E. Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Primitive I.C.E. Engine
- Primitive I.C.E. Engine
- Primitive I.C.E. Engine
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- AC/10
- AC/10
- AC/10

1-3

- AC/10
- AC/10
- AC/10
- AC/10
- Ammo (AC/10) 10
- Ammo (AC/10) 10

4-6

Right Torso

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

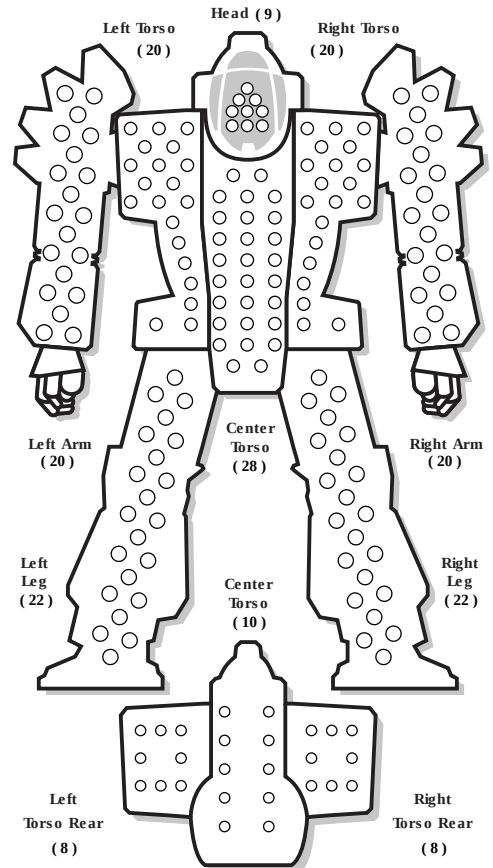
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

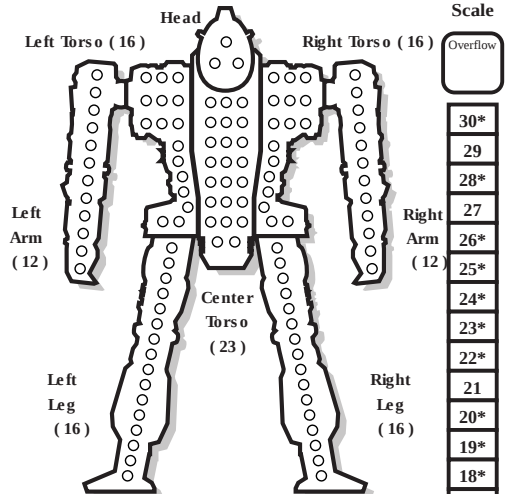
ARMOR DIAGRAM

Primitive



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

Heat Sinks: 7

