

# BATTLETECH

## 'MECH RECORD SHEET

### MECH DATA

Type: Rifleman III RF2-A

Movement Points: Tonnage: 90  
Walking: 2 Tech Base: Mixed  
Running: 3  
Jumping: 0 E/E-X-X

### Weapons & Equipment Inventory (hexes)

| Qty | Type             | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|------------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | Gauss Rifle (IS) | RT  | 1  | 15<br>[DB, X] | 2   | 7   | 15  | 22  |
| 1   | Gauss Rifle (IS) | LT  | 1  | 15<br>[DB, X] | 2   | 7   | 15  | 22  |
| 1   | Gauss Rifle (IS) | RA  | 1  | 15<br>[DB, X] | 2   | 7   | 15  | 22  |
| 1   | Gauss Rifle (IS) | LA  | 1  | 15<br>[DB, X] | 2   | 7   | 15  | 22  |

| Ammunition Type | Rounds |
|-----------------|--------|
| Gauss Rifle     | 24     |

Cost: 15,866,900 C-Bills

BV: 1,798  
Weapon Heat (4)  
Dissipation (10)

### WARRIOR DATA

Name:

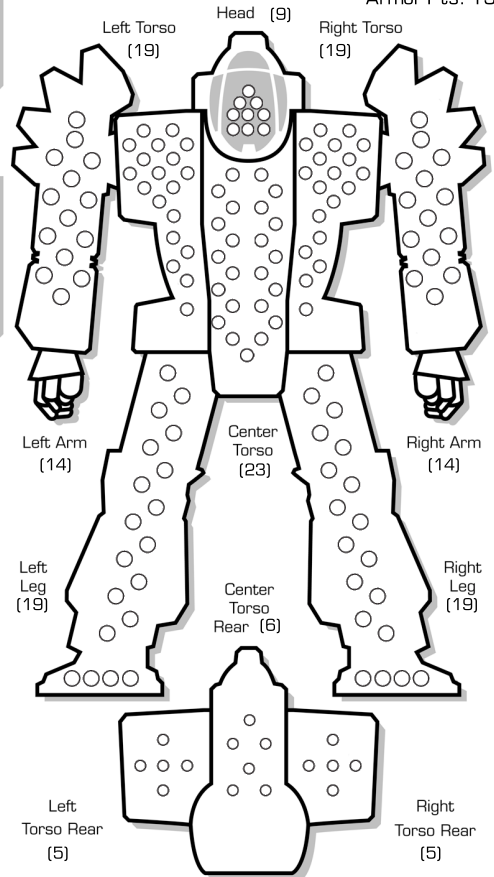
Gunnery Skill:

Piloting Skill:

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

### ARMOR DIAGRAM

Armor Pts: 152



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Gauss Rifle (IS)
- 5 Gauss Rifle (IS)
- 6 Gauss Rifle (IS)

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Gauss Rifle (IS)
- 5 Gauss Rifle (IS)
- 6 Gauss Rifle (IS)

#### Center Torso

- 1 Gauss Rifle (IS)
- 2 Gauss Rifle (IS)
- 3 Gauss Rifle (IS)
- 4 Gauss Rifle (IS)
- 5 Roll Again
- 6 Null Signature System

- 1 Gauss Rifle (IS)
- 2 Gauss Rifle (IS)
- 3 Gauss Rifle (IS)
- 4 Gauss Rifle (IS)
- 5 Roll Again
- 6 Null Signature System

#### Left Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Gauss Rifle (IS)
- 5 Gauss Rifle (IS)
- 6 Gauss Rifle (IS)
- 1 Gauss Rifle (IS)
- 2 Gauss Rifle (IS)
- 3 Gauss Rifle (IS)
- 4 Gauss Rifle (IS)
- 5 @Gauss Rifle (8)
- 6 Null Signature System

- 1 Gyro
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 XL Fusion Engine
- 5 @Gauss Rifle (8)
- 6 Null Signature System

#### Right Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Gauss Rifle (IS)
- 5 Gauss Rifle (IS)
- 6 Gauss Rifle (IS)
- 1 Gauss Rifle (IS)
- 2 Gauss Rifle (IS)
- 3 Gauss Rifle (IS)
- 4 Gauss Rifle (IS)
- 5 @Gauss Rifle (8)
- 6 Null Signature System

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

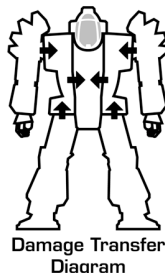
#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Null Signature System

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Null Signature System

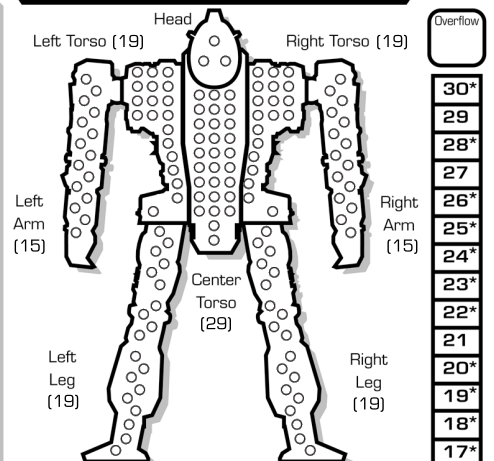
CATALYST  
game labs



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM

Heat Scale



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 10 Single |
|-------------|------------------------|-----------------------|
| 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 |
|------------|
| 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          |