

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: Rampage RMP-1C2

Movement Points: Tonnage: 100
Walking: 4 (5) Tech Base: Mixed
Running: 6 (8) 3070
Jumping: 0 X/X-X-A

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (C)	HD	5	7 [DE]	-	5	10	15
1	Guardian ECM Suite	RT	0	[E]	-	-	-	6
1	Large Pulse Laser (C)	LT	10	10 [P]	-	6	14	20
1	ER PPC (C)	RA	15	15 [DE]	-	7	14	23
1	Large Pulse Laser (C)	RA	10	10 [P]	-	6	14	20
1	Gauss Rifle (C)	LA	1	15 [DB, X]	2	7	15	22

Ammunition Type Rounds
Gauss Rifle 16

Cost: 31,189,333 C-Bills

BV: 3,473
Weapon Heat (41)
Dissipation (26)

WARRIOR DATA

Name:

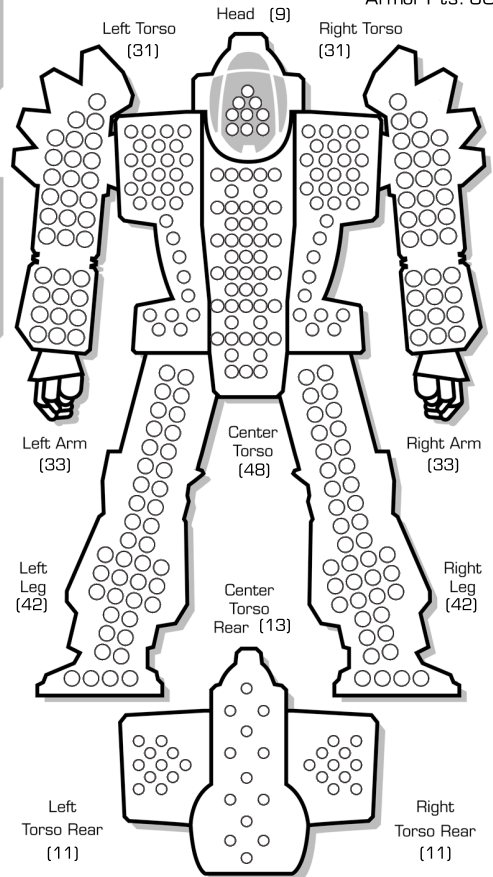
Gunnery Skill:

Piloting Skill:

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

ARMOR DIAGRAM

Armor Pts: 304



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- TSM
- TSM
- Gauss Rifle (C)
- Gauss Rifle (C)

1-3

- Gauss Rifle (C)
- Gauss Rifle (C)
- Gauss Rifle (C)
- Gauss Rifle (C)
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- TSM
- @Gauss Rifle (8)
- @Gauss Rifle (8)
- Large Pulse Laser (C)

1-3

- Large Pulse Laser (C)
- 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
- Cockpit
- ER Medium Laser (C)
- Sensors
- Life Support

Center Torso

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

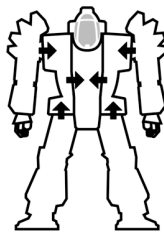
1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again

4-6

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

CATALYST
game labs



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- TSM
- TSM
- ER PPC (C)
- ER PPC (C)

1-3

- Large Pulse Laser (C)
- Large Pulse Laser (C)
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- TSM
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Guardian ECM Suite
- Guardian ECM Suite
- Roll Again
- Roll Again

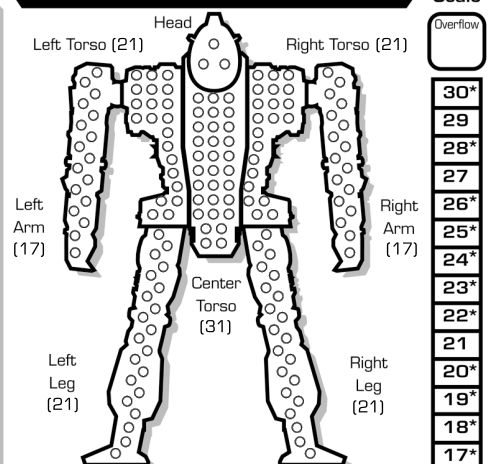
4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
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*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0