

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: BattleMaster IIC

Movement Points: Tonnage: 85
Walking: 4 Tech Base: Clan
Running: 6 3070
Jumping: 0 F/X-X-D-A

WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

Hits Taken
Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Heavy Medium Laser	RT	7	10 [DE]	--	3	6	9
1	(R) Heavy Medium Laser	RT	7	10 [DE]	--	3	6	9
1	Targeting Computer	RT	--	--	--	--	--	--
1	ATM-6	LT	4	2/m	4	5	10	15
	ER			1/m	4	9	18	27
	HE			3/m	--	3	6	9
				[M, C/S/C5/6]				
2	Heavy Medium Laser	LT	7	10 [DE]	--	3	6	9
1	(R) Heavy Medium Laser	LT	7	10 [DE]	--	3	6	9
1	ER PPC	RA	15	15 [DE]	--	7	14	23
2	Machine Gun	LA	0	2	--	1	2	3
				[DB, AI]				

Ammunition Type	Rounds
ATM-6	30
MG	200

Cost: 9,711,143 C-Bills

BV: 2,296
Weapon Heat (61)
Dissipation (30)

CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Machine Gun
- Machine Gun

1-3

Center Torso

- @MG (200)
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- (R) Heavy Medium Laser
- (R) Heavy Medium Laser

1-3

- ATM-6
- ATM-6
- ATM-6
- @ATM 6 (10)
- @ATM 6 (10)
- @ATM 6 (10)

4-6

Left Leg

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

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER PPC
- ER PPC

1-3

Center Torso

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

4-6

Right Torso

- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser
- (R) Heavy Medium Laser
- (R) Heavy Medium Laser

1-3

- Targeting Computer
- Targeting Computer
- Targeting Computer
- Double Heat Sink
- Double Heat Sink
- Roll Again

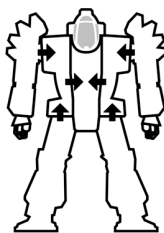
4-6

Right Leg

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

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

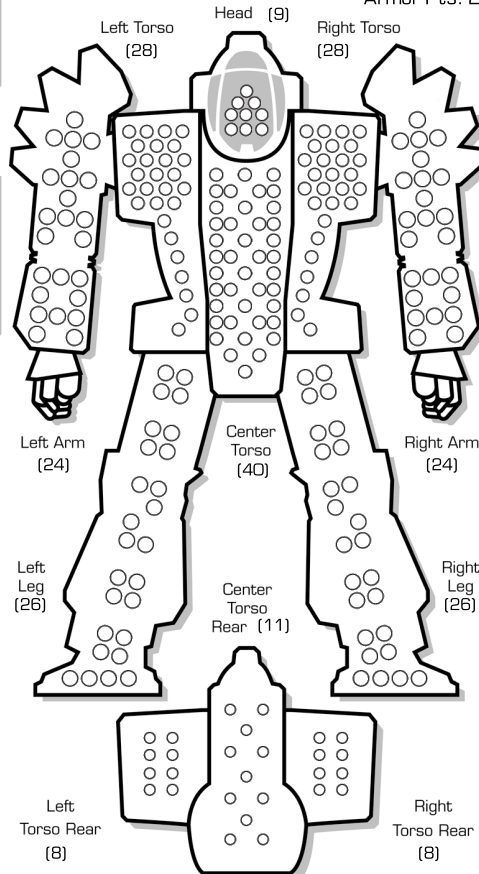
CATALYST
game labs



Damage Transfer Diagram

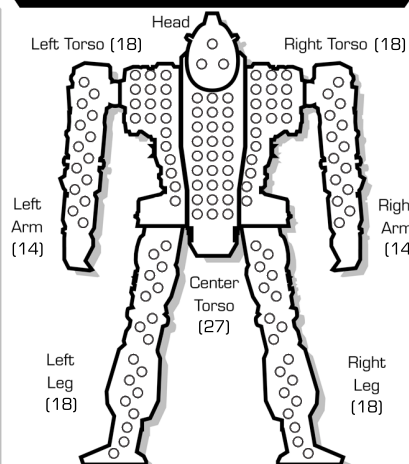
ARMOR DIAGRAM

Armor Pts: 232



INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

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