

# BATTLETECH

## 'MECH RECORD SHEET

### MECH DATA

Type: Excalibur EXC-B2c

Movement Points: Tonnage: 70  
Walking: 5 Tech Base: Inner Sphere  
Running: 8 3070  
Jumping: 0 E/X-X-E-A

### Weapons & Equipment Inventory (hexes)

| Qty              | Type                    | Loc    | Ht | Dmg                | Min | Sht | Med | Lng |
|------------------|-------------------------|--------|----|--------------------|-----|-----|-----|-----|
| 1                | ER Small Laser          | HD     | 2  | 3 [DE]             | --  | 2   | 4   | 5   |
| 2                | Machine Gun             | CT     | 0  | 2 [DB, AI]         | --  | 1   | 2   | 3   |
| 1                | LRM-20 w/Artemis IV FCS | LT     | 6  | 1/m [M, C/S/C5/20] | 6   | 7   | 14  | 21  |
| 1                | Heavy PPC               | RA     | 15 | 15 [DE]            | 3   | 6   | 12  | 18  |
| 2                | ER Medium Laser         | LA     | 5  | 5 [DE]             | --  | 4   | 8   | 12  |
| Ammunition Type  |                         | Rounds |    |                    |     |     |     |     |
| LRM-20 (Artemis) |                         | 12     |    |                    |     |     |     |     |
| MG (1/2)         |                         | 100    |    |                    |     |     |     |     |

Cost: 16,226,812 C-Bills

BV: 1,880  
Weapon Heat (33)  
Dissipation (26)

### WARRIOR DATA

Name:

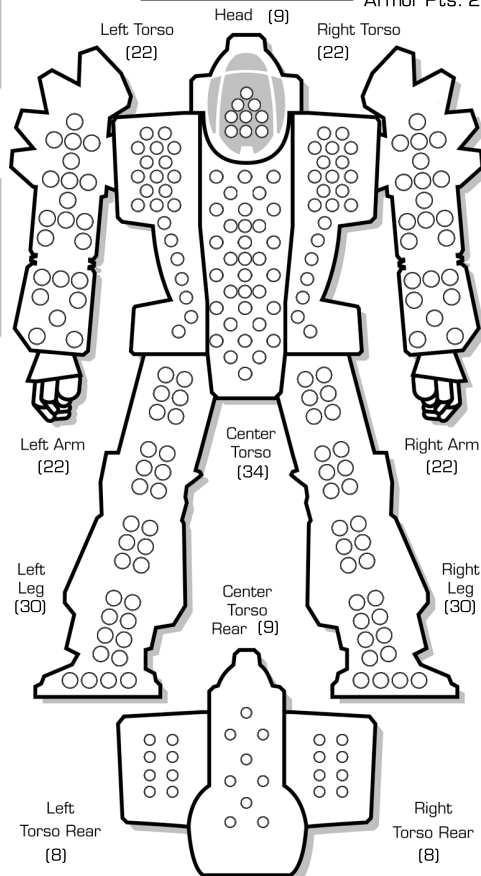
Gunnery Skill:

Piloting Skill:

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

### ARMOR DIAGRAM

Armor Pts: 216



### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo-Steel
6. Endo-Steel

1-3

1. ER Medium Laser
2. ER Medium Laser

4-6

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM-20
5. LRM-20
6. LRM-20

1-3

1. LRM-20
2. LRM-20
3. Artemis IV FCS
4. @LRM 20 Artemis (6)
5. @LRM 20 Artemis (6)
6. CASE

4-6

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

#### Center Torso

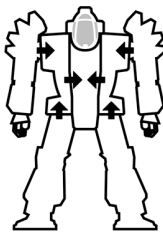
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Machine Gun
6. Machine Gun

4-6

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



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

1-3

1. Heavy PPC

4-6

2. Roll Again
3. Roll Again
4. Roll Again
5. Endo-Steel
6. Endo-Steel

#### Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. @MG 1/2 (100)
5. Roll Again
6. CASE

1-3

1. Endo-Steel
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

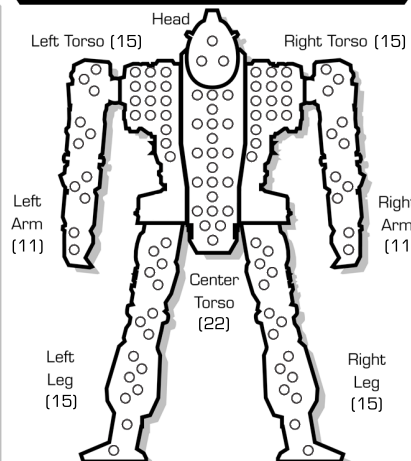
4-6

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

### 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          |