

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: Rampage RMP-1C

Movement Points: Tonnage: 100
Walking: 2 (3) Tech Base: Mixed
Running: 3 (5) 3070
Jumping: 2 X/X-X-X

Weapons & Equipment Inventory

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	LB 10-X AC (C)	LT	2	10	--	6	12	18
1	Gauss Rifle (C)	RA	1	15 [DB, C/S/F]	2	7	15	22
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
1	Large Pulse Laser (C)	LA	10	10 [P]	--	6	14	20
Ammunition Type		Rounds						
Gauss Rifle		32						
LB 10-X (Slug)		30						

Cost: 20,470,667 C-Bills

BV: 3,259
Weapon Heat (29)
Dissipation (24)

WARRIOR DATA

Name:

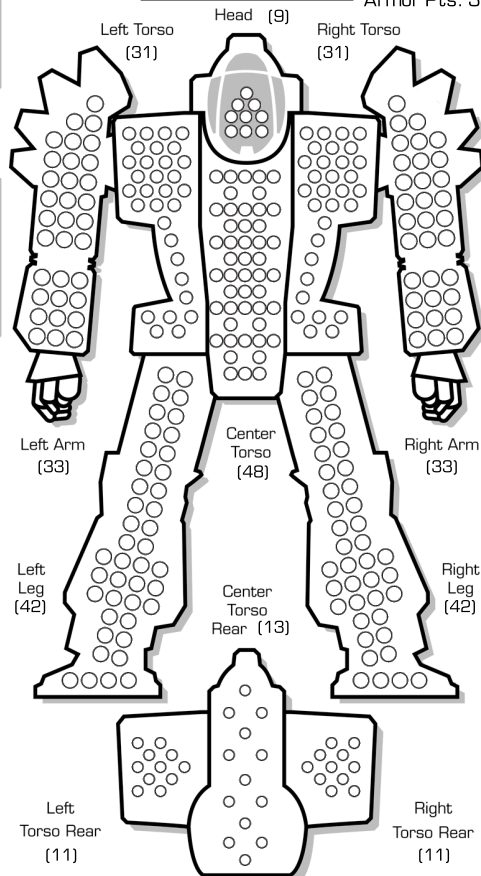
Gunnery Skill:

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

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

Right Arm (CASE)

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

1-3

4-6

- Gauss Rifle (C)
- Gauss Rifle (C)
- Gauss Rifle (C)
- Gauss Rifle (C)
- Large Pulse Laser (C)
- Large Pulse Laser (C)

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- TSM
- @Gauss Rifle (8)
- @Gauss Rifle (8)
- @LB 10 X Slug (10)

1-3

4-6

- @LB 10 X Slug (10)
- @LB 10 X Slug (10)
- Guardian ECM Suite
- Guardian ECM Suite
- Double Heat Sink
- Double Heat Sink

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- TSM
- @Gauss Rifle (8)
- @Gauss Rifle (8)
- LB 10-X AC (C)

1-3

4-6

- LB 10-X AC (C)
- LB 10-X AC (C)
- LB 10-X AC (C)
- LB 10-X AC (C)
- Double Heat Sink
- Double Heat Sink

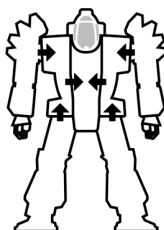
Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet

4-6

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



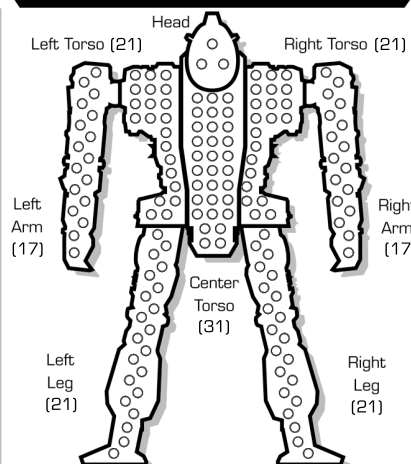
Damage Transfer Diagram

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) 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
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2
1
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