

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Champion CHP-2N

Movement Points: **Tonnage:** 60
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 **Rules Level:** Introductory
Jumping: 0 **Role:** Skirmisher
Engine Type: 300 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LT	4	2[Msl [M,C,S]	—	3	6	9
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	AC/10	RT	3	10 [DB,S]	—	5	10	15
2	Small Laser	CT	1	3 [DE]	—	1	2	3

Ammo: (AC/10) 20, (SRM 6) 15

BV: 1,116



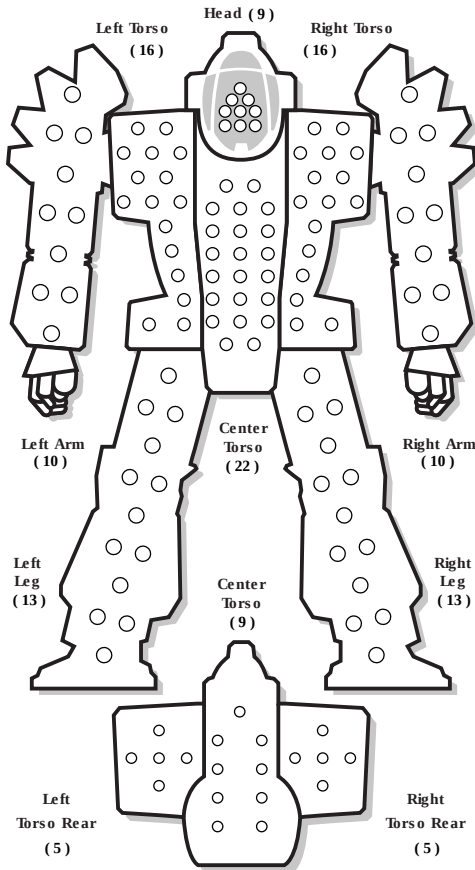
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

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

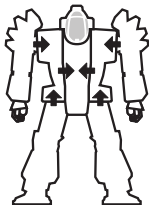
ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

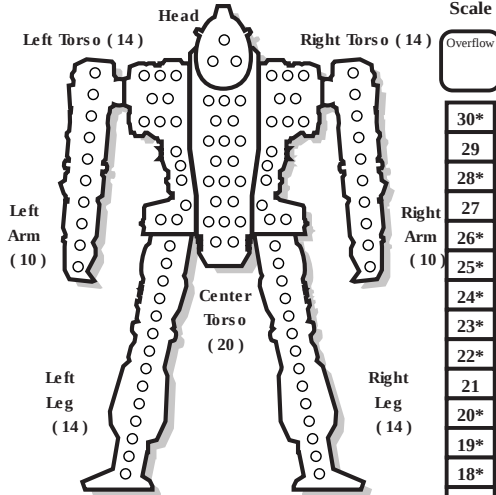
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Roll Again		3. Cockpit		3. Roll Again
	4. Roll Again		4. Roll Again		4. Roll Again
	5. Roll Again		5. Sensors		5. Roll Again
	6. Roll Again		6. Life Support		6. Roll Again
Left Torso		Center Torso		Right Torso	
1-3	1. Roll Again	1-3	1. Fusion Engine	1-3	1. Roll Again
	2. Roll Again		2. Fusion Engine		2. Roll Again
	3. Roll Again		3. Fusion Engine		3. Roll Again
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
4-6	1. SRM 6	4-6	1. Gyro	4-6	1. AC/10
	2. SRM 6		2. Fusion Engine		2. AC/10
	3. Medium Laser		3. Fusion Engine		3. AC/10
	4. Medium Laser		4. Fusion Engine		4. AC/10
	5. Ammo (SRM 6) 15		5. Small Laser		5. AC/10
	6. Roll Again		6. Small Laser		6. AC/10
Engine Hits ○○○○		Gyro Hits ○○○○		1-3	
Gyro Hits ○○○○		Sensor Hits ○○○○		4-6	
Sensor Hits ○○○○		Life Support ○		1. AC/10	
Life Support ○		Damage Transfer Diagram		2. Ammo (AC/10) 10	
1. Roll Again				3. Ammo (AC/10) 10	
2. Roll Again				4. Roll Again	
3. Roll Again				5. Roll Again	
4. Roll Again				6. Roll Again	
5. Roll Again					
6. Roll Again					
Left Leg		Right Leg			
1-3	1. Hip	1-3	1. Hip		
	2. Upper Leg Actuator		2. Upper Leg Actuator		
	3. Lower Leg Actuator		3. Lower Leg Actuator		
	4. Foot Actuator		4. Foot Actuator		
	5. Roll Again		5. Roll Again		
	6. Roll Again		6. Roll Again		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects
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 Sinks: 10



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