

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Javelin JVN-10F 'Fire Javelin'

Movement Points: **Tonnage:** 30
Walking: 6 **Tech Base:** Inner Sphere
Running: 9 **Rules Level:** Introductory
Jumping: 6 **Role:** Striker
Engine Type: 180 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
2	Medium Laser	RT	3	5 [DE]	—	3	6	9

BV: 835



WARRIOR DATA

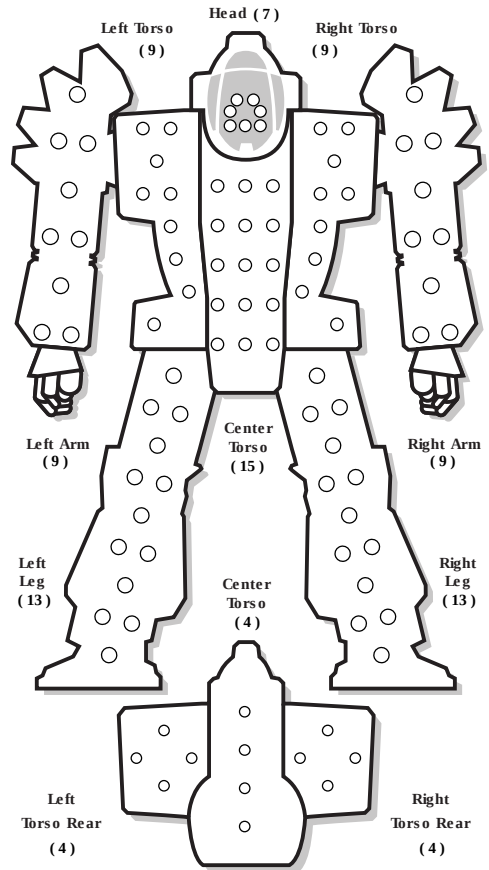
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

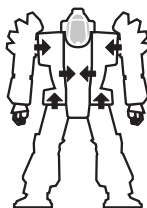
ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

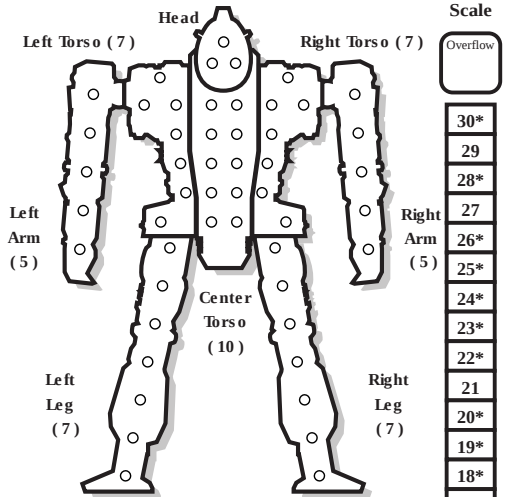
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Heat Sink		4. Hand Actuator
	5. Roll Again		5. Sensors		5. Roll Again
	6. Roll Again		6. Life Support		6. Roll Again
Center Torso		Right Torso		Left Torso	
4-6	1. Roll Again	4-6	1. Roll Again	1-3	1. Roll Again
	2. Roll Again		2. Roll Again		2. Roll Again
	3. Roll Again		3. Roll Again		3. Roll Again
	4. Roll Again		4. Roll Again		4. Roll Again
	5. Roll Again		5. Roll Again		5. Roll Again
	6. Roll Again		6. Roll Again		6. Roll Again
1-3		4-6		4-6	
1. Fusion Engine		1. Gyro		1. Heat Sink	
2. Fusion Engine		2. Gyro		2. Heat Sink	
3. Fusion Engine		3. Gyro		3. Medium Laser	
4. Gyro		4. Gyro		4. Medium Laser	
5. Gyro		5. Gyro		5. Roll Again	
6. Gyro		6. Gyro		6. Roll Again	
4-6		1-3		1-3	
1. Gyro		4-6		4-6	
2. Fusion Engine		1. Gyro		1. Roll Again	
3. Fusion Engine		2. Fusion Engine		2. Roll Again	
4. Fusion Engine		3. Fusion Engine		3. Roll Again	
5. Jump Jet		4. Gyro		4. Roll Again	
6. Jump Jet		5. Gyro		5. Roll Again	
1-3		6. Jump Jet		6. Roll Again	
4-6		1-3		4-6	
1. Roll Again		4-6		1. Roll Again	
2. Roll Again		1. Roll Again		2. Roll Again	
3. Roll Again		2. Roll Again		3. Roll Again	
4. Roll Again		3. Roll Again		4. Roll Again	
5. Roll Again		4. Roll Again		5. Roll Again	
6. Roll Again		5. Roll Again		6. Roll Again	
Left Leg		Right Leg		Engine Hits	
1-3	1. Hip	1-3	1. Hip	Gyro Hits	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support	
	4. Foot Actuator		4. Foot Actuator		
	5. Jump Jet		5. Jump Jet		
	6. Jump Jet		6. Jump Jet		
4-6		4-6			
1. Roll Again		1. Roll Again			
2. Roll Again		2. Roll Again			
3. Roll Again		3. Roll Again			
4. Roll Again		4. Roll Again			
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	Heat Sinks:
30	Shutdown	12
28	Ammo Exp, avoid on 8+	11
26	Shutdown, avoid on 10+	10*
25	-5 Movement Points	9
24	+4 Modifier to Fire	8*
23	Ammo Exp, avoid on 6+	7
22	Shutdown, avoid on 8+	6
20	-4 Movement Points	5*
19	Ammo Exp, avoid on 4+	4
18	Shutdown, avoid on 6+	3
17	+3 Modifier to Fire	2
15	-3 Movement Points	1
14	Shutdown, avoid on 4+	0
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