BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Cudgel CDG-2A

Movement Points:
Walking: 5 [6]
Running: 8 [9]
Jumping: 0
Engine Type: 400 XL

Tonnage: 80
Tech Base: Inner Sphere
Rules Level: Standard
Role: Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Mace	LA	—	20	—	—	—	—
1	Claw	RA	—	12	—	—	—	—
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser (R)	LT	3	5 [DE]	—	3	6	9
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser (R)	RT	3	5 [DE]	—	3	6	9
1	Small Laser (R)	CT	1	3 [DE]	—	1	2	3
1	Medium Laser	HD	3	5 [DE]	—	3	6	9

BV: 1,750

WARRIOR DATA

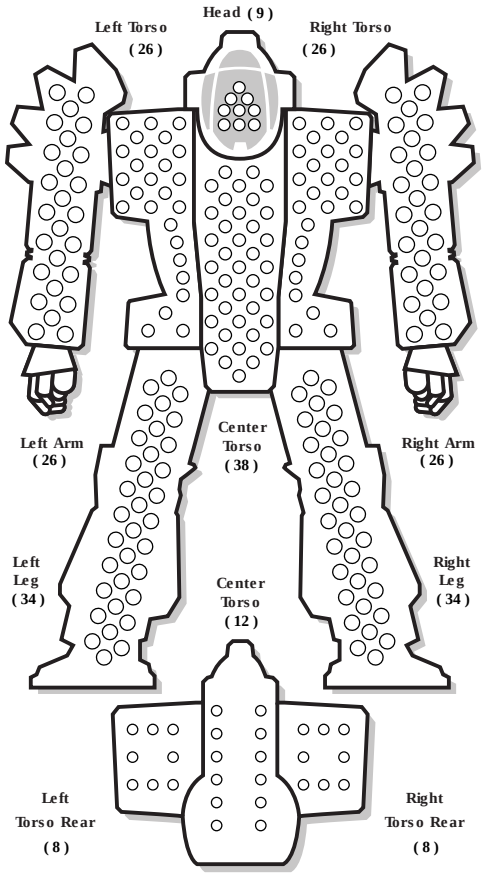
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

ARMOR DIAGRAM

Light Ferro-Fibrous



CRITICAL TABLE

Left Arm

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

4-6
1. Mace
2. Mace
3. Mace
4. Mace
5. Mace
6. Mace

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Medium Laser
5. ER Medium Laser
6. Medium Laser

4-6
1. Medium Laser (R)
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous
4. Triple Strength Myomer
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Triple Strength Myomer
6. Triple Strength Myomer

Head

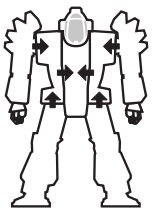
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Medium Laser
6. Light Ferro-Fibrous

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Small Laser (R)
6. Light Ferro-Fibrous

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Claw
5. Claw
6. Claw

4-6
1. Claw
2. Claw
3. Claw
4. Light Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Medium Laser
5. ER Medium Laser
6. Medium Laser

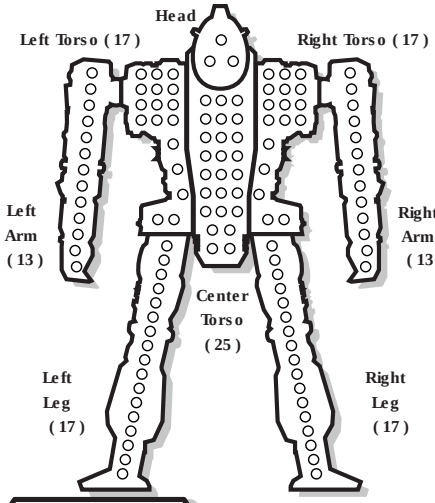
4-6
1. Medium Laser (R)
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous
4. Triple Strength Myomer
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Triple Strength Myomer
6. Triple Strength Myomer

INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

HEAT DATA

Double Heat Sinks: 11 (22)

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	

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