

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Chameleon CLN-7W

Movement Points: **Tonnage:** 50
Walking: 6 **Tech Base:** Inner Sphere
Running: 9 **Rules Level:** Standard
Jumping: 6 **Role:** Striker
Engine Type: 300 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	Medium Laser	RA	3	5 [DE]	—	3	6	9

(hexes)

WARRIOR DATA

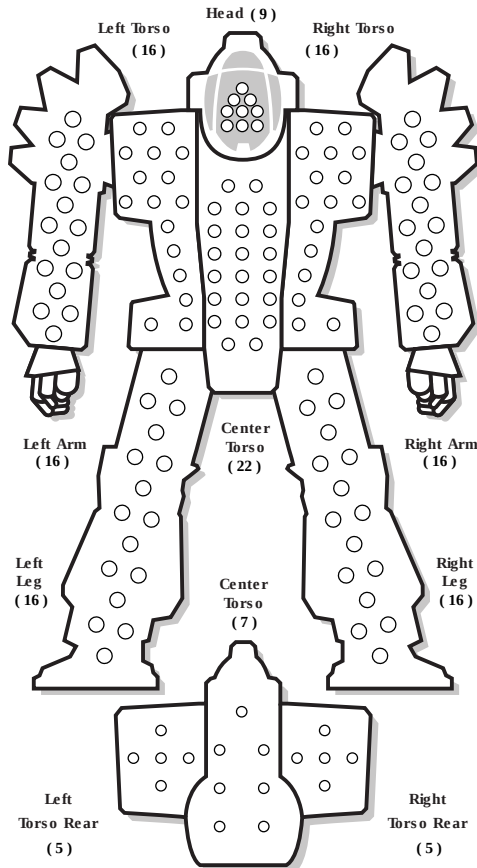
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Standard Armor



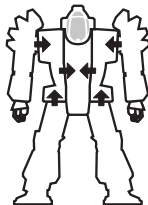
BV: 1,243



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. Roll Again		4. Hand Actuator
	5. Medium Pulse Laser		5. Sensors		5. ER Large Laser
	6. Roll Again		6. Life Support		6. ER Large Laser
Center Torso		Left Torso		Right Torso	
4-6	1. Fusion Engine	4-6	1. Jump Jet	4-6	1. Medium Laser
	2. Fusion Engine		2. Roll Again		2. Roll Again
	3. Fusion Engine		3. Roll Again		3. Roll Again
	4. Gyro		4. Roll Again		4. Roll Again
	5. Gyro		5. Roll Again		5. Roll Again
	6. Gyro		6. Roll Again		6. Roll Again
Left Leg		Engine Hits		Right Leg	
1-3	1. Hip	4-6	1. Gyro	1-3	1. Jump Jet
	2. Upper Leg Actuator		2. Fusion Engine		2. Roll Again
	3. Lower Leg Actuator		3. Fusion Engine		3. Roll Again
	4. Foot Actuator		4. Fusion Engine		4. Roll Again
	5. Jump Jet		5. Roll Again		5. Roll Again
	6. Jump Jet		6. Roll Again		6. Roll Again
Right Leg		Gyro Hits		Left Torso	
4-6	1. Hip	4-6	1. Roll Again	1-3	1. Roll Again
	2. Upper Leg Actuator		2. Roll Again		2. Roll Again
	3. Lower Leg Actuator		3. Roll Again		3. Roll Again
	4. Foot Actuator		4. Roll Again		4. Roll Again
	5. Jump Jet		5. Roll Again		5. Roll Again
	6. Jump Jet		6. Roll Again		6. Roll Again

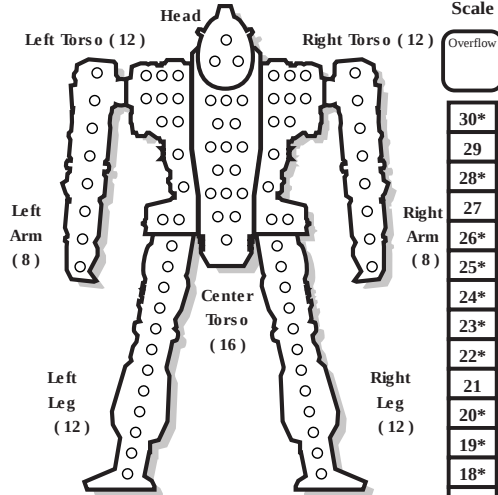
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



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

Double Heat Sinks:
10 (20)

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
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3
2
1
0