BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Excalibur EXC-D1

Movement Points:		**Tonnage:**	70
Walking:	5	**Tech Base:**	Inner Sphere
Running:	8	**Rules Level:**	Standard
Jumping:	5	**Role:**	Skirmisher
Engine Type:	350 XL		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Rotary AC/5	RA	1	5/Sht [DB,R/C]	—	5	10	15
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	C3i	LT	—	[E]	—	—	—	—
1	Targeting Computer	RT	—	[E]	—	—	—	—

Ammo: (RAC/5) 60, (Streak SRM 6) 15

BV: 1,949

WARRIOR DATA

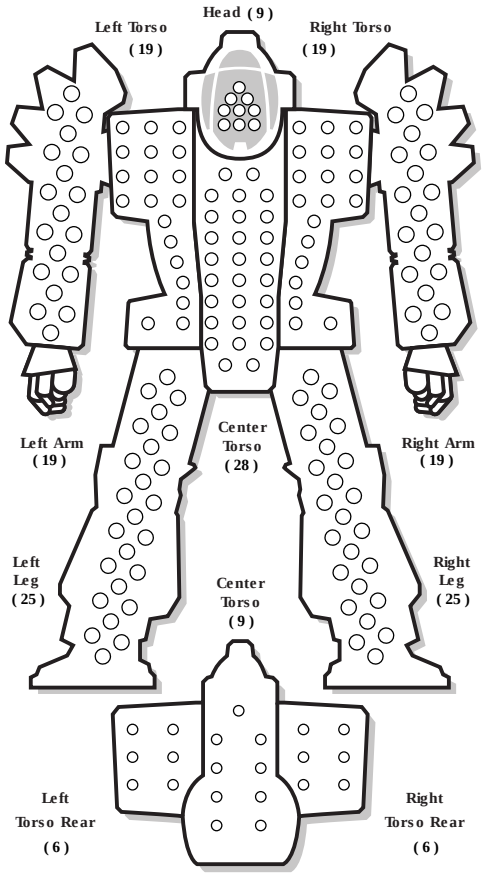
Name: _____

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Streak SRM 6
5. Streak SRM 6
6. Ammo (Streak SRM 6) 15

4-6
1. C3i
2. C3i
3. CASE
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

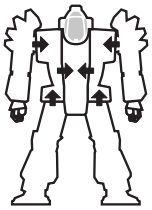
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

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. Jump Jet
6. Endo Steel

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. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

4-6
1. Rotary AC/5
2. Rotary AC/5
3. Rotary AC/5
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (RAC/5) 20
5. Ammo (RAC/5) 20
6. Ammo (RAC/5) 20

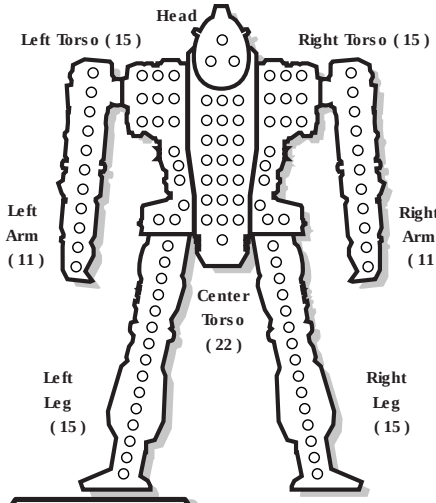
4-6
1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. CASE
5. Endo Steel
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM

Endo Steel



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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