BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Argus AGS-5D

Movement Points:
Walking: 5
Running: 8 [10]
Jumping: 0
Engine Type: 300 XL

Tonnage: 60
Tech Base: Inner Sphere
Rules Level: Standard
Role: Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 6	LA	4	2/Msl [M,C]	—	3	6	9
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	C3 Computer (Slave)	HD	—	[E]	—	—	—	—

Ammo: (Streak SRM 6) 30

BV: 2,065

WARRIOR DATA

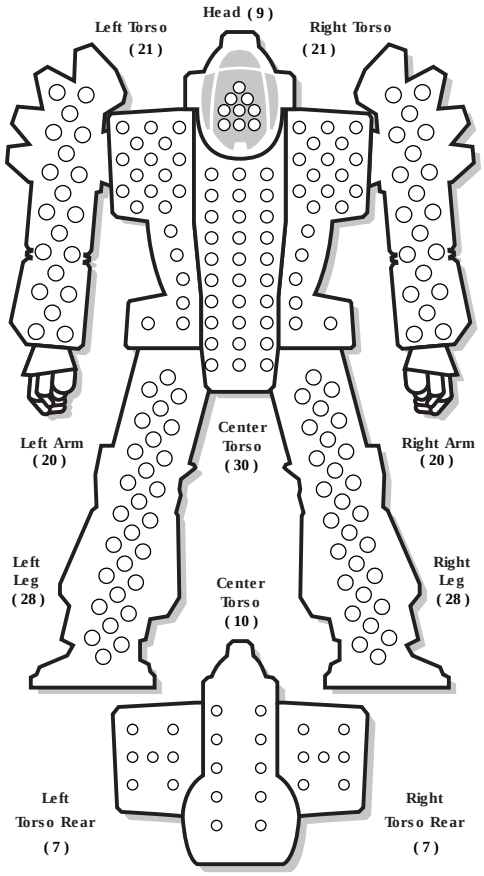
Name: _____

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. Streak SRM 6
4. Streak SRM 6
5. Streak SRM 6
6. Streak SRM 6

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

Left Torso

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

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. C3 Slave
5. Sensors
6. Life Support

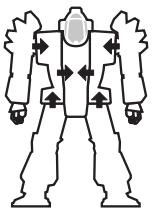
Center Torso

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

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

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

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

4-6
1. Light Ferro-Fibrous
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous

Right Torso

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

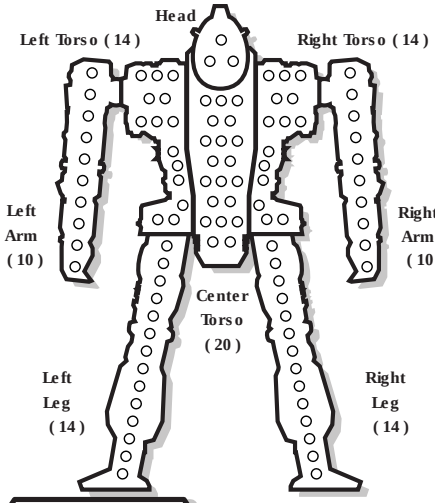
4-6
1. Targeting Computer
2. Endo Steel
3. Light Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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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