

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Argus AGS-4D

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 300 XL

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LA	4	1/Msl [M,C,S]	6	7	14	21
1	Rotary AC/5	RA	1	5/Sht	—	5	10	15
				[DB,R/C]				
1	Machine Gun	RA	—	2 [DB,AI]	—	1	2	3
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Active Probe	LT	—	[E]	—	—	—	4
	(Beagle)							
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—

Ammo: (LRM 10) 24, (Machine Gun) 100, (RAC/5) 40

BV: 1,638



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- LRM 10
- LRM 10
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Active Probe (Beagle)
- Active Probe (Beagle)

1-3

- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5

1-3

- Rotary AC/5
- Rotary AC/5
- Machine Gun
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Targeting Computer
- Targeting Computer

1-3

- Targeting Computer
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- Ammo (Machine Gun) 100
- CASE
- Endo Steel

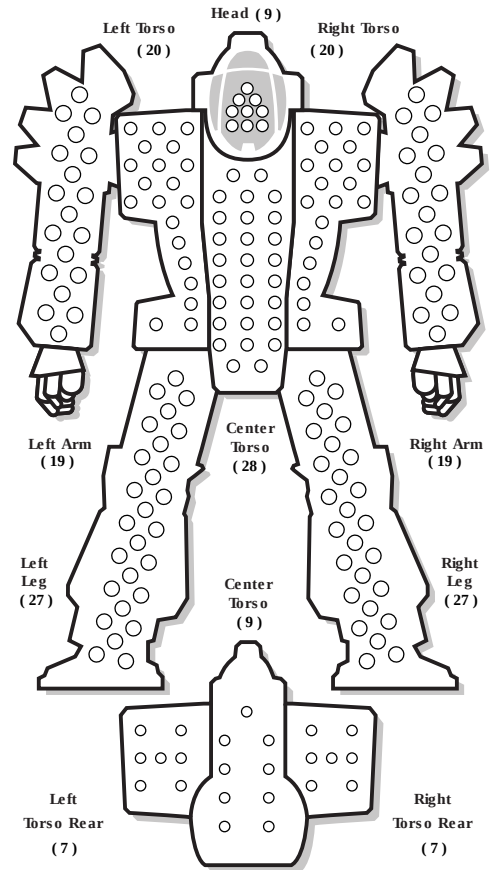
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

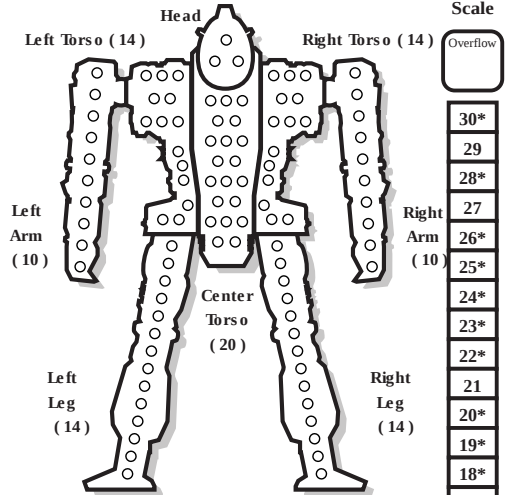
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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	○○○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
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16
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12
11
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4
3
2
1
0