BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Flamberge 3

Movement Points:
Walking: 4
Running: 6
Jumping: 7
Engine Type: 280 XL

Tonnage: 70
Tech Base: Clan
Rules Level: Advanced
Role: Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	LA	3	2/Msl [M,C,S]	—	3	6	9
1	Ultra AC/20	LT/LA	7	20/Sht [DB,R/C]	—	4	8	12
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	SRM 4	RA	3	2/Msl [M,C,S]	—	3	6	9
1	Partial Wing	RT/LT	—	[E]	—	—	—	—
1	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
1	Micro Pulse Laser	CT	1	3 [P,AI]	—	1	2	3

Ammo: (SRM 4) 25, (Ultra AC/20) 15

BV: 2,262

WARRIOR DATA

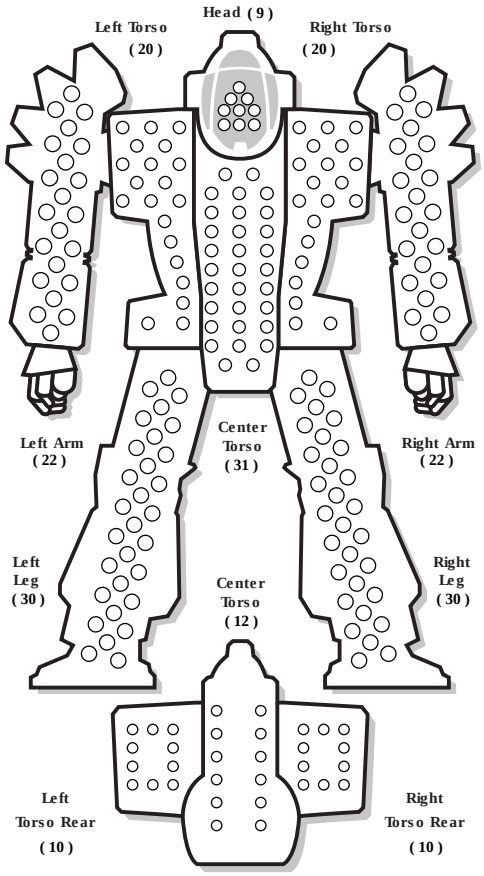
Name: _____

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

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

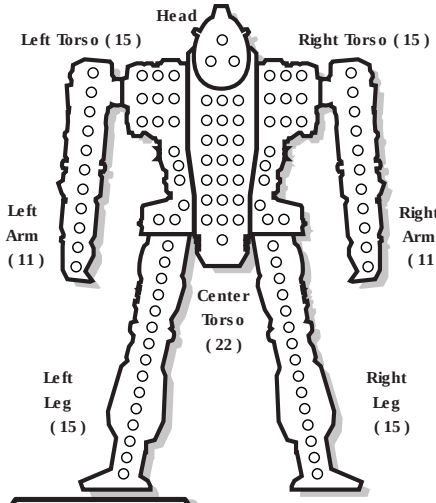
ARMOR DIAGRAM

Standard Armor



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

CRITICAL TABLE

Left Arm (CASE)
1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 4
6. Ultra AC/20

4-6:
1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Ammo (Ultra AC/20) 5
6. Ammo (Ultra AC/20) 5

Left Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. Partial Wing
4. Partial Wing
5. Partial Wing
6. Improved Jump Jet

4-6:
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

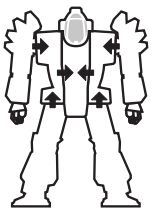
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
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. Medium Pulse Laser
6. Micro Pulse Laser

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



Damage Transfer Diagram

Right Arm (CASE)
1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. SRM 4

4-6:
1. Ammo (SRM 4) 25
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Torso (CASE)
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. Partial Wing
4. Partial Wing
5. Partial Wing
6. Improved Jump Jet

4-6:
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Ammo (Ultra AC/20) 5
5. Endo Steel
6. Endo Steel

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

HEAT DATA

Double Heat Sinks: 11 (25)
(Partial Wing +3)

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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