

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Sphinx 2
Movement Points:
Walking: 5
Running: 8 [10]
Jumping: 0
Engine Type: 375 XL

Tonnage: 75
Tech Base: Clan
Rules Level: Standard
Role: Skirmisher

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
5	ER Small Laser	LT	2	5 [DE]	—	2	4	6	
5	ER Small Laser	RT	2	5 [DE]	—	2	4	6	
1	Targeting Computer	RT	—	[E]	—	—	—	—	
2	ER Large Laser	CT	12	10 [DE]	—	8	15	25	

BV: 2,753



WARRIOR DATA

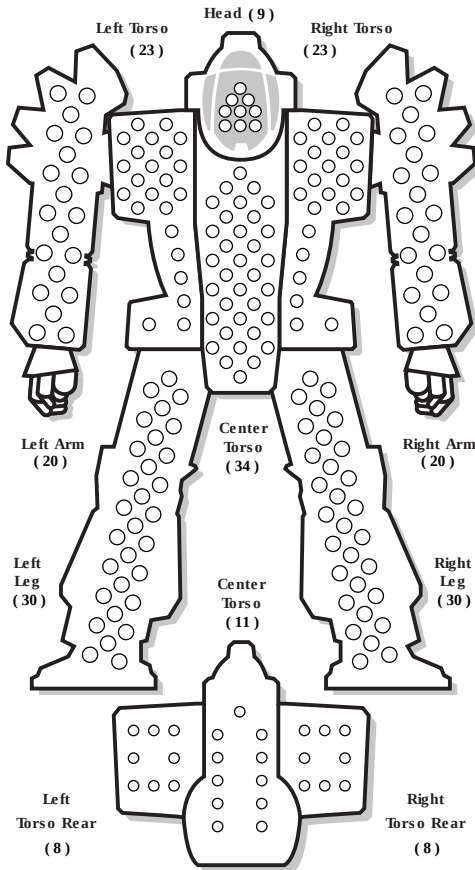
Name: _____
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

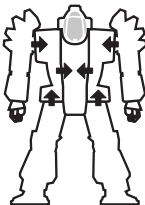
ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

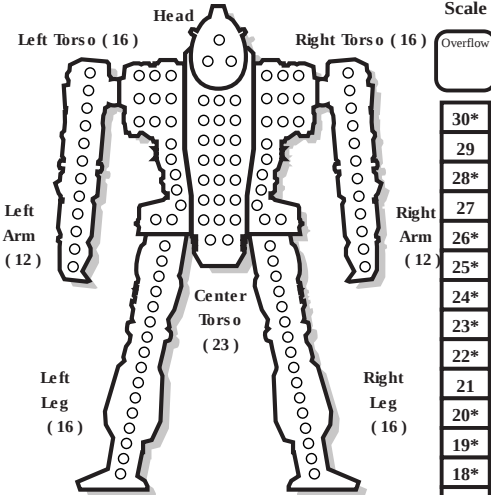
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Endo Steel		4. Hand Actuator
	5. Double Heat Sink		5. Sensors		5. Double Heat Sink
	6. Double Heat Sink		6. Life Support		6. Double Heat Sink
Center Torso		Left Torso		Right Torso	
4-6	1. XL Fusion Engine	1-3	1. Gyro	4-6	1. Double Heat Sink
	2. XL Fusion Engine		2. XL Fusion Engine		2. Double Heat Sink
	3. XL Fusion Engine		3. XL Fusion Engine		3. Endo Steel
	4. Gyro		4. Gyro		4. Endo Steel
	5. Gyro		5. Roll Again		5. Roll Again
	6. Gyro		6. Roll Again		6. Roll Again
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	1. XL Fusion Engine	○○○	
	2. Upper Leg Actuator		2. XL Fusion Engine	Gyro Hits ○○○	
	3. Lower Leg Actuator		3. XL Fusion Engine	Sensor Hits ○○○	
	4. Foot Actuator		4. XL Fusion Engine	Life Support ○	
	5. Double Heat Sink		5. ER Large Laser		
	6. Double Heat Sink		6. ER Large Laser		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	22 (44)
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*
17*
16
15*
14*
13*
12
11
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5*
4
3
2
1
0