BATTLETECH

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Axman AXM-3Sr

Movement Points:		**Tonnage:**	65
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Standard
Jumping:	4	**Role:**	Skirmisher
Engine Type:	260 Light		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Hatchet	RA	—	13	—	—	—	—
1	ECM Suite (Guardian)	LT	—	[E]	—	—	—	6
1	Rotary AC/5	RT	1	5/Sht [DB,R/C]	—	5	10	15
1	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6
1	C3 Computer (Slave)	CT	—	[E]	—	—	—	—

Ammo: (RAC/5) 80

BV: 1,734

WARRIOR DATA

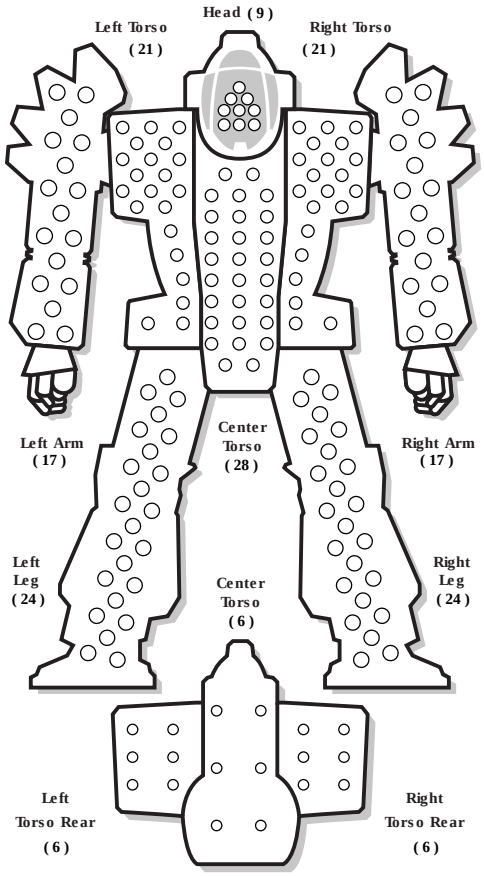
Name: _____

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

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

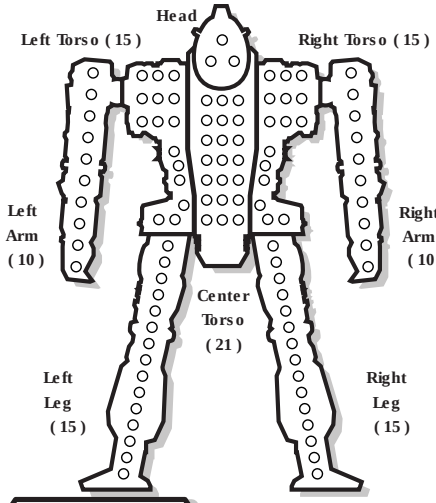
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

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

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

Left Torso (CASE)

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

4-6
1. ECM Suite (Guardian)
2. ECM Suite (Guardian)
3. CASE
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

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

Head

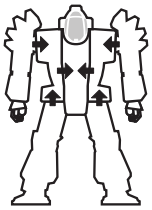
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Medium Pulse Laser
6. C3 Slave

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. Hand Actuator
5. Hatchet
6. Hatchet

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

Right Torso

1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Rotary AC/5

4-6
1. Rotary AC/5
2. Rotary AC/5
3. Rotary AC/5
4. Rotary AC/5
5. Rotary AC/5
6. Ferro-Fibrous

Right Leg

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

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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