

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Cyclops CP-11-C3

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 360 Fusion

Tonnage: 90

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Brawler

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	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	C3BS (Master)	LT	—	[E]	—	5	9	15
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Streak SRM 4	CT	3	2/Msl [M,C]	—	3	6	9

Ammo: (Gauss) 16, (Streak SRM 4) 25

BV: 1,752



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Heavy Ferro-Fibrous

1-3

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- C3BS (Master)
- C3BS (Master)
- C3BS (Master)
- C3BS (Master)
- C3BS (Master)
- C3BS (Master)

1-3

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

Head

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

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Streak SRM 4
- Ammo (Streak SRM 4) 25

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Heavy Ferro-Fibrous

1-3

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

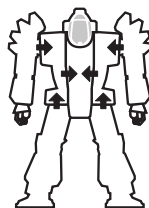
1-3

- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

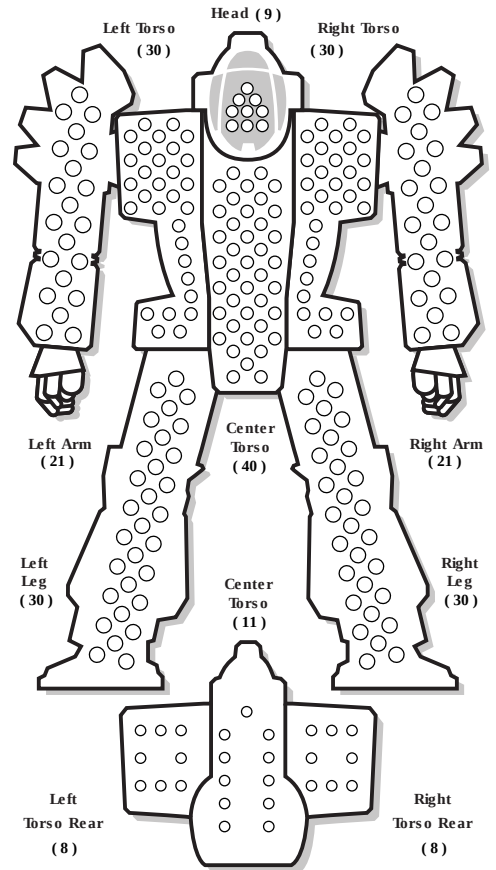


Damage Transfer Diagram



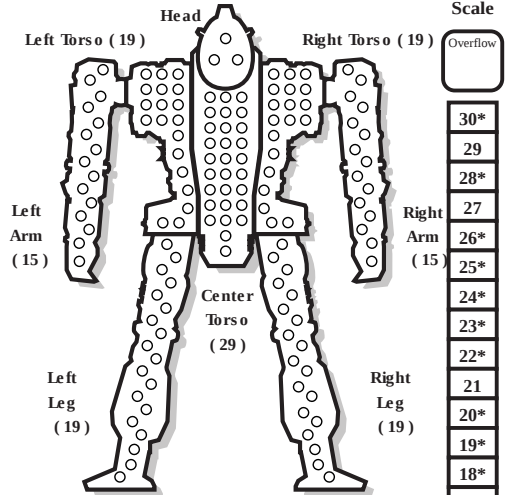
ARMOR DIAGRAM

Heavy Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0