

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Highlander IIC 3

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Engine Type: 270 Fusion

Tonnage: 90

Tech Base: Clan

Rules Level: Standard

Role: Missile Boat

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
2	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12
1	HAG/20	RA	4	20 [C,F,X]	2	8	16	24
3	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	LRM 20	RT	6	1/Msl [M,C,S]	—	7	14	21
1	ECM Suite	HD	—	[E]	—	—	—	6

Ammo: (HAG/20) 24, (LRM 20 Artemis) 24, (Streak SRM 6) 15

BV: 2,850



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 6
- Streak SRM 6

1-3

- Streak SRM 6
- Streak SRM 6
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- Jump Jet
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Ammo (LRM 20 Artemis) 6
- Ammo (LRM 20 Artemis) 6

1-3

- Ammo (LRM 20 Artemis) 6
- Ammo (LRM 20 Artemis) 6
- Ammo (Streak SRM 6) 15
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- ECM Suite
- Sensors
- Life Support

Center Torso

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

1-3

4-6

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- HAG/20
- HAG/20
- HAG/20

1-3

- HAG/20
- HAG/20
- HAG/20
- Ammo (HAG/20) 6
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso

- Jump Jet
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS

1-3

- Ammo (HAG/20) 6
- Ammo (HAG/20) 6
- Ammo (HAG/20) 6
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

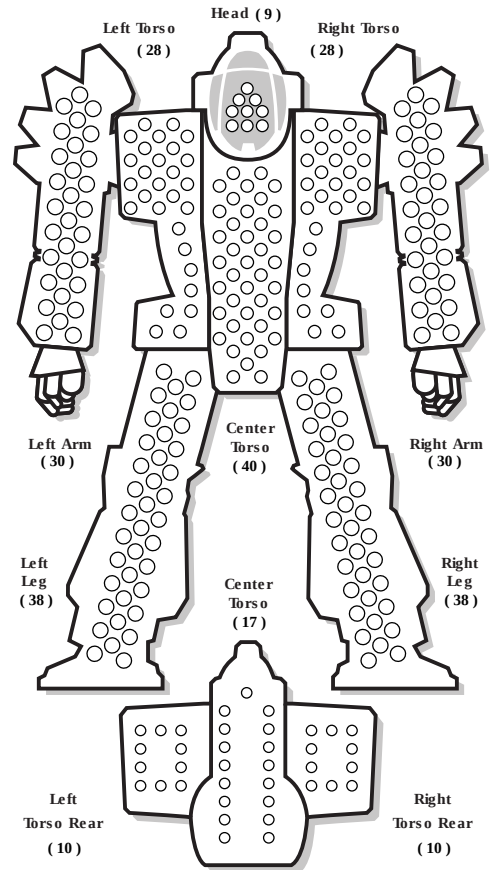
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

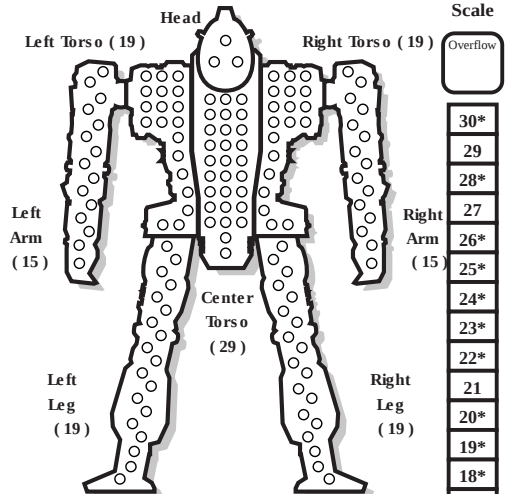
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	12 (24)
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*
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