

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Naginata NG-C3Ar

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 285 Fusion

Tonnage: 95

Tech Base: Inner Sphere

Rules Level: Advanced

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
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
1	Large VSP Laser	LT	10	11/9/7 [P,V]	—	4	8	15
1	C3BS (Master)	LT	—	[E]	—	5	9	15
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 15 Artemis) 32

BV: 1,825



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- ER PPC

4-6

Left Torso (CASE)

- Large VSP Laser
- Large VSP Laser
- Large VSP Laser
- Large VSP Laser
- C3BS (Master)
- C3BS (Master)

1-3

- C3BS (Master)
- C3BS (Master)
- C3BS (Master)
- C3BS (Master)
- CASE
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

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

1-3

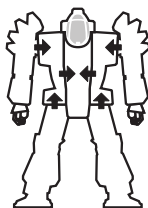
Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS
- Roll Again

4-6

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 15
- LRM 15
- LRM 15

1-3

- Artemis IV FCS
- Ammo (LRM 15 Artemis) 8
- Ammo (LRM 15 Artemis) 8
- Ammo (LRM 15 Artemis) 8
- Ammo (LRM 15 Artemis) 8
- CASE

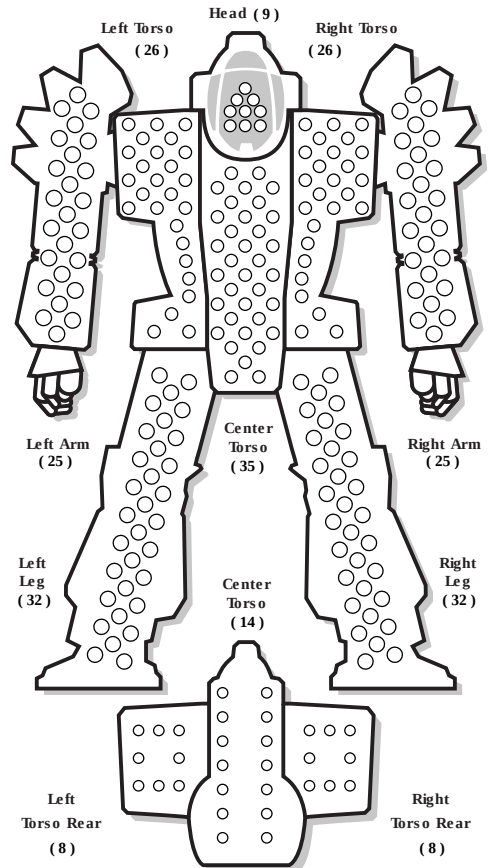
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

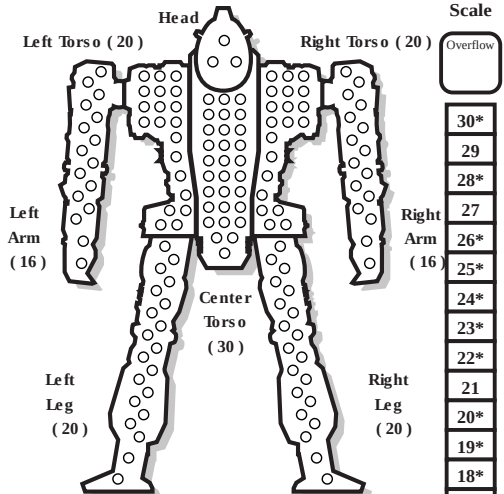
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 15 (30)
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	○○○