

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Rifleman RFL-6D

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 300 XL

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

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	Light AC/5	LA	1	5 [DB,S]	—	5	10	15
2	Light AC/5	RA	1	5 [DB,S]	—	5	10	15
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	C3 Computer (Slave)	HD	—	[E]	—	—	—	—

Ammo: (LAC/5) 120

BV: 1,274



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Light AC/5
- Light AC/5
- Light AC/5
- Light AC/5

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Ammo (LAC/5) 20
- Ammo (LAC/5) 20

- Ammo (LAC/5) 20
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- C3 Slave
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Light AC/5
- Light AC/5
- Light AC/5
- Light AC/5

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

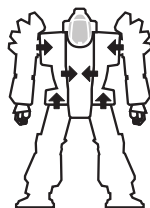
Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Ammo (LAC/5) 20
- Ammo (LAC/5) 20

- Ammo (LAC/5) 20
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

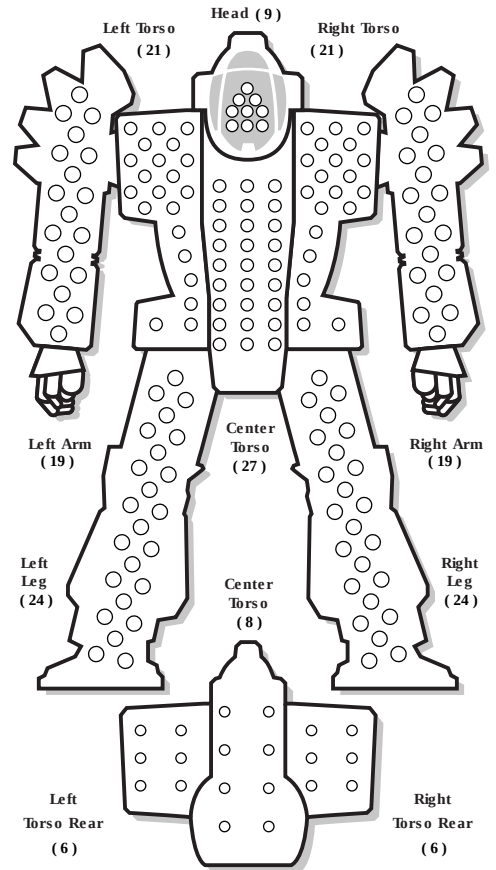
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



Damage Transfer Diagram

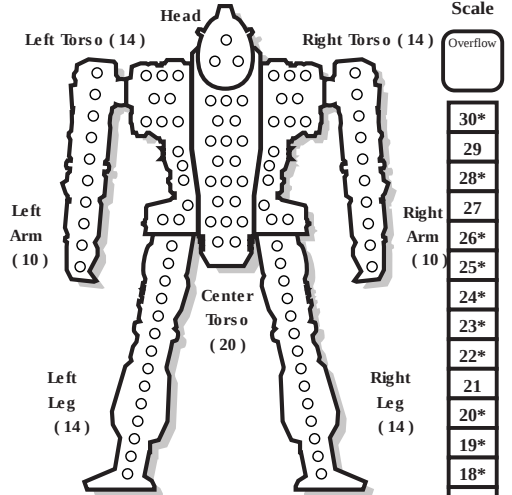
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

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

Double Heat Sinks:
10 (20)

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