

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Carronade CRN-7M

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 280 XL

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

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	Silver Bullet Gauss Rifle	LA	1	15	2	7	15	22
				[DB,C/F/X]				
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12

Ammo: (Gauss) 16, (Silver Bullet) 16

BV: 1,799



CRITICAL TABLE

Left Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Silver Bullet Gauss Rifle
- Silver Bullet Gauss Rifle

1-3

- Silver Bullet Gauss Rifle
- Silver Bullet Gauss Rifle
- Silver Bullet Gauss Rifle
- Silver Bullet Gauss Rifle
- Silver Bullet Gauss Rifle
- CASE II

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Ammo (Silver Bullet) 8
- Ammo (Silver Bullet) 8

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

1-3

Center Torso

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

4-6

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

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



Damage Transfer Diagram

Right Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- CASE II

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Ammo (Gauss) 8
- Ammo (Gauss) 8

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

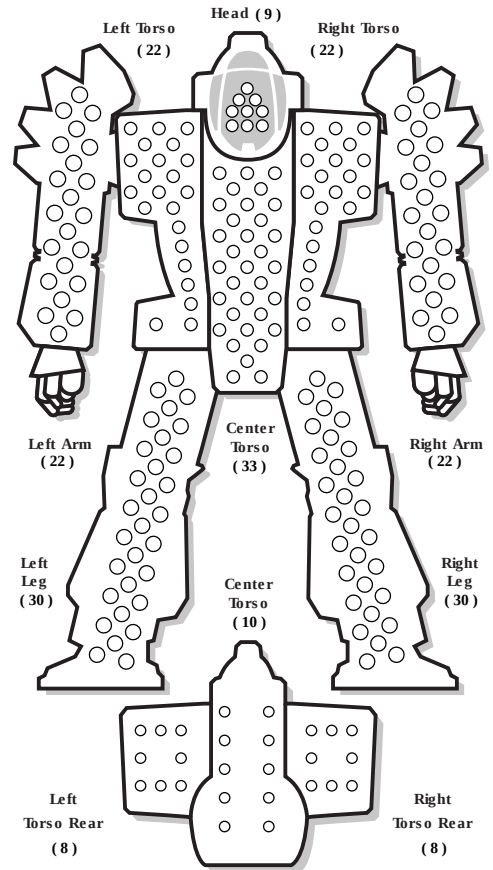
4-6

Right Leg

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

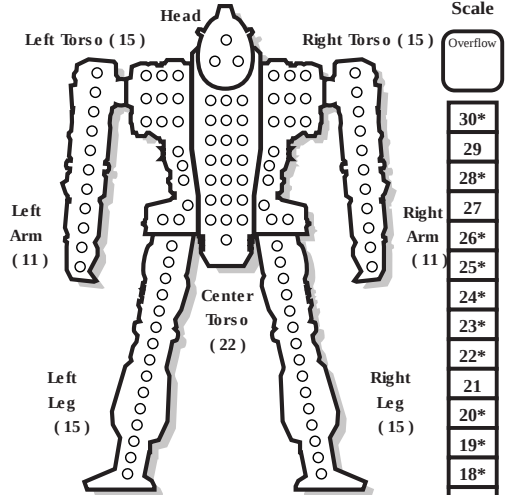
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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
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9
8*
7
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5*
4
3
2
1
0