

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Juliano JLN-5A

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 360 XL

Tonnage: 90

Tech Base: Mixed

Rules Level: Standard

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
2	Streak SRM 6 (C)	LA	4	2/Msl [M,C]	—	4	8	12
1	ER Medium Laser (IS)	LA	5	5 [DE]	—	4	8	12
2	Streak SRM 6 (C)	RA	4	2/Msl [M,C]	—	4	8	12
1	ER Medium Laser (IS)	RA	5	5 [DE]	—	4	8	12
1	ER Large Laser (IS)	LT	12	8 [DE]	—	7	14	19
1	ER Large Laser (IS)	RT	12	8 [DE]	—	7	14	19
1	ER Large Laser (IS)	CT	12	8 [DE]	—	7	14	19
1	ER Medium Laser (IS)	HD	5	5 [DE]	—	4	8	12

Ammo: (Streak SRM 6) 60

BV: 2,105



CRITICAL TABLE

Left Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Streak SRM 6 [Clan]
- Streak SRM 6 [Clan]
- Streak SRM 6 [Clan]

1-3

- Streak SRM 6 [Clan]
- ER Medium Laser
- Ammo (Streak SRM 6) 15
- Ammo (Streak SRM 6) 15
- CASE II
- Endo-Composite

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER Large Laser
- ER Large Laser
- Endo-Composite
- Endo-Composite
- Endo-Composite
- Endo-Composite

4-6

Left Leg

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

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
- ER Large Laser
- ER Large Laser

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



Damage Transfer Diagram

Right Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Streak SRM 6 [Clan]
- Streak SRM 6 [Clan]
- Streak SRM 6 [Clan]

1-3

- Streak SRM 6 [Clan]
- ER Medium Laser
- Ammo (Streak SRM 6) 15
- Ammo (Streak SRM 6) 15
- CASE II
- Light Ferro-Fibrous

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER Large Laser
- ER Large Laser
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

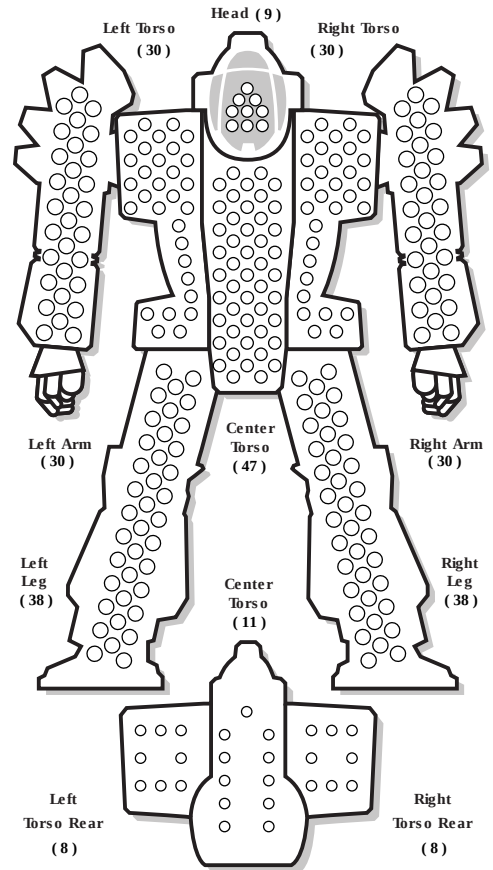
4-6

Right Leg

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

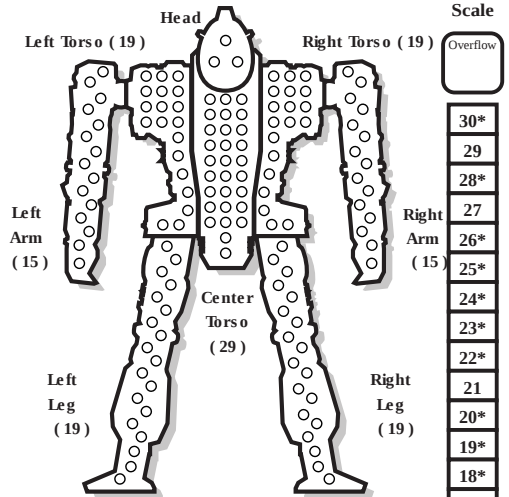
ARMOR DIAGRAM

Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo-Composite



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 (32)
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*
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3
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