

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Malice MAL-XV

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 400 XL

Tonnage: 100

Tech Base: Mixed

Rules Level: Standard

Role: Juggernaut

### 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   | Imp. Heavy Medium Laser | LA  | 7  | 10 [DE,X] | —   | 3   | 6   | 9   |
| 1   | Light AC/5              | LA  | 1  | 5 [DB,S]  | —   | 5   | 10  | 15  |
| 1   | Imp. Heavy Medium Laser | RA  | 7  | 10 [DE,X] | —   | 3   | 6   | 9   |
| 1   | Light AC/5              | RA  | 1  | 5 [DB,S]  | —   | 5   | 10  | 15  |
| 1   | Imp. Heavy Medium Laser | LT  | 7  | 10 [DE,X] | —   | 3   | 6   | 9   |
| 1   | Light AC/5              | LT  | 1  | 5 [DB,S]  | —   | 5   | 10  | 15  |
| 1   | Imp. Heavy Medium Laser | RT  | 7  | 10 [DE,X] | —   | 3   | 6   | 9   |
| 1   | Light AC/5              | RT  | 1  | 5 [DB,S]  | —   | 5   | 10  | 15  |
| 1   | C3 Computer (Slave)     | HD  | —  | [E]       | —   | —   | —   | —   |

Ammo: (LAC/5) 160

BV: 1,996



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Imp. Heavy Medium Laser [Clan]
- Imp. Heavy Medium Laser [Clan]
- Light AC/5
- Light AC/5

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

#### Left Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Imp. Heavy Medium Laser [Clan]
- Imp. Heavy Medium Laser [Clan]
- Light AC/5

- Light AC/5
- Ammo (LAC/5) 20
- Ammo (LAC/5) 20
- Ammo (LAC/5) 20
- Ammo (LAC/5) 20
- CASE II [Clan]

#### 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

1-3

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

4-6

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Imp. Heavy Medium Laser [Clan]

- Imp. Heavy Medium Laser [Clan]
- Light AC/5
- Light AC/5
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Right Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Imp. Heavy Medium Laser [Clan]
- Imp. Heavy Medium Laser [Clan]
- Light AC/5

- Light AC/5
- Ammo (LAC/5) 20
- Ammo (LAC/5) 20
- Ammo (LAC/5) 20
- Ammo (LAC/5) 20
- CASE II [Clan]

4-6

#### Right Leg

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

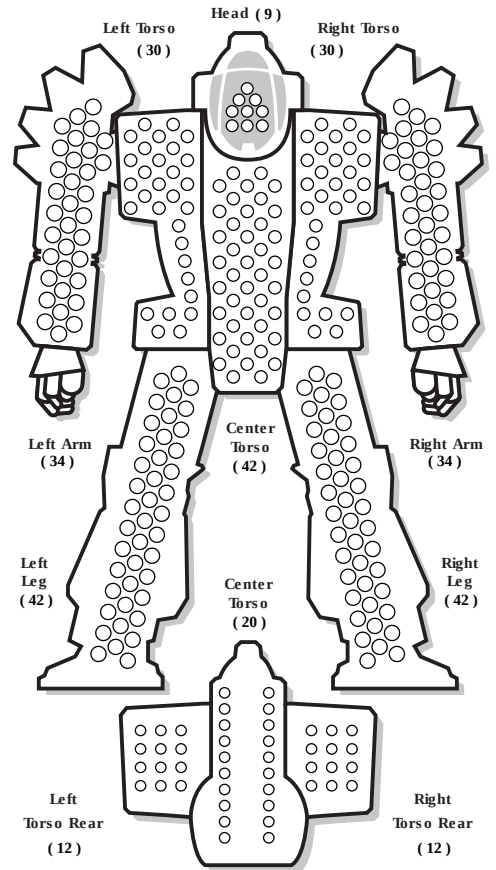


Damage Transfer Diagram



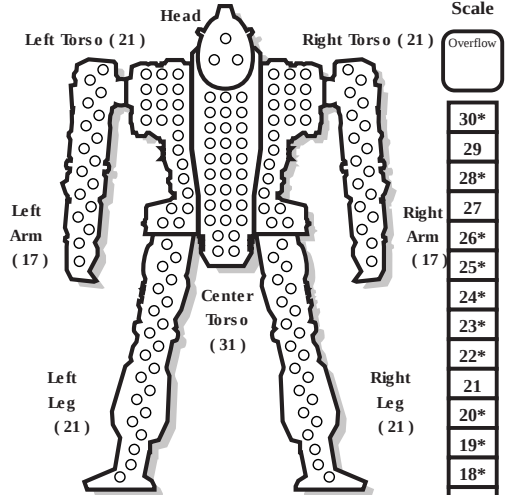
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



### HEAT DATA

| Heat Level* | Effects                | Double Heat Sinks: 17 (34) |
|-------------|------------------------|----------------------------|
| 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  |
| 10* |
| 9   |
| 8*  |
| 7   |
| 6   |
| 5*  |
| 4   |
| 3   |
| 2   |
| 1   |
| 0   |