

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Alfar AL-D1 'Dokkalfar'

Movement Points: **Tonnage:** 55
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 **Rules Level:** Standard
Jumping: 3 **Role:** Sniper
Engine Type: 275 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10 [DE]	3	6	12	18
1	PPC	RA	10	10 [DE]	3	6	12	18

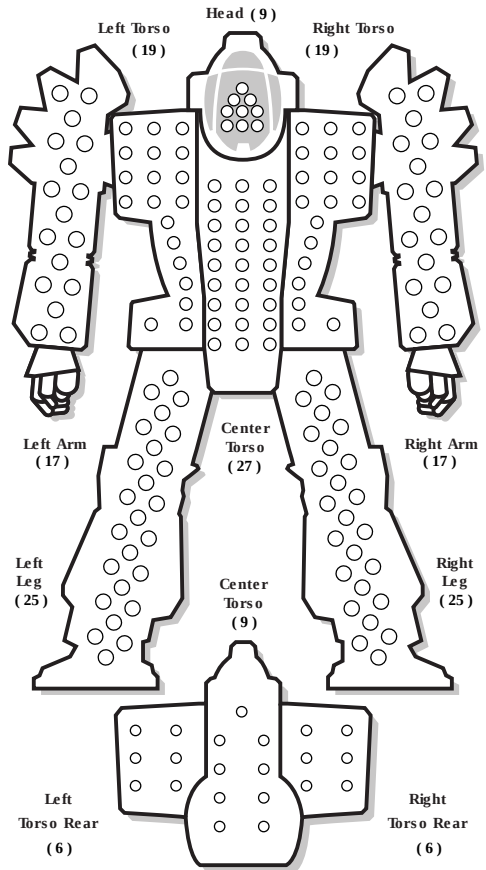
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

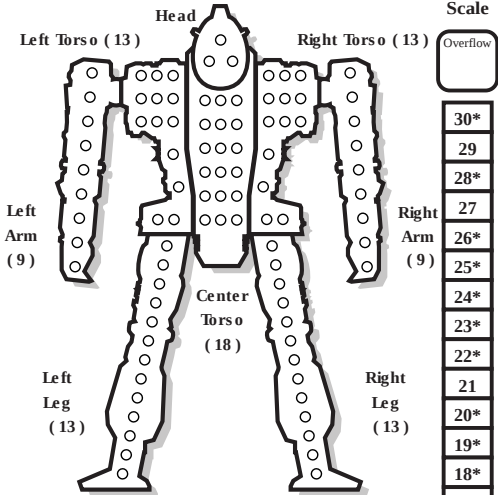
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



Heat Scale

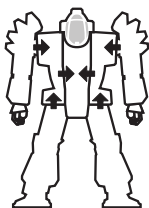
Overflow

30*
29
28*
27
26*
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16
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5*
4
3
2
1
0

CRITICAL TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
4. Hand Actuator	4. Roll Again	4. Hand Actuator
5. PPC	5. Sensors	5. PPC
6. PPC	6. Life Support	6. PPC
1-3		1-3
Center Torso	Center Torso	Center Torso
1. PPC	1. Fusion Engine	1. PPC
2. Heat Sink	2. Fusion Engine	2. Heat Sink
3. Endo Steel	3. Fusion Engine	3. Endo Steel
4. Endo Steel	4. Gyro	4. Endo Steel
5. Endo Steel	5. Gyro	5. Endo Steel
6. Endo Steel	6. Gyro	6. Endo Steel
4-6	1-3	4-6
Left Torso	Right Torso	Right Torso
1. Ferro-Fibrous	1. Gyro	1. Ferro-Fibrous
2. Ferro-Fibrous	2. Fusion Engine	2. Ferro-Fibrous
3. Ferro-Fibrous	3. Fusion Engine	3. Ferro-Fibrous
4. Ferro-Fibrous	4. Fusion Engine	4. Ferro-Fibrous
5. Ferro-Fibrous	5. Jump Jet	5. Ferro-Fibrous
6. Endo Steel	6. Ferro-Fibrous	6. Ferro-Fibrous
1-3	4-6	1-3
Left Leg	Right Leg	Right Leg
1. Endo Steel	1. Hip	1. Ferro-Fibrous
2. Endo Steel	2. Upper Leg Actuator	2. Ferro-Fibrous
3. Roll Again	3. Lower Leg Actuator	3. Endo Steel
4. Roll Again	4. Foot Actuator	4. Endo Steel
5. Roll Again	5. Jump Jet	5. Endo Steel
6. Roll Again	6. Heat Sink	6. Roll Again
4-6		4-6

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



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	15
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	○○○○○○○○○○○○○