BATTLETECH

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Dragoon AEM-05C

Movement Points:		**Tonnage:**	70
Walking:	4	**Tech Base:**	Mixed
Running:	6	**Rules Level:**	Advanced
Jumping:	3	**Role:**	Brawler
Engine Type:	280 XL		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	LA	10	10 [DE,H]	—	5	10	15
2	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9
1	LB 10-X AC (IS)	RA	2	10 [DB,C/F/S]	—	6	12	18
1	Angel ECM Suite	LT	—	[E]	—	—	—	6
1	C3i	RT	—	[E]	—	—	—	—

Ammo: (LB 10-X) 10, (LB 10-X Cluster) 10, (Plasma Rifle) 20

BV: 1,893

WARRIOR DATA

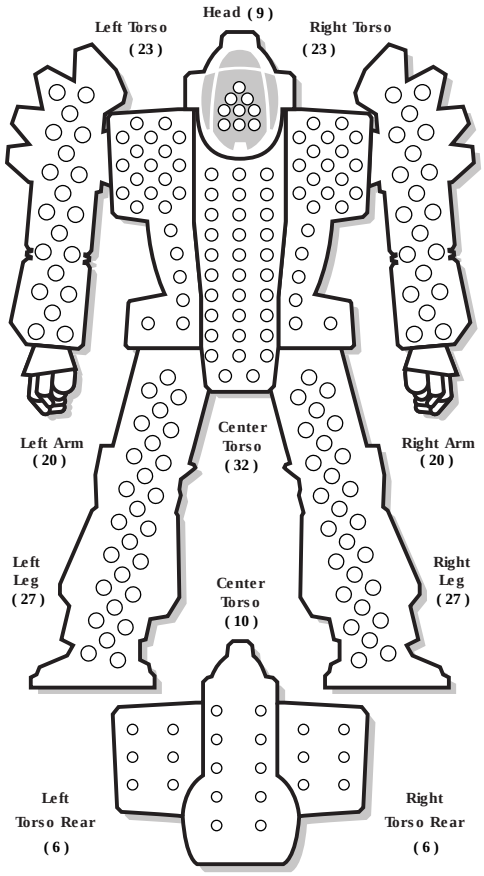
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

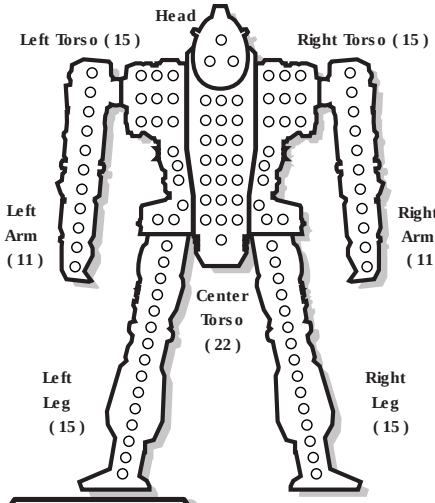
ARMOR DIAGRAM

Ferro-Lamellor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Plasma Rifle
4. Plasma Rifle
5. Medium X-Pulse Laser
6. Medium X-Pulse Laser

4-6
1. Ferro-Lamellor [Clan]
2. Ferro-Lamellor [Clan]
3. Ferro-Lamellor [Clan]
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Ammo (Plasma Rifle) 10
6. Ammo (Plasma Rifle) 10

4-6
1. Angel ECM Suite
2. Angel ECM Suite
3. Ferro-Lamellor [Clan]
4. Ferro-Lamellor [Clan]
5. Ferro-Lamellor [Clan]
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Lamellor [Clan]
6. Roll Again

Head

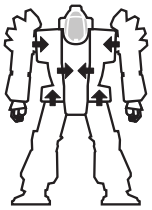
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Lamellor [Clan]
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

4-6
1. LB 10-X AC
2. LB 10-X AC
3. Ferro-Lamellor [Clan]
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE II)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Ammo (LB 10-X) 10
6. Ammo (LB 10-X Cluster) 10

4-6
1. C3i
2. C3i
3. CASE II
4. Ferro-Lamellor [Clan]
5. Ferro-Lamellor [Clan]
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Lamellor [Clan]
6. Roll Again

HEAT DATA

Double Heat Sinks: 11 (22)

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	

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