

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Juggernaut JG-R9TX1 'Leapin' Lil'

Movement Points:

Walking: 3

Running: 5

Jumping: 2

Engine Type: 270 Light

Tonnage: 90

Tech Base: Inner Sphere

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	Jump Booster	RL/LL	—	[E]	—	—	—	—
1	Large X-Pulse Laser	LA	14	9 [P]	—	5	10	15
1	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9
	Laser							
1	Large X-Pulse Laser	RA	14	9 [P]	—	5	10	15
1	Medium X-Pulse Laser	RA	6	6 [P]	—	3	6	9
	Laser							
2	M-Pod	LT	—	15 [DB,X,OS]	—	1	2	3
2	Coolant Pod	LT	—	[PE,OS,X]	—	—	—	—
2	M-Pod	RT	—	15 [DB,X,OS]	—	1	2	3
2	Coolant Pod	RT	—	[PE,OS,X]	—	—	—	—
1	Snub-Nose PPC	CT	10	10/8/5 [DE,V]	—	9	13	15
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12

BV: 1,946



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Large X-Pulse Laser
- Large X-Pulse Laser
- Medium X-Pulse Laser
- Light Ferro-Fibrous

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- M-Pod

1-3

- M-Pod
- Coolant Pod
- Coolant Pod
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Booster
- Jump Booster

Head

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

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

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
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Large X-Pulse Laser
- Large X-Pulse Laser
- Medium X-Pulse Laser
- Light Ferro-Fibrous

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- M-Pod

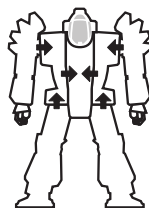
1-3

- M-Pod
- Coolant Pod
- Coolant Pod
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Booster
- Jump Booster

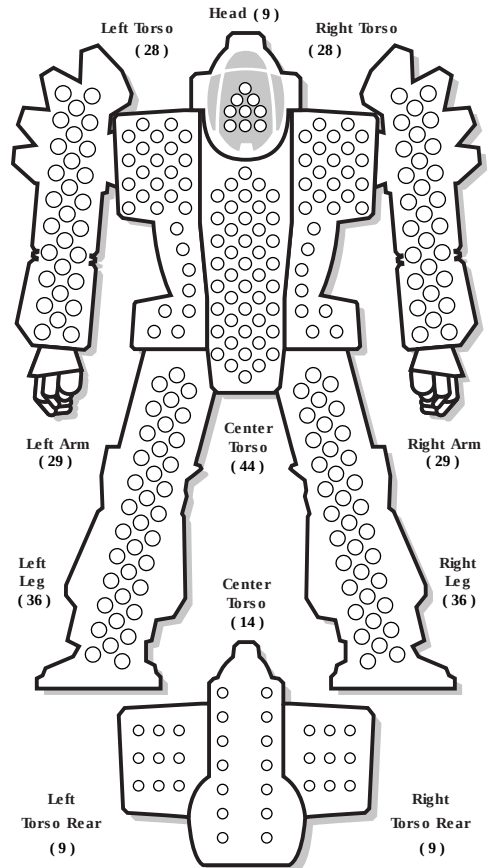


Damage Transfer Diagram



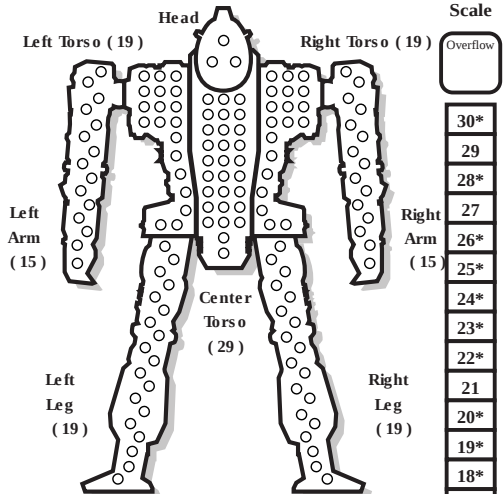
ARMOR DIAGRAM

Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

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

Double Heat Sinks:
16 (32)



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