

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Gunsmith CH11-NGC 'Cinderella'

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Engine Type: 200 XL

Tonnage: 25

Tech Base: Mixed

Rules Level: Advanced

Role: Striker

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	ER Medium Pulse Laser	LA	6	7 [P]	—	5	9	14
	Laser							
2	ER Medium Pulse Laser	RA	6	7 [P]	—	5	9	14
	Laser							
1	Laser AMS (IS)	RT	7	[PB]	—	1	—	—

BV: 1,519



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 [ER Medium Pulse Laser [Clan]]
5. [ER Medium Pulse Laser [Clan]]
6. [ER Medium Pulse Laser [Clan]]

1. [ER Medium Pulse Laser [Clan]]
2. Reflective [Clan]
3. Reflective [Clan]
- 4-6 Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3 [Double Heat Sink]
5. [Double Heat Sink]
6. [Double Heat Sink]

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

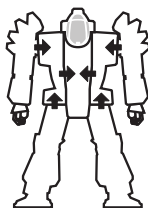
1. Life Support
2. Sensors
3. Cockpit
4. Reflective [Clan]
5. Sensors
6. Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. [ER Medium Pulse Laser [Clan]]
5. [ER Medium Pulse Laser [Clan]]
6. [ER Medium Pulse Laser [Clan]]

1. [ER Medium Pulse Laser [Clan]]
2. Reflective [Clan]
3. Reflective [Clan]
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3 4. [Double Heat Sink]
5. [Double Heat Sink]
6. [Double Heat Sink]

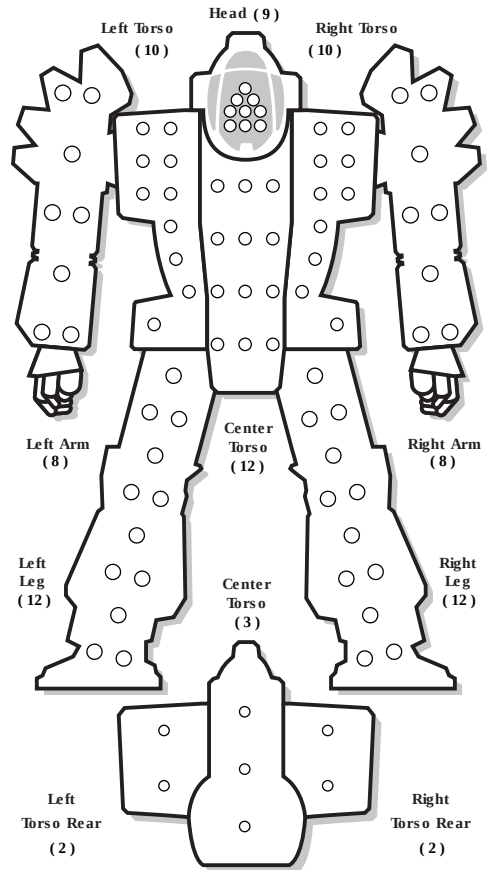
1. [Laser AMS]
2. [Laser AMS]
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

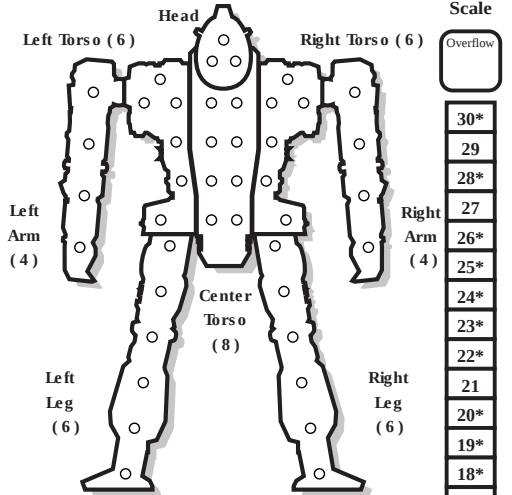
ARMOR DIAGRAM

Reflective



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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	○