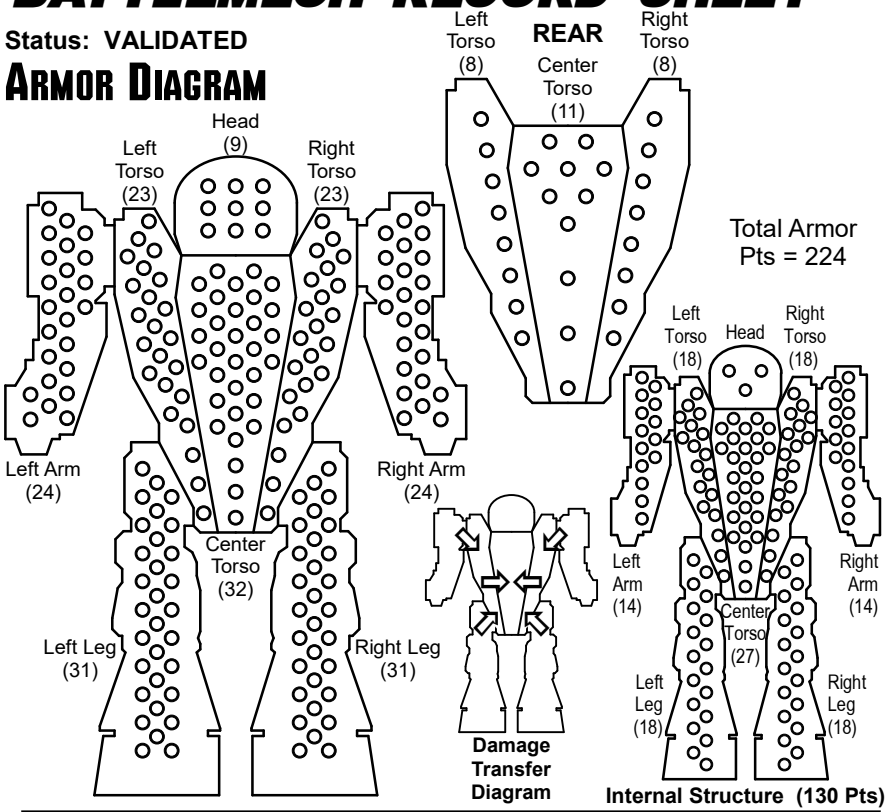
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: VALIDATED

Armor Diagram



'Mech Data

Type: Rampage RMP-2G
Mass: 85 tons

Movement Points:		Tech, Config. & Level:
Walking:	3	Inner Sphere
Running:	5	Biped 'Mech
Jumping:	0	Level 1 / 3025

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10	-	5	10	15
1	LRM 10	LA	4	1/hit	6	7	14	21
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Flamer	LT	3	2	-	1	2	3
1	Machine Gun	LT	0	2	-	1	2	3
1	Large Laser	CT	8	8	-	5	10	15

Ammo Type:	Rounds:	BV2:
Autocannon/10	20	30
LRM 10	24	22
Machine Gun	200	1

Total Heat Sinks: 23 Single
○○○○○○○○○○ ○○○○○○○○○○ ○○○

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (24)

Warrior Data

Name: _____

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

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

Critical Hit Table

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. LRM 10
5. LRM 10
6. *Roll Again*

4-6
1. *Roll Again*
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Single Heat Sink
6. Medium Laser

4-6
1. Flamer
2. Machine Gun
3. Ammo (LRM 10) 12
4. Ammo (LRM 10) 12
5. Ammo (MG) 200
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. *Roll Again*
5. Sensors
6. Life Support

Center Torso
1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Large Laser
6. Large Laser

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

Battle Value: **1,444**
Weapon Value: **1,676 / 1,676**
Cost, C-Bills: **7,015,755**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Autocannon/10
6. Autocannon/10

4-6
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. *Roll Again*

Right Torso
1-3
1. Single Heat Sink
2. Single Heat Sink
3. Single Heat Sink
4. Single Heat Sink
5. Medium Laser
6. Ammo (AC/10) 10

4-6
1. Ammo (AC/10) 10
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Single Heat Sink
6. Single Heat Sink

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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