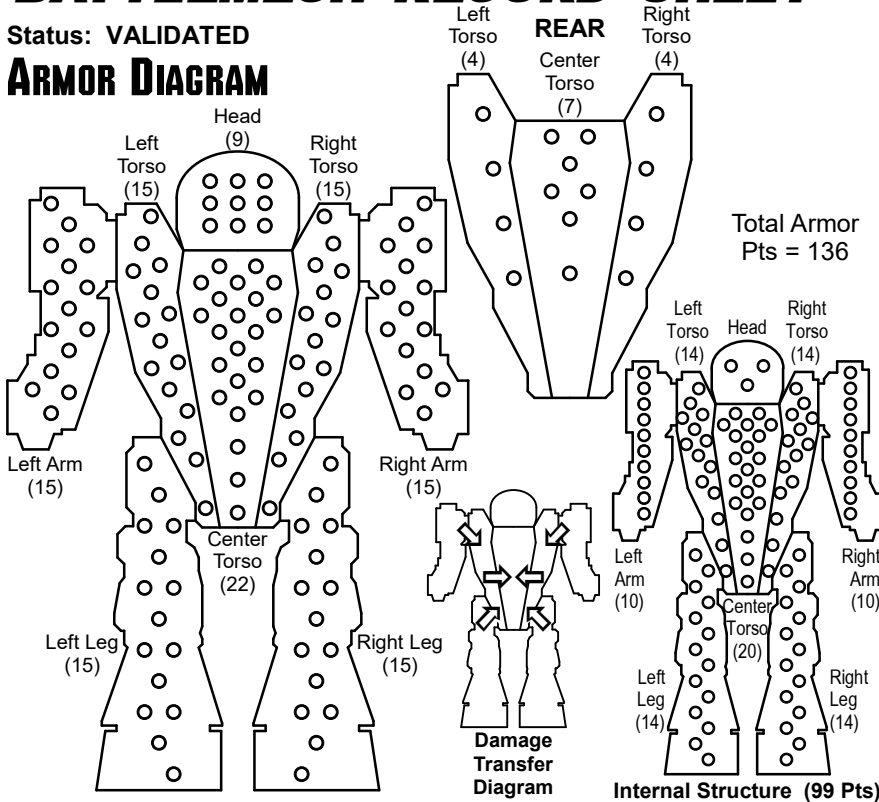


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Total Armor Pts = 136

Internal Structure (99 Pts)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
1. Autocannon/10
- Autocannon/10
- Autocannon/10
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- Medium Laser
- Single Heat Sink
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again
1. Roll Again
- Roll Again
3. Roll Again
4. Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro
1. Gyro
2. Fusion Engine
3. Fusion Engine
- 4-6 Fusion Engine
- Roll Again
- Roll Again

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

Battle Value: **1,066**

Weapon Value: **958 / 958**

Cost, C-Bills: **4,808,000**

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
1. Autocannon/10
- Autocannon/10
- Autocannon/10
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso

- Medium Laser
- Ammo (AC/10) 10
3. Ammo (AC/10) 10
- Roll Again
- Roll Again
- Roll Again
1. Roll Again
- Roll Again
3. Roll Again
4. Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

'MECH DATA

Type: **Rifleman RFL-3C**

Mass: **60 tons**

Movement Points: Tech, Config. & Level:

Walking: **4**

Inner Sphere

Running: **6**

Biped 'Mech

Jumping: **0**

Level 1 / 3025

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/10	RA	3	10	-	5	10	15
1	Autocannon/10	LA	3	10	-	5	10	15
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9

Ammo Type: Autocannon/10 Rounds: 20 BV2: 38

Total Heat Sinks: 10 Single

○○○○○○○○○○

Auto Eject: Operational Disabled Weapon Heat: (12)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

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	

