

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Rifleman RFL-X3 MUSE WIND

Movement Points: **Tonnage:** 60
Walking: 4 **Tech Base:** Mixed
Running: 6 **Rules Level:** Advanced
Jumping: 4 **Role:** Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG/20	LA	4	20 [C,F,X]	2	8	16	24
1	Medium Pulse Laser (Clan)	LA	4	7 [P]	—	4	8	12
1	HAG/20	RA	4	20 [C,F,X]	2	8	16	24
1	Medium Pulse Laser (Clan)	RA	4	7 [P]	—	4	8	12

Ammo: (HAG 20) 24

BV: 2,012



WARRIOR DATA

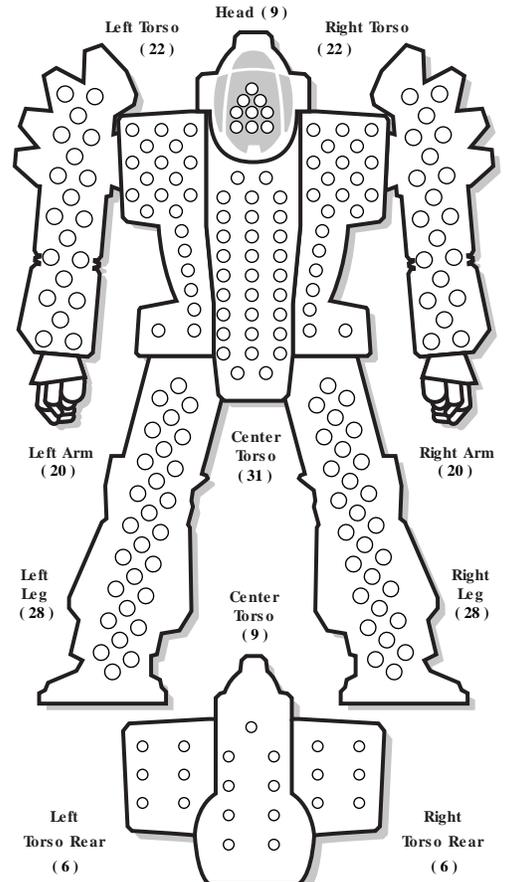
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - HAG/20 [Clan]
 - HAG/20 [Clan]
 - HAG/20 [Clan]
 - HAG/20 [Clan]

- Center Torso**
- HAG/20 [Clan]
 - HAG/20 [Clan]
 - Medium Pulse Laser [Clan]
 - Ferro-Fibrous
 - Roll Again
 - Roll Again

- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Ammo (HAG 20) 6
 - Ammo (HAG 20) 6
 - CASE

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

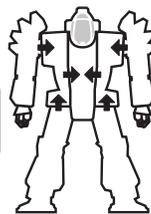
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Ferro-Fibrous
 - Sensors
 - Life Support

- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Gyro
 - XL Gyro
 - XL Gyro

- Center Torso**
- XL Gyro
 - XL Gyro
 - XL Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine

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



Damage Transfer Diagram

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - HAG/20 [Clan]
 - HAG/20 [Clan]
 - HAG/20 [Clan]
 - HAG/20 [Clan]

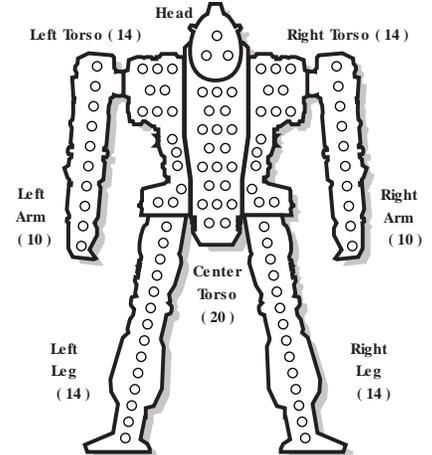
- Center Torso**
- HAG/20 [Clan]
 - HAG/20 [Clan]
 - Medium Pulse Laser [Clan]
 - Ferro-Fibrous
 - Roll Again
 - Roll Again

- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- Ammo (HAG 20) 6
- Ammo (HAG 20) 6
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

INTERNAL STRUCTURE DIAGRAM



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	○

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