

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Rifleman IV RF4-A

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 100

Tech Base: Inner Sphere

Rules Level: Experimental

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Null Signature System	LL	10	[E]	—	—	—	—
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22

Ammo: (Gauss) 32

Quirks: Fast Reload, Multi-Trac, Searchlight, Obsolete, Prototype

BV: 2,318



### WARRIOR DATA

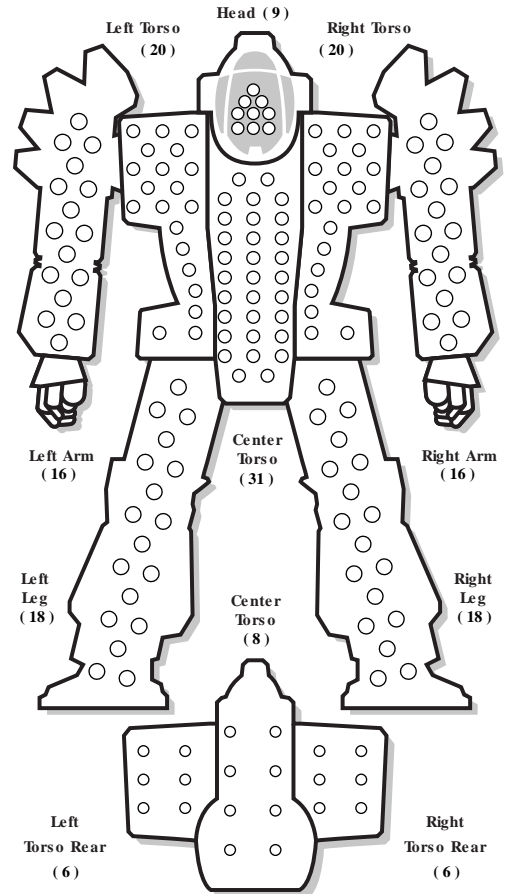
Name: \_\_\_\_\_

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
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
- 1-3**
- Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Ammo (Gauss) 8
  - Null Signature System
  - Roll Again
- 4-6**
- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Ammo (Gauss) 8
  - Gauss Rifle
  - Gauss Rifle
- 1-3**
- Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Null Signature System
- 4-6**

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support
- Center Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Roll Again
  - Null Signature System
- 4-6**

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
- 1-3**
- Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Ammo (Gauss) 8
  - Null Signature System
  - Roll Again
- 4-6**
- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Ammo (Gauss) 8
  - Gauss Rifle
  - Gauss Rifle
- 1-3**
- Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Null Signature System
- 4-6**

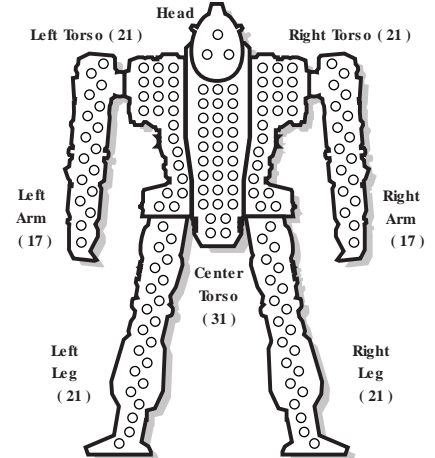
Engine Hits ○○○○  
Gyro Hits ○○○○  
Sensor Hits ○○○○  
Life Support ○



Damage Transfer Diagram

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Null Signature System
  - Roll Again

### INTERNAL STRUCTURE DIAGRAM



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	Heat Sinks:
30	Shutdown	10
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	○