

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Rifleman II RFL-3N-2

Movement Points: Tonnage: 80  
 Walking: 4 Tech Base: Inner Sphere  
 Running: 6  
 Jumping: 0 E/XX-ED

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C3 Computer (Slave)	HD	0	[E]	-	-	-	-
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	LB 10-X AC	RA	2	10 [DB, C/S/F]	-	6	12	18
1	Large Pulse Laser	RA	10	9 [P]	-	3	7	10
1	LB 10-X AC	LA	2	10 [DB, C/S/F]	-	6	12	18
1	Large Pulse Laser	LA	10	9 [P]	-	3	7	10
Ammunition Type		Rounds						
LB 10-X (Cluster)		10						
LB 10-X (Slug)		10						

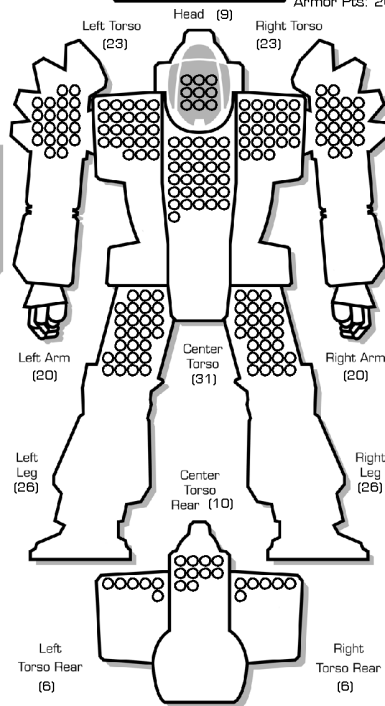
Cost: 18,874,200 C-Bills BV: 1,555  
 +32,000 (ammo) Weapon Heat (30)  
 Dissipation (28)

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken: 1 2 3 4 5 6  
 Consciousness#: 3 5 7 10 11 Dead

### ARMOR DIAGRAM

Armor Pts: 200



### HIT LOCATION CHART

Roll	Left	Fr/Bk	Right
2	LT (C)	CT (C)	RT (C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

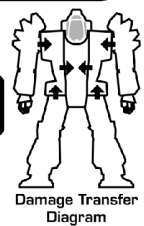
### TO HIT MODIFIERS

Attacker:	
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Damage:	
Sensors	+2
Shoulder	+4
Arm Actuator (Each)	+1
Target:	
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped (Additional)	+1
Partial Cover	+1
Prone:	
Adjacent	-2
Not Adjacent	+1
Range:	
Short	+0
Medium	+2
Long	+4

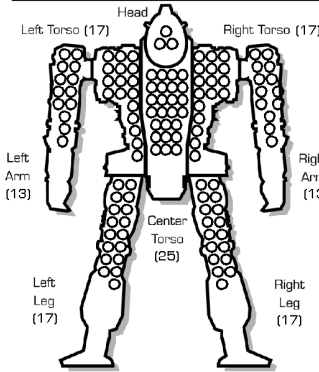
### CRITICAL HIT TABLE

	Head	Left Arm	Right Arm	Center Torso	Left Torso	Right Torso	Left Leg	Right Leg
1-3	1. Life Support 2. Sensors 3. Cockpit 4. C3 Computer (Slave) 5. Sensors 6. Life Support	1. Shoulder 2. Upper Arm Actuator 3. LB 10-X AC 4. LB 10-X AC 5. LB 10-X AC 6. LB 10-X AC	1. Shoulder 2. Upper Arm Actuator 3. LB 10-X AC 4. LB 10-X AC 5. LB 10-X AC 6. LB 10-X AC	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo-Steel 6. Endo-Steel	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo-Steel 6. Endo-Steel
4-6	1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. @LB 10 X Slug (10) 6. @LB 10 X Cluster (10)	1. LB 10-X AC 2. LB 10-X AC 3. Large Pulse Laser 4. Large Pulse Laser 5. Endo-Steel 6. Endo-Steel	1. LB 10-X AC 2. LB 10-X AC 3. Large Pulse Laser 4. Large Pulse Laser 5. Endo-Steel 6. Endo-Steel	1. Medium Laser 2. Roll Again 3. Roll Again 4. Endo-Steel 5. Endo-Steel 6. Endo-Steel	1. Medium Laser 2. Roll Again 3. Roll Again 4. Endo-Steel 5. Endo-Steel 6. Endo-Steel	1. Medium Laser 2. Roll Again 3. Roll Again 4. Endo-Steel 5. Endo-Steel 6. Endo-Steel	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo-Steel 6. Endo-Steel	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo-Steel 6. Endo-Steel

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	14 (28)
28	Ammo Exp. avoid on 8+	Double
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	Overheat
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	

### PUNCH CHART

Roll	Left	Fr/Bk	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

### KICK CHART

Roll	Left	Fr/Bk	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

### PHYSICAL ATTACKS

Punch	+0	Punch	1/10t
Kick	-2	Kick	1/5t
* Hatchet	-1	Std	1/5t
* Sword	-2	Std	1/10t
* Blade	-2	Std	1/10t

\* Add +4 to pick table

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Turn	Move	Hexes	Mod	Prev	Move	Weap	Other	Total	Sink	Level	Notes

### CLUSTER HITS

Roll	2	3	4	5	6	7	9	10	12	15	20	30	40
2	1	1	1	1	2	2	3	3	4	5	6	10	12
3	1	1	2	2	2	2	3	3	4	5	6	10	12
4	1	1	2	2	3	3	4	4	5	6	9	12	18
5	1	2	2	3	3	4	5	6	8	9	12	18	24
6	1	2	2	3	4	4	5	6	8	9	12	18	24
7	1	2	3	3	4	4	5	6	8	9	12	18	24
8	2	2	3	3	4	4	5	6	8	9	12	18	24
9	2	2	3	4	5	6	7	8	10	12	16	24	32
10	2	3	3	4	5	6	7	8	10	12	16	24	32
11	2	3	4	5	6	7	9	10	12	15	20	30	40
12	2	3	4	5	6	7	9	10	12	15	20	30	40