

BATTLETECH™

FORCEPACK RECORD SHEETS HANSEN'S ROUGHRIDERS



INCLUDES RECORD SHEETS FOR:
• Hansen's Roughriders Battle Lance

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Hatchetman HCT-6D

Movement Points: _____
 Tonnage: 45
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Rules Level: Standard
 Jumping: 5 Role: Skirmisher
 Engine Type: 225 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Hatchet	RA	—	9	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ECM Suite (Guardian)	LT	—	[E]	—	—	—	6
1	Rotary AC/5	RT	1	5/Sht	—	5	10	15
				[DB,R/C]				
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12

Ammo: [RAC/5] 40
 Quirks: Anti-Aircraft Targeting

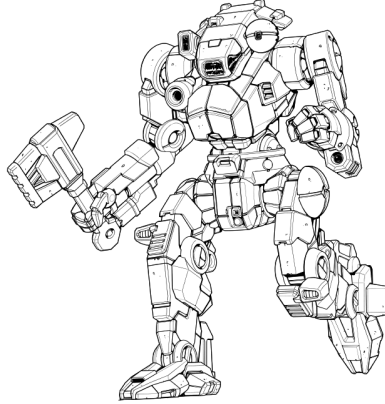
BV: 1,611



WARRIOR DATA

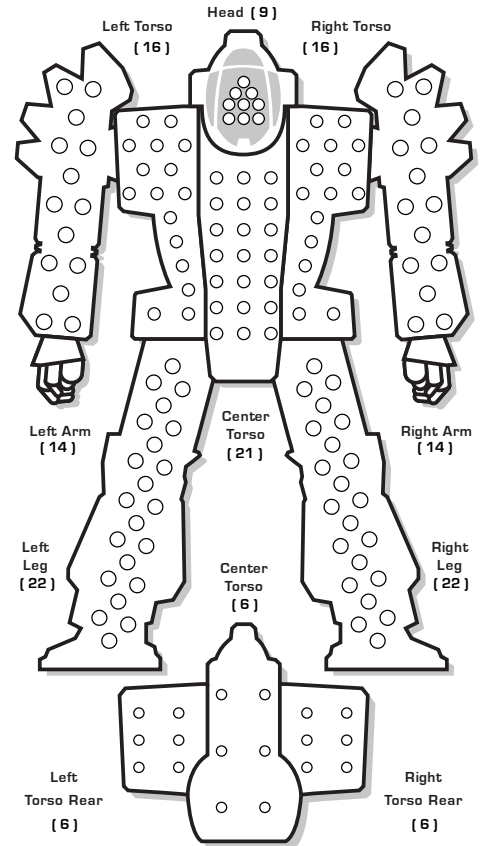
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead



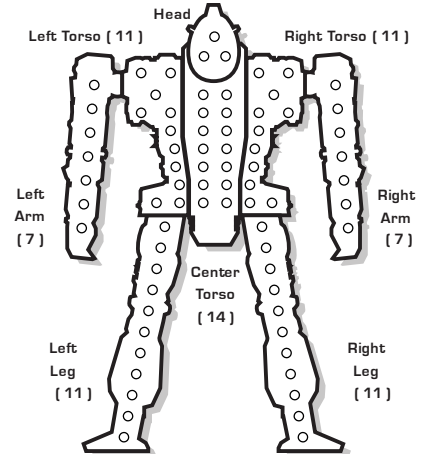
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER Medium Laser
- ECM Suite (Guardian)
- ECM Suite (Guardian)
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

1-3

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Endo Steel

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Hatchet
- Hatchet

1-3

- Hatchet
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5

1-3

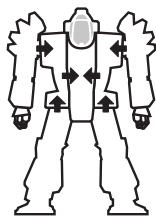
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Ammo [RAC/5] 20
- Ammo [RAC/5] 20
- Roll Again

4-6

Right Leg

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

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



Damage Transfer Diagram

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Hatchetman HCT-8S

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Engine Type: 225 XL

Tonnage: 45

Tech Base: Mixed

Rules Level: Advanced

Role: Striker

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (C)	LA	5	7 [DE]	—	5	10	15
1	ER Medium Laser (C)	RA	5	7 [DE]	—	5	10	15
1	Hatchet	RA	—	9	—	—	—	—
1	AES	RA	—	[E]	—	—	—	—
1	LB 10-X AC (IS)	RT	2	10	—	6	12	18

(hexes)

[DB,C/F/S]

Ammo: [LB 10-X] 10, [LB 10-X Cluster] 10

BV: 1,479

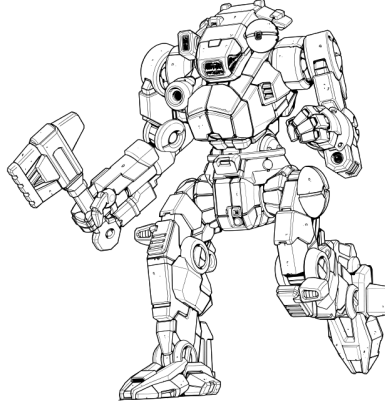


WARRIOR DATA

Name: _____

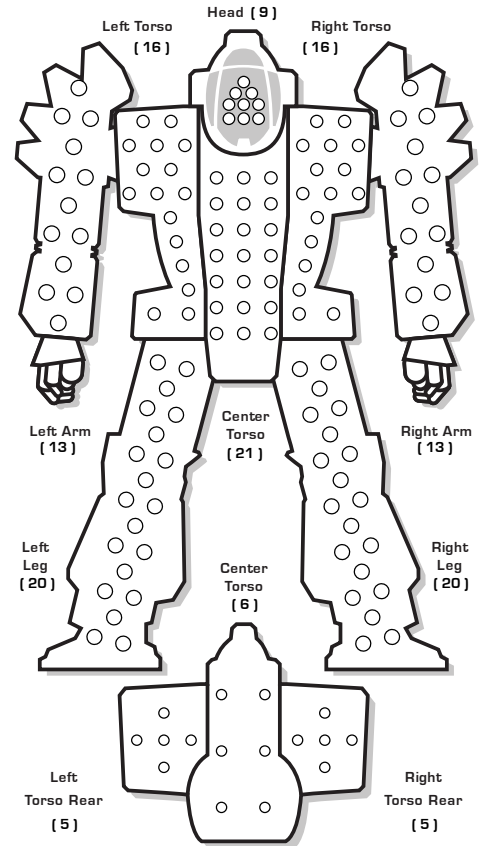
Gunnery Skill: _____ Piloting Skill: _____

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



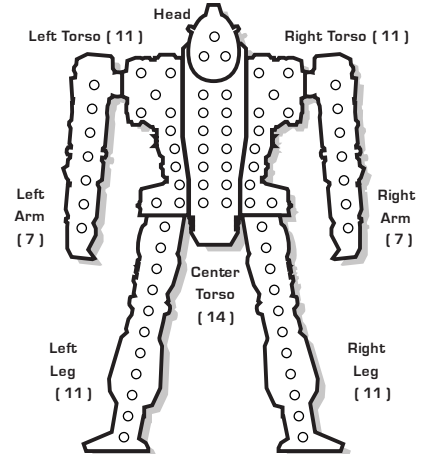
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser [Clan]
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Leg

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

Head

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

1-3

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Endo Steel

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser [Clan]
- Hatchet

1-3

- Hatchet
- Hatchet
- AES
- AES
- Endo Steel
- Roll Again

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

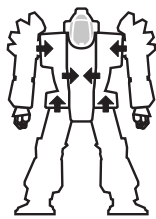
- LB 10-X AC
- LB 10-X AC
- Ammo [LB 10-X] 10
- Ammo [LB 10-X Cluster] 10
- CASE
- Roll Again

4-6

Right Leg

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

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



Damage Transfer Diagram

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Enforcer ENF-5D

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Engine Type: 250 XL

Tonnage: 50

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	LB 10-X AC	RA	2	10	—	6	12	18
				[DB,C/F/S]				
1	Small Laser	LT	1	3 [DE]	—	1	2	3

Ammo: [LB 10-X] 10, [LB 10-X Cluster] 10

Quirks: Barrel Fists (LA), Barrel Fists (RA)

BV: 1,308

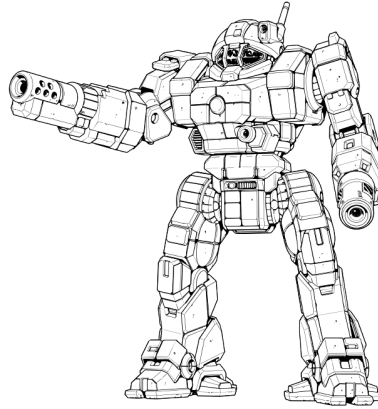


WARRIOR DATA

Name: _____

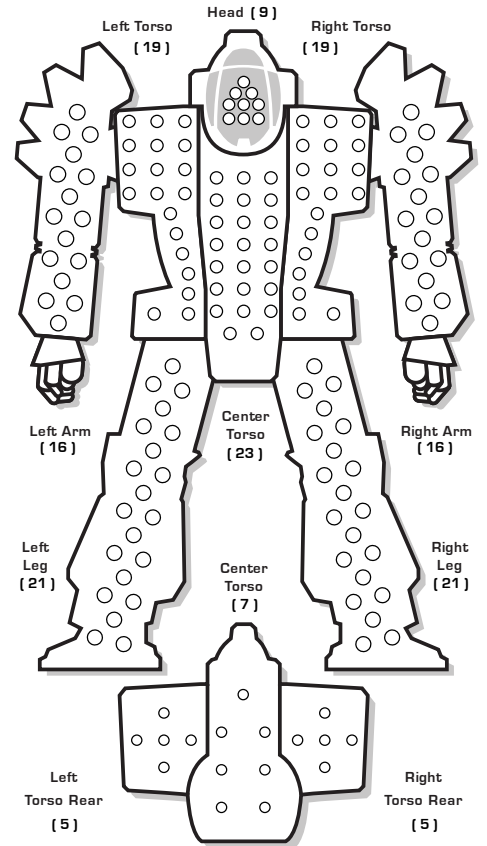
Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Small Laser

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

Head

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

1-3

- #### Center Torso
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro

4-6

- #### Right Torso (CASE)
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Jump Jet
 - Roll Again

1-3

- #### Right Arm
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC

4-6

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

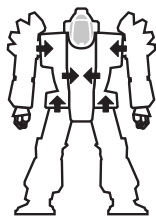
4-6

- Ammo [LB 10-X] 10
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

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

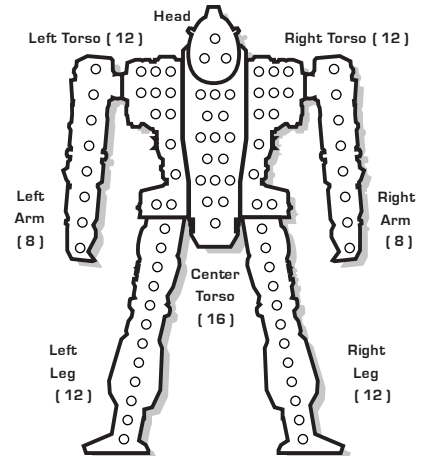
Engine Hits ○○○○
 Gyro Hits ○○○
 Sensor Hits ○○○
 Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12
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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Enforcer ENF-5R

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 200 Light

Tonnage: 50

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
1	Large Re-engineered Laser	LA	9	9 [P]	-	5	10	15
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	-	6	12	18
1	ER Small Laser	LT	2	3 [DE]	-	2	4	5

Ammo: [LB 10-X] 10, [LB 10-X Cluster] 10

BV: 1,192

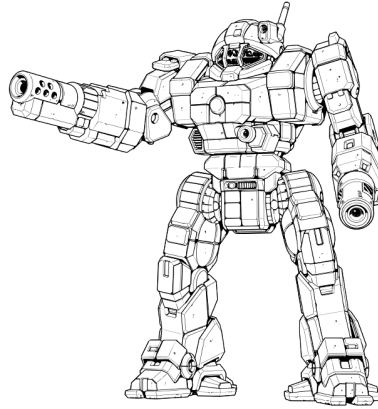


WARRIOR DATA

Name: _____

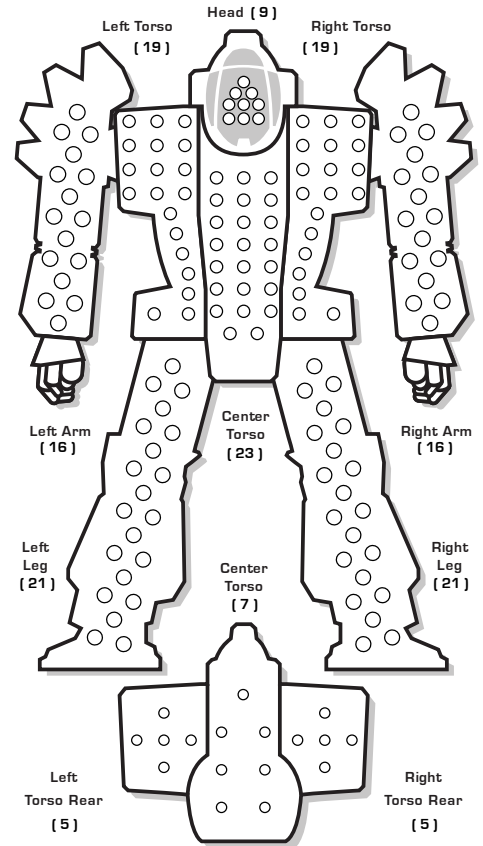
Gunnery Skill: _____ Piloting Skill: _____

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



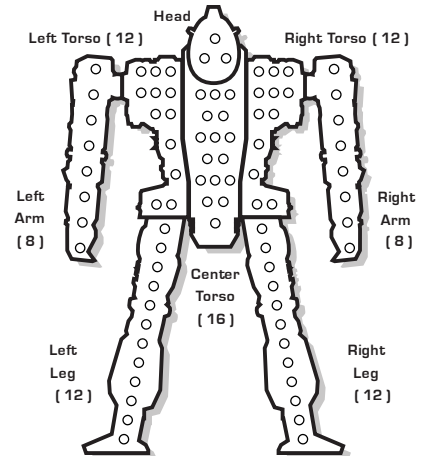
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Re-engineered Laser
- Large Re-engineered Laser
- Large Re-engineered Laser

1-3

- Large Re-engineered Laser
- Large Re-engineered Laser
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Small Laser

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

Head

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

1-3

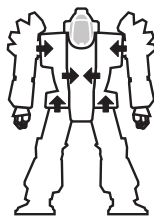
Center Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Light Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Light Fusion Engine
- 3 Light Fusion Engine
- Light Fusion Engine
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Torso (CASE II)

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo [LB 10-X] 10

1-3

- Ammo [LB 10-X Cluster] 10
- CASE II
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

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

HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	10 (20)
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	○

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Penetrator PTR-4D

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 300 Fusion

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

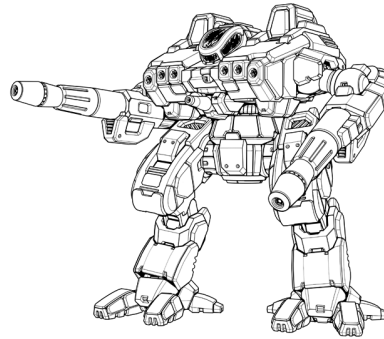
(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
3	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
3	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Anti-Missile System	CT	1	[PB]	—	1	—	—

Ammo: [AMS] 12

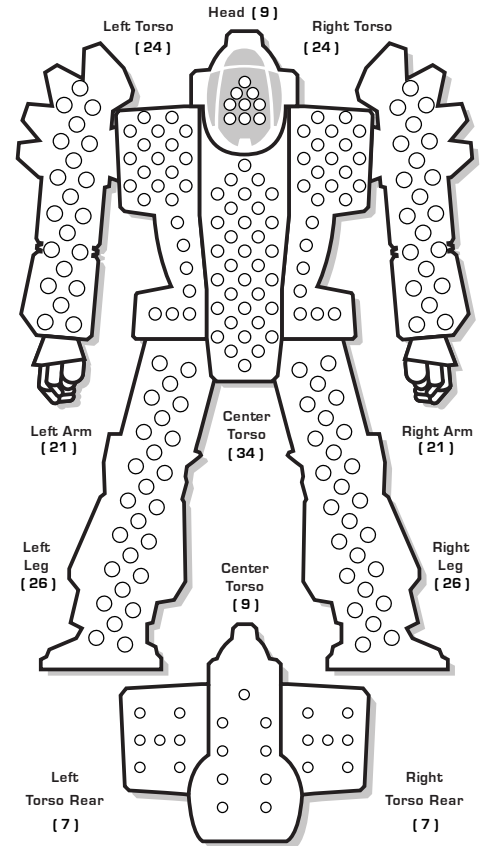
Quirks: Good Reputation [1], Stable

BV: 1,687



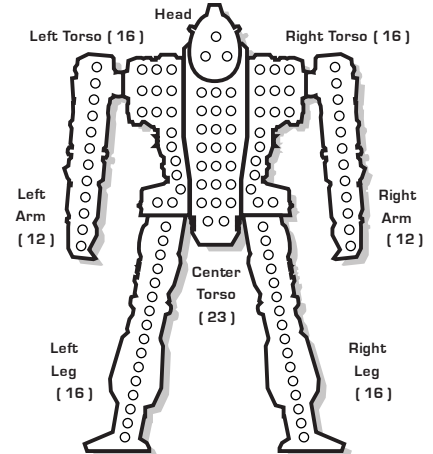
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Anti-Missile System
- Ammo [AMS] 12

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again

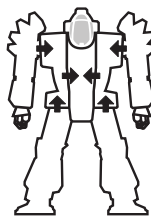
1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	12 [24]
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	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Penetrator PTR-6T

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 300 Fusion

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

WARRIOR DATA

Name: _____

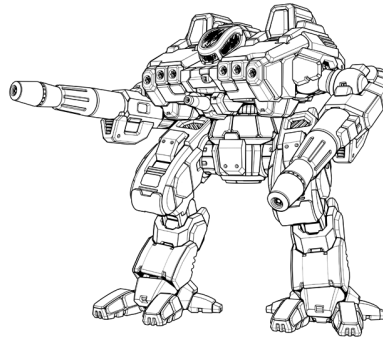
Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
3	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
3	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Anti-Missile System	CT	1	[PB]	—	1	—	—



Ammo: [AMS] 12

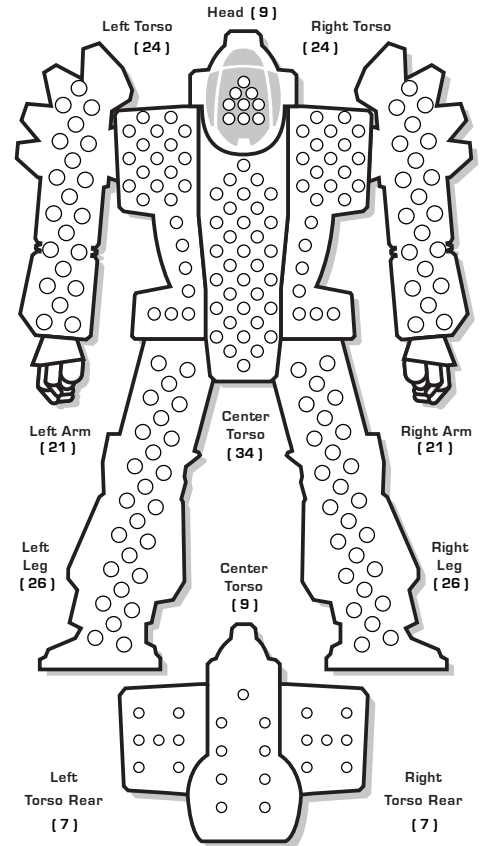
Quirks: Good Reputation [1], Stable

BV: 1,994



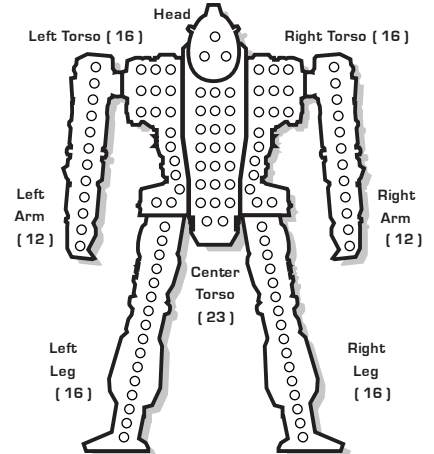
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- ER Large Laser
- ER Large Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Anti-Missile System
- Ammo [AMS] 12

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

1-3

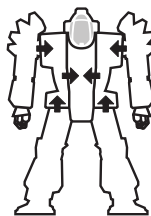
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Roll Again
- Roll Again

4-6

Right Leg

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

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



Damage Transfer Diagram

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Atlas C 2

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 300 Fusion

Tonnage: 100

Tech Base: Clan

Rules Level: Standard

Role: Juggernaut

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER PPC	LT	15	15 [DE]	—	7	14	23
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
2	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	LB 20-X AC	RT	6	20	—	4	8	12

[D,B,C/F/S]

Ammo: [LB-20X] 5, [LB-20X Cluster] 5, [Streak SRM 6] 15

Quirks: Battle Fists [LA], Battle Fists [RA], Command Mek, Distracting,

Improved Communications

BV: 2,736

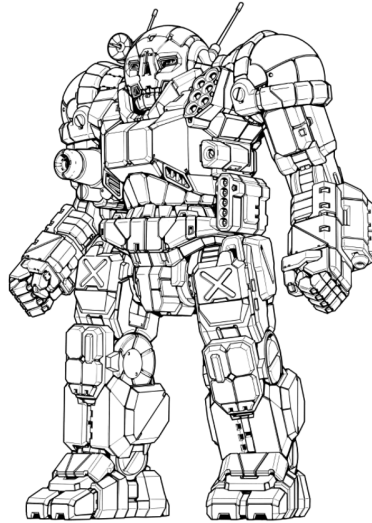


WARRIOR DATA

Name: _____

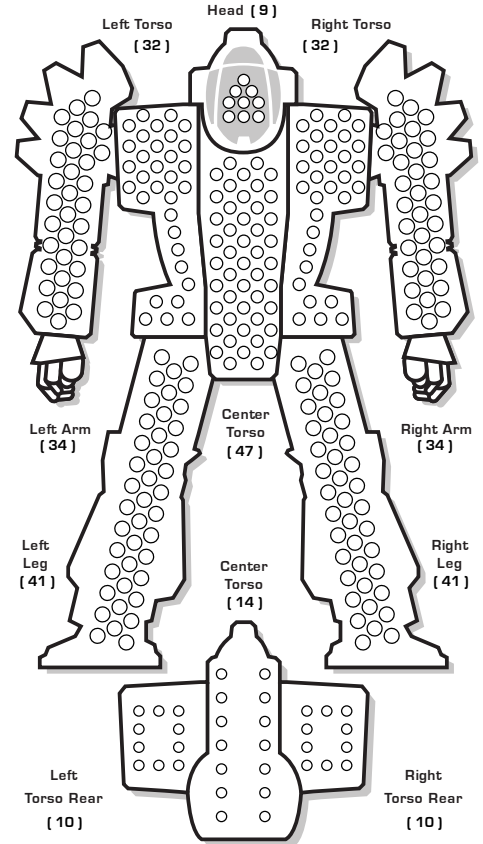
Gunnery Skill: _____ Piloting Skill: _____

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



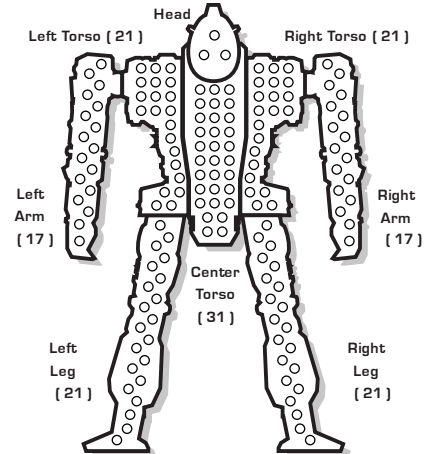
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC

1-3

- Streak SRM 6
- Streak SRM 6
- Medium Pulse Laser
- Medium Pulse Laser
- Ammo [Streak SRM 6] 15
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

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

1-3

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

1-3

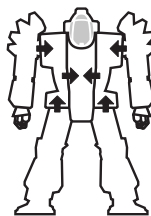
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- Ammo [LB-20X] 5
- Ammo [LB-20X Cluster] 5
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

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



Damage Transfer Diagram

FORCEPACK ASSEMBLY OPTIONS

