

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: FLX Flying Fox 1

Movement Points:

Walking: 6

Running: 9

Jumping: 10

Tonnage: 45

Tech Base: Mixed

Rules Level: Experimental

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	Imp. Heavy Small Laser	RA	3	6 [DE,X]	—	1	2	3
1	Targeting Computer [Clan]	CT	—	[E]	—	—	—	—
4	Imp. Heavy Small Laser	LA	3	6 [DE,X]	—	1	2	3
1	Partial Wing [Clan]	LT	—	[E]	—	—	—	—
1	Imp. Heavy Small Laser	HD	3	6 [DE,X]	—	1	2	3
1	Imp. Heavy Small Laser	RT	3	6 [DE,X]	—	1	2	3
1	Imp. Heavy Small Laser	LT	3	6 [DE,X]	—	1	2	3

BV: 1,260



### WARRIOR DATA

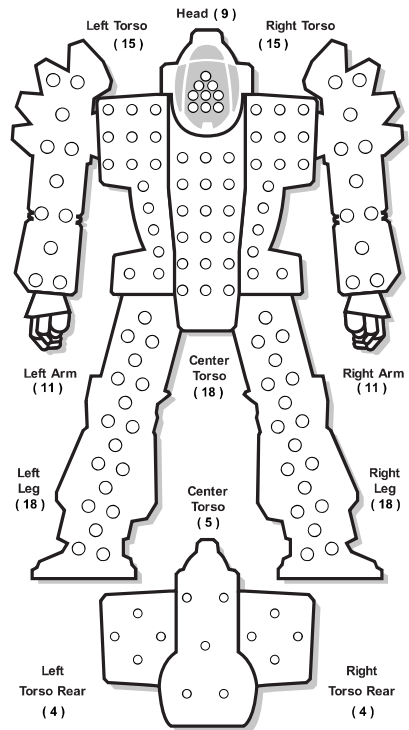
Name: \_\_\_\_\_

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
  - Lower Arm Actuator
  - Hand Actuator
  - Imp. Heavy Small Laser [Clan]
  - Imp. Heavy Small Laser [Clan]

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

- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - Partial Wing [Clan]
  - Partial Wing [Clan]
  - Partial Wing [Clan]
  - Improved Jump Jet

- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - Partial Wing [Clan]
  - Partial Wing [Clan]
  - Partial Wing [Clan]
  - Improved Jump Jet

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

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Imp. Heavy Small Laser [Clan]
  - Sensors
  - Life Support

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Imp. Heavy Small Laser [Clan]
  - Imp. Heavy Small Laser [Clan]

- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - Partial Wing [Clan]
  - Partial Wing [Clan]
  - Partial Wing [Clan]
  - Improved Jump Jet

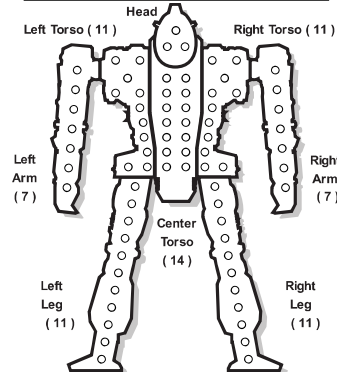
- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Improved Jump Jet
  - Improved Jump Jet

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Scale	Overflow
30°	Overflow
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	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	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○