

BATTLETECH™

SUPERHEAVY THREE-LEGGED BATTLEMECH RECORD SHEET

'MECH DATA

Type: FPDBB Charlemagne
 Movement Points: Tonnage: 125
 Walking: 3 Tech Base: Mixed
 Running: 5 Rules Level: Experimental
 Jumping: 0

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Shoulder Turret	RT	—	[E]	—	—	—	—
1	Shoulder Turret	LT	—	[E]	—	—	—	—
1	AC/10 (T)	RT	3	10 [DB,S]	—	5	10	15
1	AC/10 (T)	LT	3	10 [DB,S]	—	5	10	15
1	Micro Pulse Laser	RL	1	3 [P,AI]	—	1	2	3
1	Micro Pulse Laser (R)	CL	1	3 [P,AI]	—	1	2	3
1	Micro Pulse Laser	LL	1	3 [P,AI]	—	1	2	3
1	Micro Pulse Laser	RT	1	3 [P,AI]	—	1	2	3
1	Micro Pulse Laser	LT	1	3 [P,AI]	—	1	2	3
1	Micro Pulse Laser	CT	1	3 [P,AI]	—	1	2	3
1	ER Small Laser (Clan)	RT	2	5 [DE]	—	2	4	6
1	ER Small Laser (Clan)	LT	2	5 [DE]	—	2	4	6
1	ER Small Laser (Clan)	RA	2	5 [DE]	—	2	4	6
1	ER Small Laser (Clan)	LA	2	5 [DE]	—	2	4	6
1	ER Small Laser (Clan) (R)	HD	2	5 [DE]	—	2	4	6
2	ER Medium Laser (IS)	RA	5	5 [DE]	—	4	8	12
2	ER Medium Laser (IS)	LA	5	5 [DE]	—	4	8	12
2	ER Small Laser (Clan) (R)	CT	2	5 [DE]	—	2	4	6

Ammo: (AC/10) 40, (Thunderbolt 10) 18

BV: 2,213



WARRIOR DATA

Pilot: _____
 Gunnery Skill: _____ Piloting Skill: _____

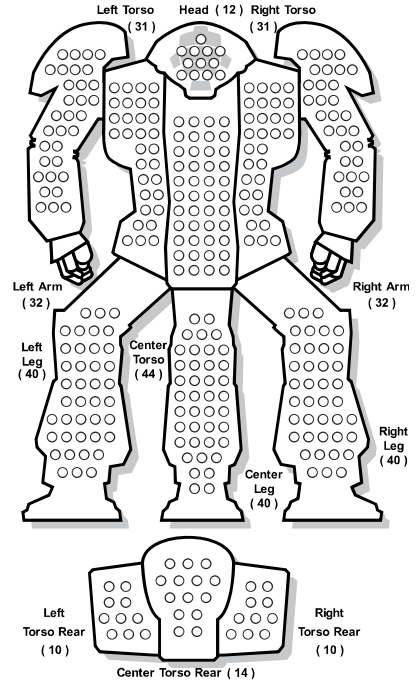
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Gunner: _____
 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
 - ER Medium Laser
 - ER Medium Laser
- 1-3**
- ER Small Laser [Clan]
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - Shoulder Turret
 - AC/10 (T)
 - AC/10 (T)
 - AC/10 (T)
- 1-3**
- AC/10 (T)
 - Ammo (AC/10) 20
 - Micro Pulse Laser [Clan]
 - ER Small Laser [Clan]
 - Ammo (Thunderbolt 10) 6
 - CASE II [Clan]

- Head**
- Life Support
 - Sensors
 - Superheavy Tripod Cockpit
 - ER Small Laser [Clan] (R)
 - Sensors
 - Life Support
- 1-3**
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Superheavy Gyro
 - Superheavy Gyro
 - ER Small Laser [Clan] (R)
- 1-3**
- Micro Pulse Laser [Clan]
 - ER Small Laser [Clan] (R)
 - Endo-Composite
 - Endo-Composite
 - Endo-Composite
 - Endo-Composite

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



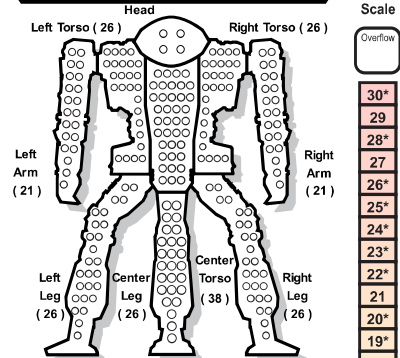
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Micro Pulse Laser [Clan]
 - Roll Again

- Center Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Micro Pulse Laser [Clan] (R)
 - Roll Again

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Medium Laser
 - ER Medium Laser
- 1-3**
- ER Small Laser [Clan]
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - Shoulder Turret
 - AC/10 (T)
 - AC/10 (T)
 - AC/10 (T)
- 1-3**
- AC/10 (T)
 - Ammo (AC/10) 20
 - Micro Pulse Laser [Clan]
 - ER Small Laser [Clan]
 - Ammo (Thunderbolt 10) 6
 - CASE II [Clan]

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Micro Pulse Laser [Clan]
 - 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	Double Heat Sinks:
30	Shutdown	15 (30)
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	○○