

BATTLETECH™

PRIMITIVE BATTLEMECH RECORD SHEET

MECH DATA

Type: Swordsman SWD-1

Movement Points: **Tonnage:** 40
Walking: 3 **Tech Base:** Inner Sphere
Running: 5 **Rules Level:** Advanced
Jumping: 0 **Role:** Sniper

Weapons & Equipment Inventory

(hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|--------------|-----|----|----------|-----|-----|-----|-----|
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | AC/5 | LT | 1 | 5 [DB,S] | 3 | 6 | 12 | 18 |
| 1 | LRM 5 | RT | 2 | 1/Msl | 6 | 7 | 14 | 21 |

[M,C,S]

Ammo: (AC/5) 20, (LRM 5) 24

Quirks: Searchlight, Bad Reputation (Inner Sphere),

Obsolete, Poor Workmanship

BV: 692



WARRIOR DATA

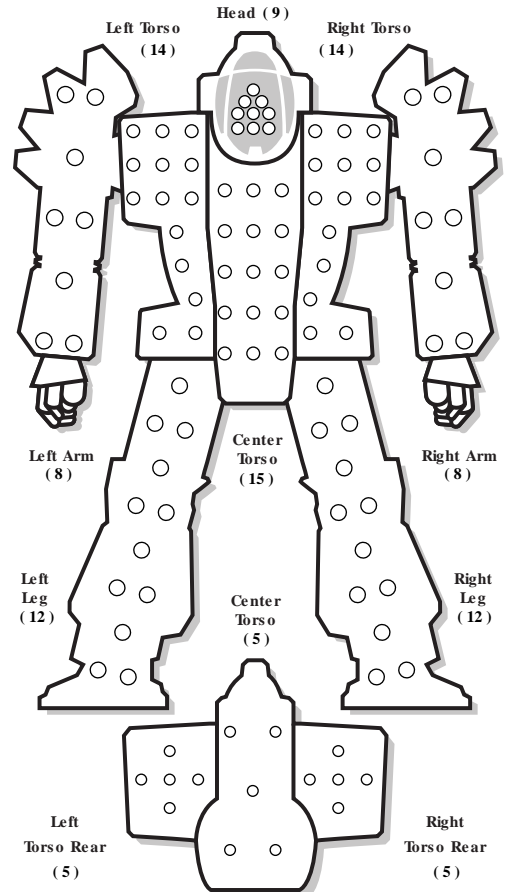
Name: _____

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
 - Medium Laser
 - Roll Again
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Left Torso**
- Heat Sink
 - AC/5
 - AC/5
 - AC/5
 - AC/5
 - Ammo (AC/5) 20
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**

Head

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

1-3

Center Torso

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

4-6

- Gyro
- Primitive Fusion Engine
- Primitive Fusion Engine
- Primitive Fusion Engine
- Heat Sink
- Roll Again

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - Roll Again
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**

- Right Torso**
- Heat Sink
 - LRM 5
 - Ammo (LRM 5) 24
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**

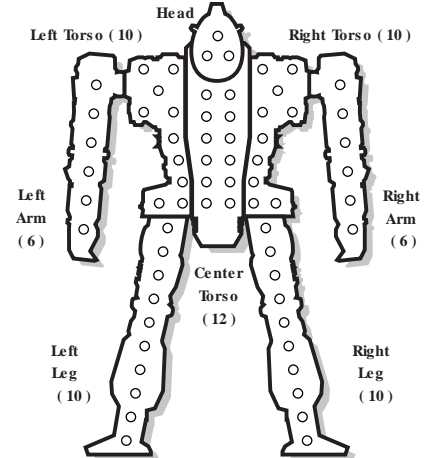
Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○



Damage Transfer Diagram

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Roll Again
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

| Heat Level* | Effects |
|-------------|------------------------|
| 30 | Shutdown |
| 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 Sinks: 10



Heat Scale

