

LYEO NAJALLA  
PILOTTI MERTTO  
DYPATESSA

# CLASSIC BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: CLINT-2-3T CLINT

Movement Points: Tonnage: 40  
Walking: 6 <sup>7</sup> Tech Base: Inner Sphere  
Running: 9 <sup>10</sup> 2507  
Jumping: 6 <sup>6</sup>

### Weapons & Equipment Inventory (hexes)

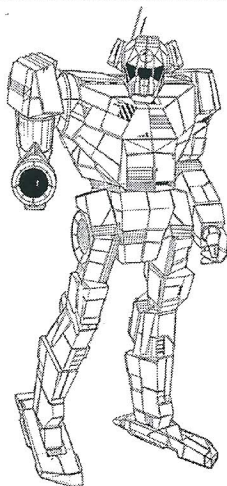
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon 5	RA	1	5	3	6	12	18
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9

### WARRIOR DATA

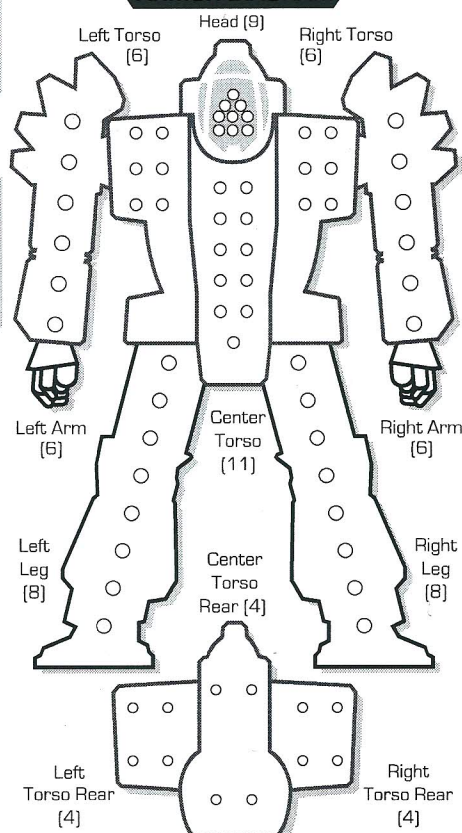
Name: JASEK  
Gunnery Skill: 4 Piloting Skill: 5  
Hits Taken: 

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

  
Consciousness#



### ARMOR DIAGRAM



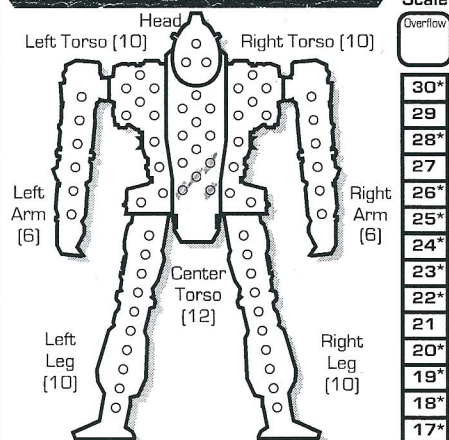
### CRITICAL HIT TABLE

<p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>Jump Jet</li> <li>Medium Laser</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>	<p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol> <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>Engine</li> <li>Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Engine</li> <li>Engine</li> <li>Engine</li> <li>Medium Laser</li> <li>Roll Again</li> </ol>	<p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Autocannon 5</li> <li>Autocannon 5</li> <li>Autocannon 5</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Autocannon 5</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>Jump Jet</li> <li>Single Heat Sink</li> <li>Ammo (AC 5) 20</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>
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Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
28	Ammo Exp. avoid on 8+	Single
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	