

BATTLETECH™

SUPERHEAVY BATTLEMECH RECORD SHEET

MECH DATA

Type: Jormungandr

Movement Points:

Walking: 2

Running: 3

Jumping: 0

Tonnage: 175

Tech Base: Inner Sphere

Rules Level: Advanced

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20 w/Artemis IV	LT	6	1/Msl [M,C,S]	6	7	14	21
2	LRM 20 w/Artemis IV	LA	6	1/Msl [M,C,S]	6	7	14	21
2	LRM 20 w/Artemis IV	RA	6	1/Msl [M,C,S]	6	7	14	21
1	LRM 20 w/Artemis IV	RT	6	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 20) 84

BV: 3,016



WARRIOR DATA

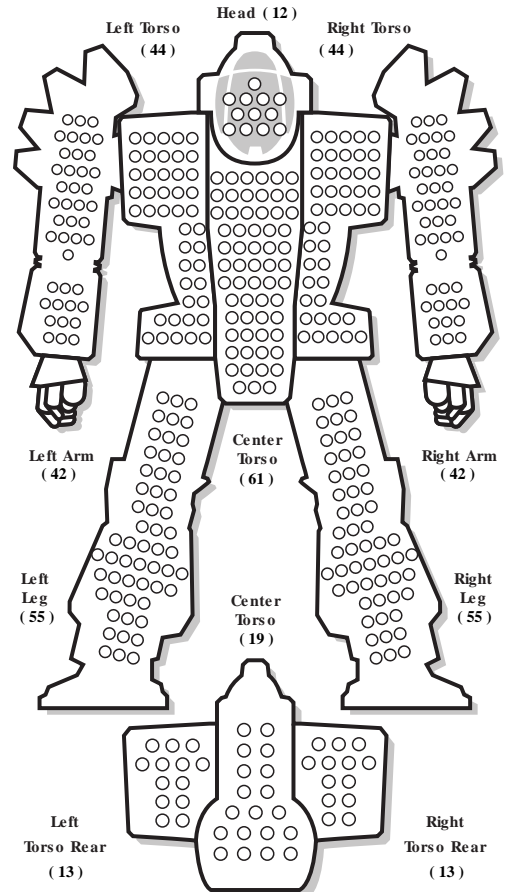
Name: _____

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
 - Artemis IV FCS
 - Artemis IV FCS
 - LRM 20
 - LRM 20

- Center Torso**
- LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - Double Heat Sink
 - Double Heat Sink

- Left Torso**
- LRM 20
 - LRM 20
 - LRM 20
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6

- Right Torso**
- Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - CASE
 - Artemis IV FCS

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

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Command Console
 - Sensors
 - Life Support

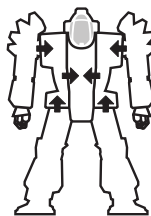
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Artemis IV FCS
 - Artemis IV FCS
 - LRM 20
 - LRM 20

- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Superheavy Gyro
 - Superheavy Gyro
 - Endo Steel

- Right Torso**
- LRM 20
 - LRM 20
 - LRM 20
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6

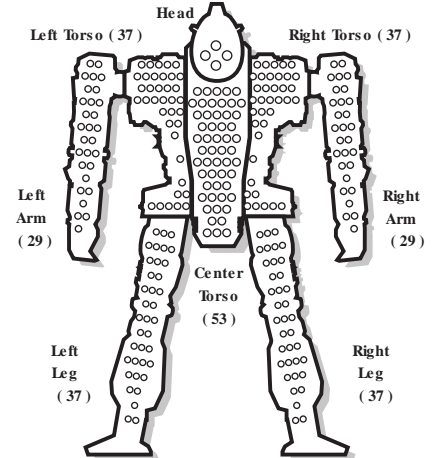
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Double Heat Sink
 - Double Heat Sink

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	18 (36)
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

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