

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Naginata NG-C3A

Movement Points: **Tonnage:** 95  
 Walking: 3 **Tech Base:** Inner Sphere  
 Running: 5 **Rules Level:** Standard  
 Jumping: 0 **Role:** Missile Boat  
 Engine Type: 285 Fusion

### Weapons & Equipment Inventory

| Qty | Type                 | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|----------------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | ER PPC               | LA  | 15 | 10 [DE]       | —   | 7   | 14  | 23  |
| 1   | LRM 15               | RA  | 5  | 1/Msl [M,C,S] | 6   | 7   | 14  | 21  |
| 1   | LRM 15               | LT  | 5  | 1/Msl [M,C,S] | 6   | 7   | 14  | 21  |
| 1   | C3 Computer (Master) | LT  | —  | [E]           | —   | 5   | 9   | 15  |
| 1   | LRM 15               | RT  | 5  | 1/Msl [M,C,S] | 6   | 7   | 14  | 21  |

Ammo: (LRM 15 Artemis) 48

BV: 1,872



### WARRIOR DATA

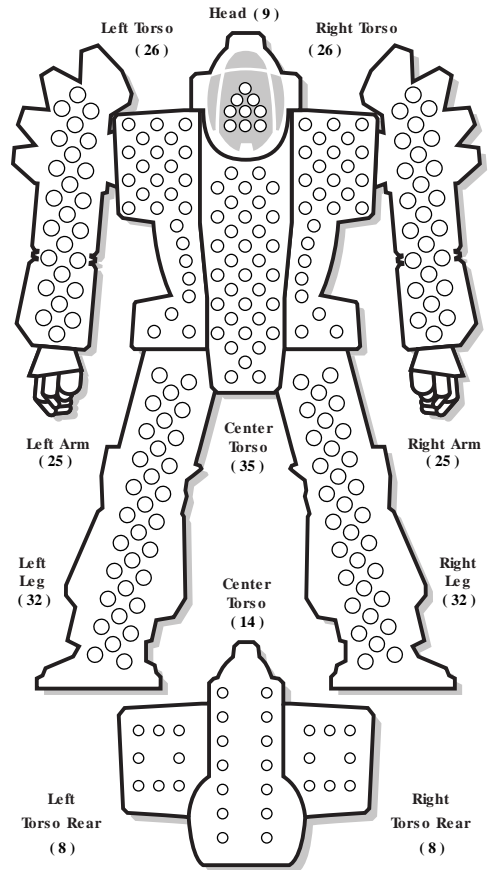
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

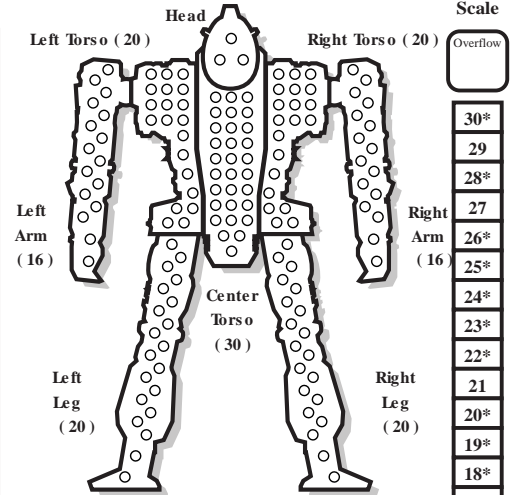
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



Heat Scale

|     |          |
|-----|----------|
| 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   |          |

### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- ER PPC

4-6

#### Left Torso (CASE)

- LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS
- Ammo (LRM 15 Artemis) 8
- Ammo (LRM 15 Artemis) 8

1-3

- C3 Master
- C3 Master
- C3 Master
- C3 Master
- C3 Master
- CASE

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

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

1-3

#### Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS
- Roll Again

4-6

#### Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 15
- LRM 15
- LRM 15

1-3

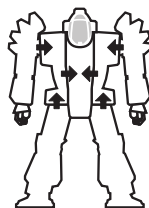
- Artemis IV FCS
- Ammo (LRM 15 Artemis) 8
- Ammo (LRM 15 Artemis) 8
- Ammo (LRM 15 Artemis) 8
- Ammo (LRM 15 Artemis) 8
- CASE

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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



Damage Transfer Diagram



### HEAT DATA

| Heat Level* | Effects                | Double Heat Sinks: 15 (30) |
|-------------|------------------------|----------------------------|
| 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     | ○○○○○○○○○○○○○○○○○○○○       |