

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Enforcer ENF-4R

Bewegungspunkte (Hitze):

Stehen (0): 0

Gehen (0,5): 4

Laufen (1): 6

Sprinten (2): 8

Ausweichen (1): 6

Sprung (0,5/Fld): 4

Tonnage: 50

Tech Base: Inner Sphere

2777

E/C-ED

Weapons & Equipment Inventory (hexes)

#	Typ	Pos	FLK	Mod	Hitze	Schaden	Min	-1	+0	+1	+2	+3	+4	+5	+6	+7
a	1 Medium Laser	RT	3		5 [DE]		-	2	4	6	8	10	12	14	16	18
b	1 Small Laser	LT	1		3 [DE]		-	1	2	3	4	5	6	7	8	9
c	1 Autocannon/10	RA	3		10		-	3	6	10	13	16	20	23	26	30
d	1 Large Laser	LA	8		8 [DE]		-	3	6	10	13	16	20	23	26	30

Ammunition Type: AC/10

Rounds: 10

Cost: 3.680.875 C-Bills

BV: 1.095

Weapon Heat (15)

Dissipation (11)

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Laser
- Large Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Small Laser
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

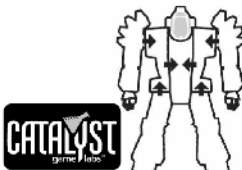
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Autocannon/10
- Autocannon/10
- Autocannon/10

- Autocannon/10
- Autocannon/10
- Autocannon/10
- Autocannon/10
- Roll Again
- Roll Again

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- @AC/10 (10)
- Medium Laser
- Roll Again

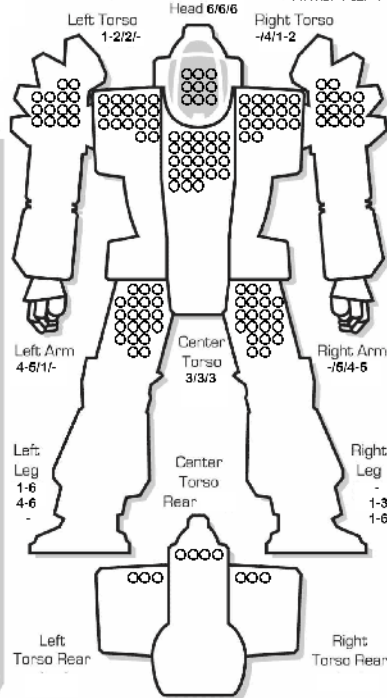
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

ARMOR DIAGRAM

Armor Pts: 144



HIT LOCATION CHART

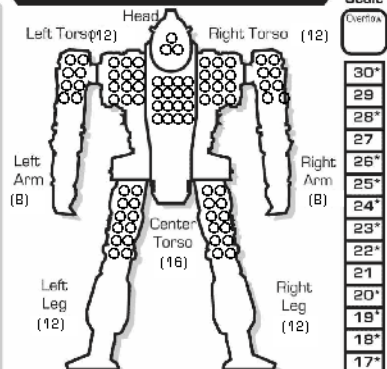
Roll	Left	Fr/Bk	Right
2	LT (C)	CT (C)	RT (C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

PILOTENWURF

Grundmindestwurf	10
Pro volle 20 Schaden	+1
Fuß-/Beinakt./Hüfte zerstört	+1
1. Gyroskoptreffer	+5
2. Gyroskoptreffer	+9*
Bein zerstört	+7*
Tritt verfehlt	+0
Level 1/2/3+ Wasser betreten	-3/-2/-1
Schuttelfeld betreten	+0
Laufen/Springen mit Gyroschaden	+0
Springen mit Aktivatorschaden	+0
Reaktorabschaltung	+3
Aufstehen mit komplexer Hdlg	-3

* Mod. nur für Pilotschaden

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Sinks: 11 (11)
Double

Heat Level*	Effects	Heat Level*	Effects (cont.)
31	6 BP	50	Shutdown
30	Shutdown (Comp +1)	49	-6 BP
28	Mun.Fx (FDG +0)	45	+7 Mod Waffen
26	Shutdown (Comp +2)	47	Pilotsch. (2WG)
25	-6 BP	46	Shutdown (Comp +12)
24	+4 Mod Waffen	45	MunEx
23	Mun.Fx (+13/-)	44	Systemvers. (FDG +2)
22	Shutdown (Comp +0)	43	6 BP
20	-2 BP	42	Shutdown (Comp +10)
19	Mun.Fx (+13/-)	41	+6 Mod Waffen
18	Shutdown (Comp -2)	40	MunEx (EDG -4)
17	+4 Mod Waffen	39	Pilotsch. (2WG)
16	-2 BP	38	Shutdown (Comp +8)
15	Shutdown (Comp -1)	37	-7 HP
13	+2 Mod Waffen	36	Systemvers. (EDG +0)
10	2 BP	35	Mun.Fx (+13/+2)
8	+1 Mod Waffen	34	Shutdown (Comp +6)
5	1 BP	33	+5 Mod Waffen
		32	Pilotsch. (2WG)

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Runde	Bew/Lvl	MW	Waffen	Hitze	Runde	Bew/Lvl	MW	Waffen	Hitze

CLUSTER HITS

Roll	2	3	4	5	6	7	9	10	12	15	20	30	40
2	1	1	1	1	2	2	3	3	4	5	6	10	12
3	1	1	2	2	2	2	3	3	4	5	6	10	12
4	1	1	2	2	3	3	4	4	5	6	9	12	18
5	1	2	2	3	3	4	5	6	8	9	12	18	24
6	1	2	2	3	4	4	5	6	8	9	12	18	24
7	1	2	3	3	4	4	5	6	8	9	12	18	24
8	2	2	3	3	4	4	5	6	8	9	12	18	24
9	2	2	3	4	5	6	7	8	10	12	16	24	32
10	2	3	3	4	5	6	7	8	10	12	16	24	32
11	2	3	4	5	6	7	9	10	12	15	20	30	40
12	2	3	4	5	6	7	9	10	12	15	20	30	40

AUSRICHTUNG NACH STURZ

1W6 - 1 Hexseiten im Uhrzeigersinn
1 Front 4 Rücken
2-3 Rechte Seite 5-6 Linke Seite

KRITISCHE TREFFER

8- Kein kritischer Treffer
9-10 1 Kritischer Treffer
11-12 2 Kritische Treffer
13-14 3 Kritische Treffer
15+ Arm/Bein/Kopf ab oder 3 Krit. -1 pro angefangene 5 Schadenspunkte