

Battletech BattleMech Development System B Y: Robert Clevidence

General Specifications

Rating

							10
							15
							20
							25
Name\Type:				* Pilot:			30
							35
							40
--	--	--	--	--	Tonnage Allocation		45
Total BattleMech Tonnage:				0--	--	--	50
--	--	--	--	--	Gyroscope	0	55
Engine Rating-----				0--	Int. Struc.	0	60
				--	Jump Jets	0	65
Movement Capacity.....				0--			70
				--	Cockpit	3	75
Running Capacity-----				0--			80
				--	Engine	0	85
Jumping Capacity.....				0--			90
				--	Heat Sinks	0	95
Enter the weight of ea. Jet-				0--			100
(Jump Jet chart is below Engine chart)				--	Weapons	0	105
				--			
(COMPUTED) Gyroscope We				0--	Armour	0+	
				--			
Enter Gyro Weight (if fraction				--			
then round up {3.2 = 4})----				0--	Left	-3	
--	--	--	--	--	--	--	
/\	/\	/\	/\	/\	/\	/\	
/\	/\	/\	/\	/\	/\	/\	
--	--	-		--	--	--	BattleMech We
Available		0-	ARMOUR	-	Points Left	0	Total
--	--	--	--	--	--	--	Tonnage
							10
Individual			Total				15
External	Value	Max.	Value	Internal		Value	20
							25
					SEE CHART (TAB)		25
Head	0	9		Head		3	30
							35

Left Torso	0	0 0	Center Torso	0	40
Rear	0				45
			Each Torso	0	50
Right Torso	0	0 0			55
Rear	0		Each Arm	0	60
					65
L. Arm	0	0	Each Leg	0	70
					75
R. Arm	0	0			80
					85
Center Torso	0	0 0			90
Rear	0				95
					100
L. Leg	0	0			
R. Leg	0	0			

--	--	--	--	--	--	--
/\	/\	/\	/\	/\	/\	/\
/\	/\	/\	/\	/\	/\	/\
--	--	-	--	--	--	--
Can Dissipate	10-		WEAPONS	-Heat Sinks Unused		10
--	--	--	--	--	--	--
Tons Available	0-			- Tons Left		0
--	--	-	--	--	--	--

Part/Weapon	Heat	Weight	Location	Part/Weapon	Heat	Weight
-	0	0	CENTER TOR	#		
-	0	0	CENTER TOR	#	0	0
+	+	+	++	++#+++	+	+
-	0	0	LEFT ARM	#	0	0
-	0	0	LEFT ARM	#	0	0
				#		
-	0	0	LEFT ARM	#	0	0
-	0	0	LEFT ARM	#	0	0
-	0	0	LEFT ARM	#	0	0
-	0	0	LEFT ARM	#	0	0
-	0	0	LEFT ARM	#	0	0
-	0	0	LEFT ARM	#	0	0
+	+	+	++	++#+++	+	+

Engine Table

Tonnage	Rating	Tonnage	Rating	Tonnage	Rating
0.5		110	3.5	210	9
0.5		115	4	215	9.5
0.5		120	4	220	10
0.5		125	4	225	10
1		130	4.5	230	10.5
1		135	4.5	235	11
1		140	5	240	11.5
1		145	5	245	12
1.5		150	5.5	250	12.5
1.5		155	5.5	255	13
1.5		160	6	260	13.5
2		165	6	265	14
2		170	6	270	14.5
2		175	7	275	15.5
2.5		180	7	280	16
2.5		185	7.5	285	16.5
3		190	7.5	290	17.5
3		195	8	295	18
3		200	8.5	300	19
3.5		205	8.5	305	19.5

+ + + + + +

+ Jump Capacity

+

+ 'Mech Weight---

+

+ Weight

+

+ 0-55

+ 60-85

2+ 90-100

3+

4 ++++++++ +

6

7

8

Internal Structure Table

ight-

Center

L/R
Torso Torso

0

Each
Arm

Each
Leg

4

5

6

8

10

11

3

4

5

6

7

8

1

2

3

4

5

6

12	10	6	10	
14	11	7	11	USE SHIFT-TAB TO RETU
16	12	8	12	
18	13	9	13	
20	14	10	15	
21	15	10	14	
22	15	11	15	
23	16	12	16	
25	17	13	17	
27	18	14	18	
29	19	15	19	
30	20	16	20	
31	21	17	21	

Location

HEAD

+

RIGHT ARM

RIGHT ARM

RIGHT ARM

RIGHT ARM

RIGHT ARM

RIGHT ARM

RIGHT ARM

RIGHT ARM

+

RIGHT TORSO
RIGHT TORSO
RIGHT TORSO
RIGHT TORSO
RIGHT TORSO
RIGHT TORSO

RIGHT TORSO
RIGHT TORSO
RIGHT TORSO
RIGHT TORSO
RIGHT TORSO
RIGHT TORSO

+

RIGHT LEG
RIGHT LEG

Ammo/Ton

24

12

8

6

50

25

15

200

	+
	+
Tonnage	+
	20.5+
	21.5+
	22.5+
	23.5+
	24.5+
	25.5+
	27+
	28.5+
	29.5+
	31.5+
	33+
	34.5+
	36.5+
	38.5+
	41+
	43.5+
	46+
	49+
	52.5+
	+
	+
+	+
	+
	+
	+
	+
	0+
	+
Tons/MP	+
	+
	0.5
	1.0
	2.0
	+
	+
+	+

RN