

Battletech BattleMech Development System B Y: Robert

Clevidence

General Specifications

Rating

							10
Press TAB to see charts							15
							20
*	*	*	**	*	*	*	25
Name\Type:				* Pilot:			30
*	*	*	**	*	*	*	35
							40
--	--	--	--	--	Tonnage Allocation		45
Total BattleMech Tonnage:				0--	--	--	50
--	--	--	--	--	Gyroscope		55
Engine Rating-----				0--	Int. Struc.		60
				--	Jump Jets		65
Movement Capacity.....				0--			70
				--	Cockpit		75
Running Capacity-----				0--			80
				--	Engine		85
Jumping Capacity.....				0--			90
				--	Heat Sinks		95
Enter the weight of ea. Jet-				0--			100
(Jump Jet chart is below Engine chart)				--	Weapons		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
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 TOF #			
—	0	0	CENTER TOF #	—	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
+	+	+	++	++#+++	+	+

—	0	0	LEFT TORS	#	—	0	0
—	0	0	LEFT TORS	#	—	0	0
—	0	0	LEFT TORS	#	—	0	0
—	0	0	LEFT TORS	#	—	0	0
—	0	0	LEFT TORS	#	—	0	0
—	0	0	LEFT TORS	#	—	0	0
			#				
—	0	0	LEFT TORS	#	—	0	0
—	0	0	LEFT TORS	#	—	0	0
—	0	0	LEFT TORS	#	—	0	0
—	0	0	LEFT TORS	#	—	0	0
—	0	0	LEFT TORS	#	—	0	0
—	0	0	LEFT TORS	#	—	0	0
+	+	+	++	++	++	+	+
—	0	0	LEFT LEG	#	—	0	0
—	0	0	LEFT LEG	#	—	0	0

Type	Heat	Damage	Nin	Short	Medium	Long	Weight	Size
sm. laser	1	3		1	2	3	.5	1
md. laser	3	5		1-3	4-6	7-9	1	1
lg. laser	8	8		1-5	6-10	11-15	5	2
PPC	10	10	3	1-6	7-12	13-18	7	3
AC/5	1	5	3	1-6	7-12	13-18	8	4
LRM 5	2		6	1-7	8-14	15-21	2	1
LRM 10	4		6	1-7	8-14	15-21	5	2
LRM 15	5		6	1-7	8-14	15-21	7	3
LRM 20	6		6	1-7	8-14	15-21	10	5
SRM 2	2			1-3	4-6	7-9	1	1
SRM 4	3			1-3	4-6	7-9	2	1
SRM 6	4			1-3	4-6	7-9	3	2
machine gun	0	2		1	2	3	.5	1
flamer	3	2		1	2	3	1	1

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

+ 90-100

2 +

3 +

4

6

7

8

Internal Structure Table

ight-

Center

Torso

L/R
Torso

0

Each

Arm

Each

Leg

4

5

6

8

10

11

3

4

5

6

7

8

1

2

3

4

5

6

2

3

4

6

7

8

+++++++ +

12	10	6	10	USE SHIFT-TAB TO RETU
14	11	7	11	
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