BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: BattleMaster BLR-10S2

Movement Points:		**Tonnage:**	85
Walking:	3	**Tech Base:**	Inner Sphere
Running:	5	**Rules Level:**	Standard
Jumping:	0	**Role:**	Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	H (R)	2	3	—	2	4	5
1	Guardian ECM Suite	CT	0	—	—	—	—	6
3	ER Medium Laser	RT	5	5	—	4	8	12
3	ER Medium Laser	LT	5	5	—	4	8	12
1	Streak SRM 4	LT	3	2/Msl	—	3	6	9
1	C3 Slave	RA	0	—	—	—	—	—
1	ER PPC	RA	15	10	—	7	14	23
1	Anti-Battle Armor Pod	RL	0	—	—	—	—	—
1	Anti-Battle Armor Pod	LL	0	—	—	—	—	—

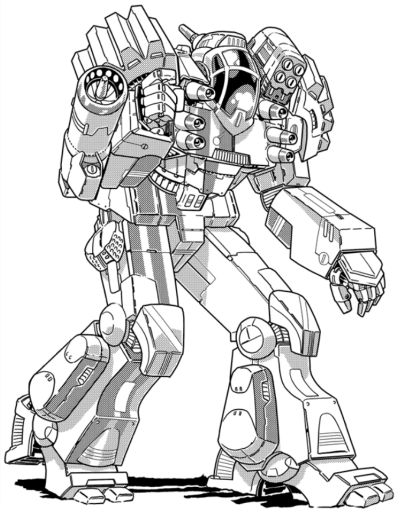
BV: 1,927

WARRIOR DATA

Name: _____

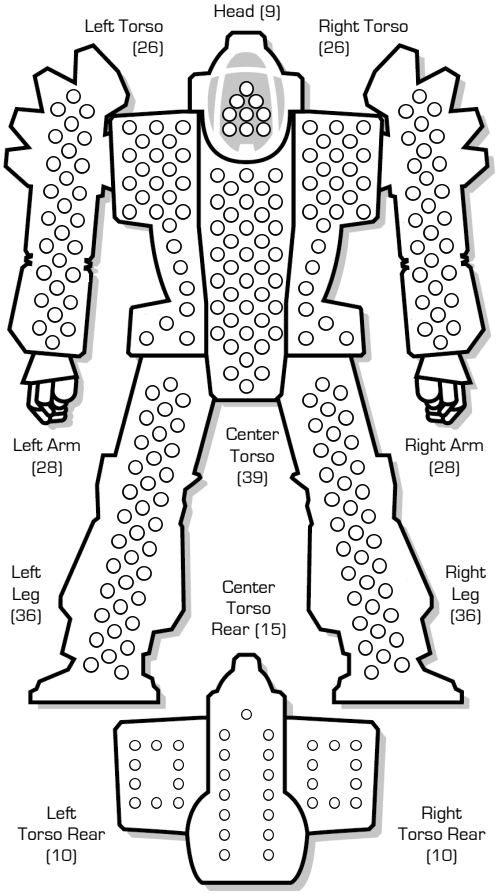
Gunnery Skill: ___ **Piloting Skill:** ___

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



Armor Factor - 263

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER Medium Laser
2. ER Medium Laser
3. ER Medium Laser
4. Streak SRM 4
5. Ammo (Streak SRM 4) 25
6. CASE

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Anti-Battle Armor Pod
6. Roll Again

Head

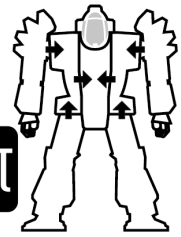
1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser (R)
5. Sensors
6. Life Support

Center Torso

1-3
1. Compact Engine
2. Compact Engine
3. Compact Engine
4. Heavy-Duty Gyro
5. Heavy-Duty Gyro
6. Heavy-Duty Gyro

4-6
1. Heavy-Duty Gyro
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Guardian ECM Suite
6. Guardian ECM Suite

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. ER PPC
3. ER PPC
4. ER PPC
5. C3 Slave
6. Roll Again

Right Torso

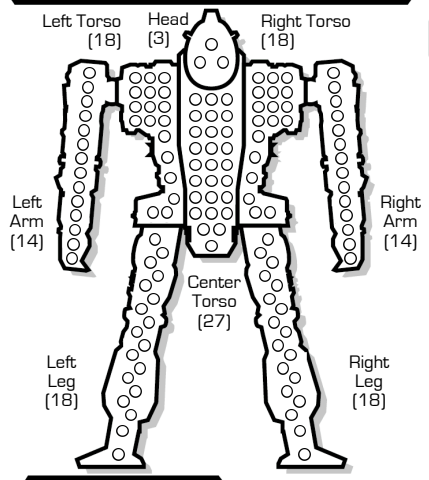
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Anti-Battle Armor Pod
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 19 [38] Double
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	

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