

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: BattleMaster BLR-1G-DC

Movement Points: **Tonnage:** 85
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Rules Level:** Advanced
 Jumping: 0 **Role:** Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RT	3	5	—	3	6	9
2	Medium Laser	LT	3	5	—	3	6	9
1	SRM 6	LT	4	2/Msl	—	3	6	9
1	PPC	RA	10	10	3	6	12	18
2	Machine Gun	LA	0	2	—	1	2	3

BV: 1,494



WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

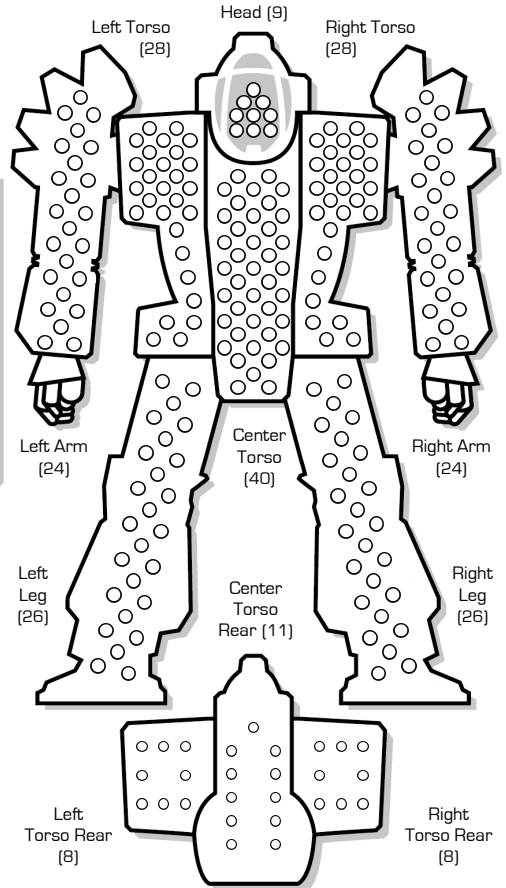
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
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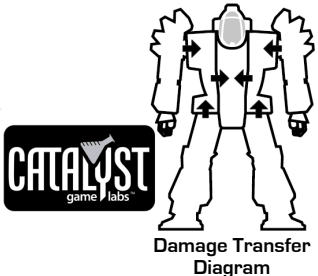
ARMOR DIAGRAM



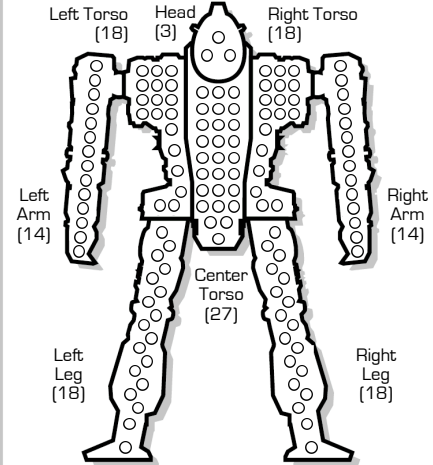
CRITICAL HIT TABLE

- | | | |
|---|--|--|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Machine Gun Machine Gun
<ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>
<p>Left Torso</p> <ol style="list-style-type: none"> SRM 6 SRM 6 Medium Laser Medium Laser Ammo (Machine Gun) 200 Ammo (SRM 6) 15 <p>1-3</p> <ol style="list-style-type: none"> Ammo (SRM 6) 15 Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>
<p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Heat Sink Roll Again | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Command Console Sensors Life Support
<p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Heat Sink Roll Again <p>4-6</p> | <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator PPC PPC <p>1-3</p> <ol style="list-style-type: none"> PPC Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>
<p>Right Torso</p> <ol style="list-style-type: none"> Heat Sink Medium Laser Medium Laser Roll Again Roll Again Roll Again <p>1-3</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p>
<p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Heat Sink Roll Again |
|---|--|--|

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
17		17
30	Shutdown	Single
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	○○○○

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	