

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: BattleMaster BLR-1G

Movement Points: Walking: 4, Running: 6, Jumping: 0

Tonnage: 85

Tech Base: Inner Sphere


Rules Level: Introductory

Role: Brawler

Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|--------------|--------|----|-------|-----|-----|-----|-----|
| 2 | Medium Laser | RT | 3 | 5 | — | 3 | 6 | 9 |
| 1 | Medium Laser | RT (R) | 3 | 5 | — | 3 | 6 | 9 |
| 2 | Medium Laser | LT | 3 | 5 | — | 3 | 6 | 9 |
| 1 | Medium Laser | LT (R) | 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: 1,519



WARRIOR DATA

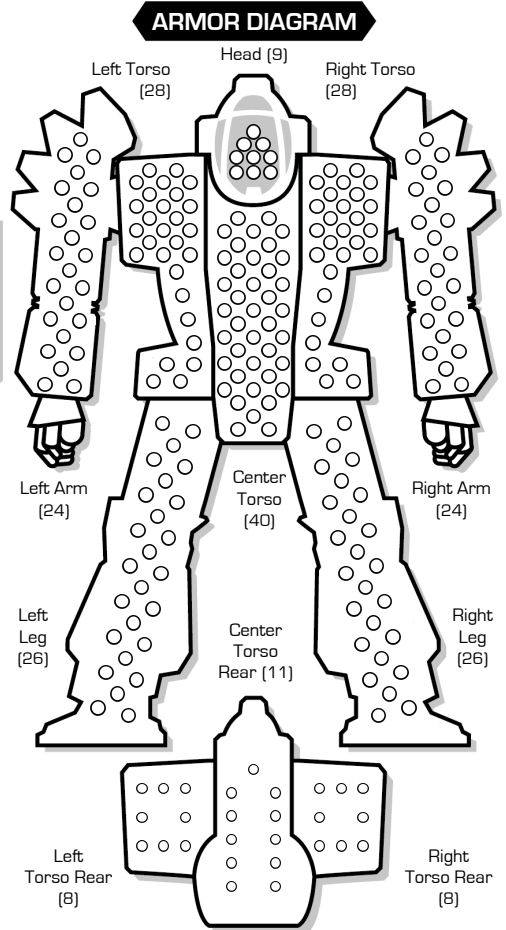
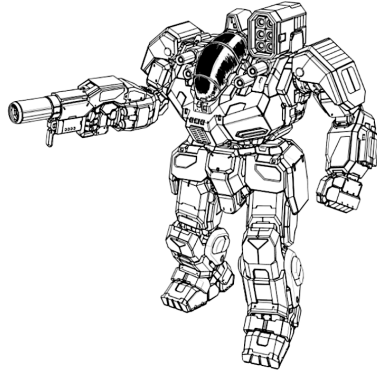
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken

| | | | | | |
|---|---|---|----|----|------|
| 1 | 2 | 3 | 4 | 5 | 6 |
| 3 | 5 | 7 | 10 | 11 | Dead |

Consciousness#



CRITICAL HIT TABLE

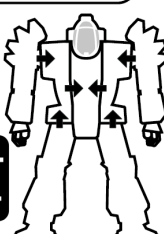
| | | |
|---|---|---|
| <h4>Left Arm</h4> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator <p>1-3</p> <ol style="list-style-type: none"> Hand Actuator Machine Gun Machine Gun | <h4>Head</h4> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support | <h4>Right Arm</h4> <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 |
| <h4>Center Torso</h4> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again | <h4>Center Torso</h4> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> | <h4>Right Torso</h4> <ol style="list-style-type: none"> PPC Roll Again Roll Again Roll Again Roll Again Roll Again <p>4-6</p> <ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again |
| <h4>Left Torso</h4> <ol style="list-style-type: none"> Medium Laser Medium Laser Medium Laser (R) SRM 6 SRM 6 Ammo (Machine Gun) 200 <p>1-3</p> <ol style="list-style-type: none"> Ammo (SRM 6) 15 Ammo (SRM 6) 15 Roll Again Roll Again Roll Again Roll Again <p>4-6</p> | <h4>Left Torso</h4> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Roll Again Roll Again <p>2-6</p> | <h4>Right Torso</h4> <ol style="list-style-type: none"> Heat Sink Medium Laser Medium Laser Medium Laser (R) 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> |
| <h4>Left Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Heat Sink Heat Sink | <h4>Left Leg</h4> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Roll Again Roll Again <p>2-6</p> | <h4>Right Leg</h4> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Heat Sink Heat Sink |

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Heat Sink

| |
|----------|
| 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: |
|-------------|------------------------|-------------|
| 18 | | 18 |
| 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 | ○○○ |