

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: BattleMaster BLR-1Gbc

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

Weapons & Equipment Inventory

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|-------------------|-----|----|-----|-----|-----|-----|-----|
| 1 | Large Pulse Laser | CT | 10 | 9 | — | 3 | 7 | 10 |
| 2 | Medium Laser | RT | 3 | 5 | — | 3 | 6 | 9 |
| 2 | Medium Laser | LT | 3 | 5 | — | 3 | 6 | 9 |
| 1 | ER PPC | RA | 15 | 10 | — | 7 | 14 | 23 |
| 1 | ER PPC | LA | 15 | 10 | — | 7 | 14 | 23 |

BV: 1,825



WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

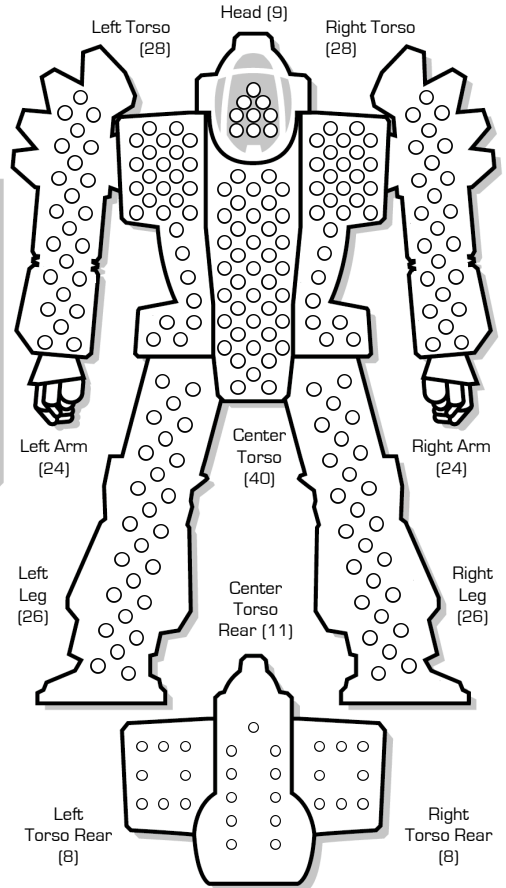
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

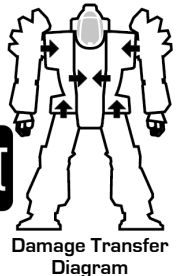


ARMOR DIAGRAM

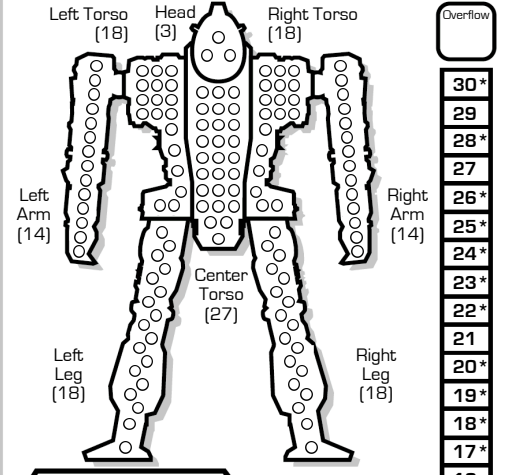


CRITICAL HIT TABLE

- | | | |
|--|---|---|
| Left Arm 1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. ER PPC 6. ER PPC 1-3 | Head 1. Life Support 2. Sensors 3. Cockpit 4. Command Console 5. Sensors 6. Life Support | Right Arm 1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. ER PPC 6. ER PPC 1-3 |
| Left Torso 1. Medium Laser 2. Medium Laser 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Roll Again 1-3 | Center Torso 1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro 1-3 | Right Torso 1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Medium Laser 5. Medium Laser 6. Endo Steel 1-3 |
| Left Leg 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel 4-6 | Right Leg 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel 4-6 | Engine Hits ○○○ Gyro Hits ○○ Sensor Hits ○○ Life Support ○ |



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

| Heat Level* | Effects | Heat Sinks: 14 [28] |
|-------------|------------------------|---------------------|
| 30 | Shutdown | Double ○○ |
| 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 |