

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: BattleMaster BLR-1Gc

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
1	Medium Laser	RT (R)	3	5	—	3	6	9
2	Medium Laser	RT	3	5	—	3	6	9
1	Medium Laser	LT (R)	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

BV: 1,577



WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

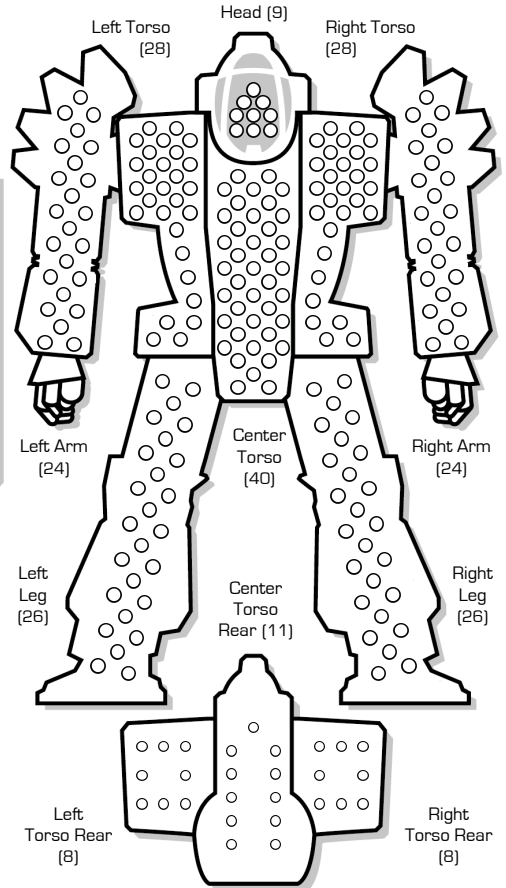
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



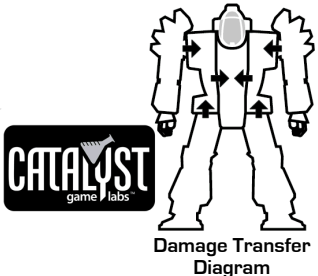
ARMOR DIAGRAM



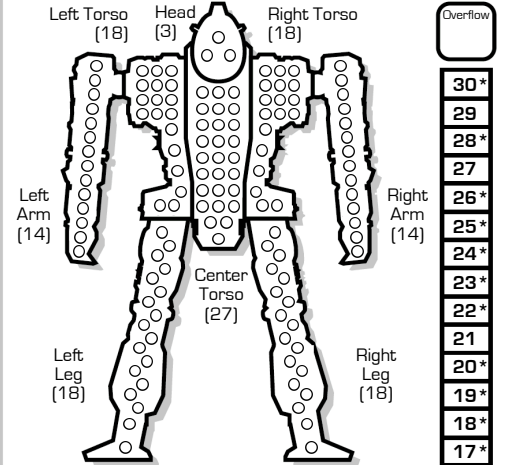
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Head	1. Life Support	2. Sensors	3. Cockpit	4. Command Console	5. Sensors	6. Life Support
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Roll Again	6. Roll Again
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. PPC	6. PPC
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. SRM 6	5. SRM 6	6. Medium Laser
Right Torso	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 [34]
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	