

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: BattleMaster BLR-1S

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

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

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

  
 Consciousness#



#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RT	3	5	—	3	6	9
1	LRM 5	LT	2	1/Msl	6	7	14	21
2	Medium Laser	LT	3	5	—	3	6	9
1	SRM 2	LT	2	2/Msl	—	3	6	9
1	SRM 2	RA	2	2/Msl	—	3	6	9
1	LRM 15	LA	5	1/Msl	6	7	14	21

BV: 1,507

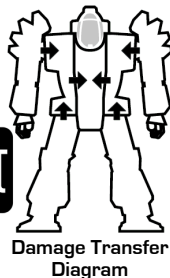


### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - LRM 15
  - LRM 15
- 1-3
- Center Torso**
- LRM 15
  - Ammo (LRM 15) 8
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Left Torso**
- Heat Sink
  - Medium Laser
  - Medium Laser
  - LRM 5
  - SRM 2
  - Ammo (LRM 5) 24
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - SRM 2
  - Roll Again
- 1-3
- Center Torso**
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Right Torso**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Right Torso**
- Heat Sink
  - Heat Sink
  - Medium Laser
  - Medium Laser
  - Ammo (SRM 2) 50
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

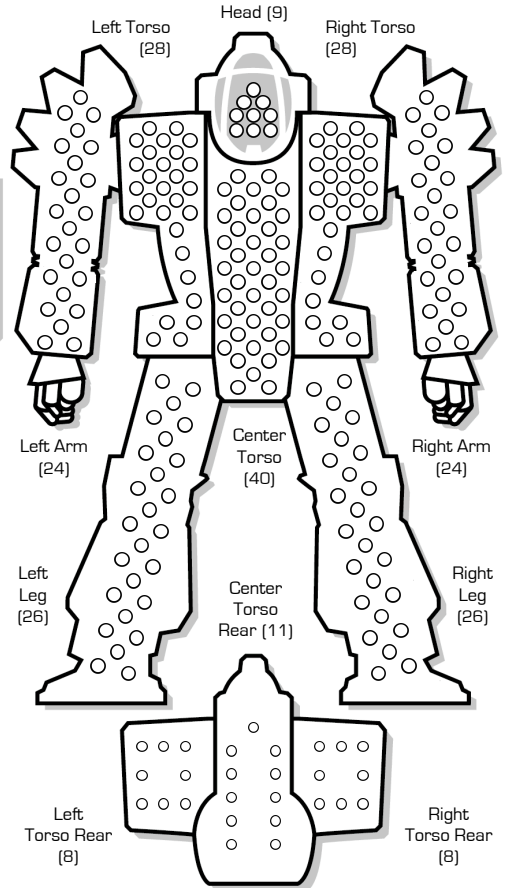
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



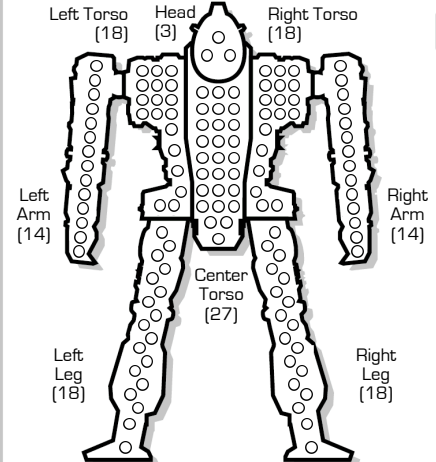
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Heat Sink

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Heat Sink

### ARMOR DIAGRAM



### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level	Effects	Heat Sinks
30*		Single
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:
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	○○