

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: BattleMaster BLR-3M-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	ER PPC	RA	15	10	—	7	14	23
1	Machine Gun	LA	0	2	—	1	2	3

BV: 1,627



### WARRIOR DATA

Name: \_\_\_\_\_

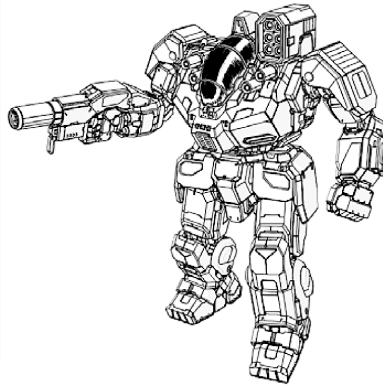
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

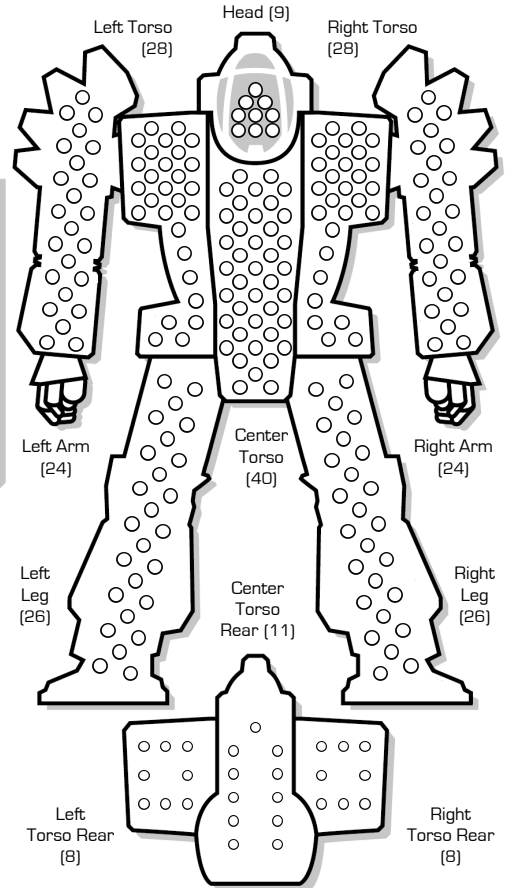
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Machine Gun
- Roll Again

- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Left Torso

- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - SRM 6
  - SRM 6
  - Medium Laser
- 1-3
- Medium Laser
  - Ammo (SRM 6) 15
  - Ammo (SRM 6) 15
  - Ammo (Machine Gun) 200
  - CASE
  - Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

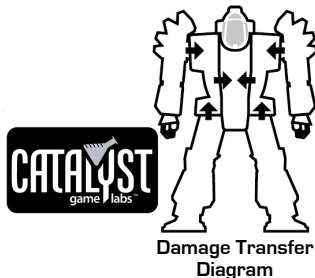
- Life Support
- Sensors
- Cockpit
- Command Console
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3

- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Roll Again
  - Roll Again
- 4-6

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



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - ER PPC
  - ER PPC
- 1-3

- ER PPC
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Torso

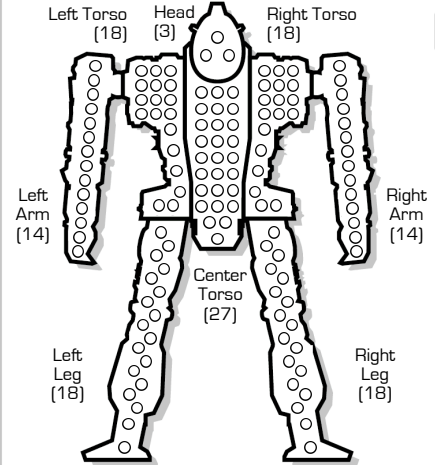
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3

- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Medium Laser
  - Medium Laser
  - Roll Again
- 4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### 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