

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: BattleMaster BLR-3S

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

WARRIOR DATA

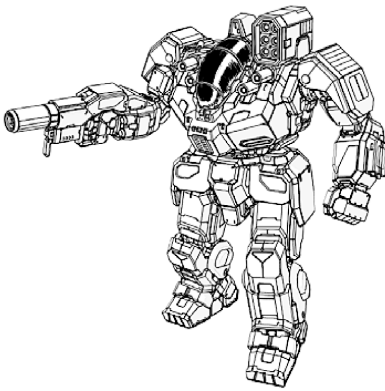
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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

 Consciousness#

Weapons & Equipment Inventory (hexes)

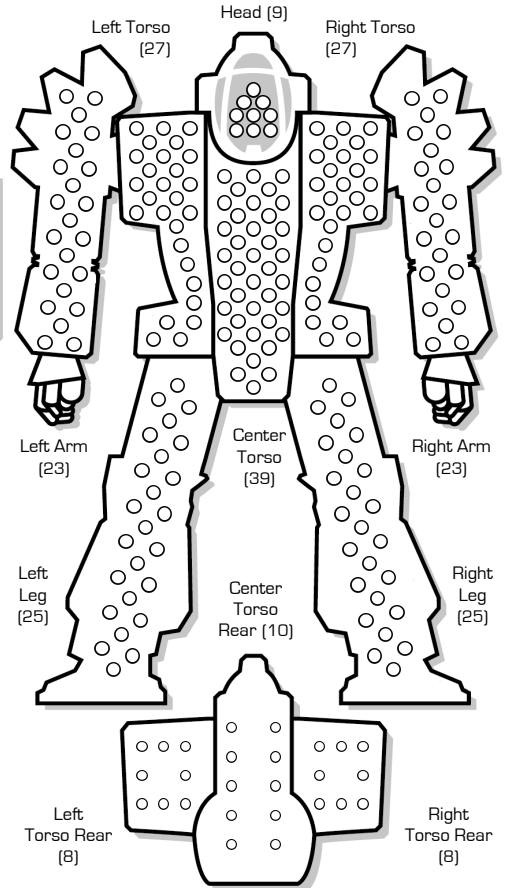
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	RT	4	6	—	2	4	6
1	Medium Pulse Laser	RT (R)	4	6	—	2	4	6
2	Medium Pulse Laser	LT	4	6	—	2	4	6
1	Medium Pulse Laser	LT (R)	4	6	—	2	4	6
1	SRM 6	LT	4	2/Msl	—	3	6	9
1	LRM 20	RA	6	1/Msl	6	7	14	21



BV: 1,441



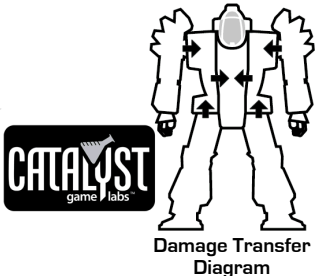
ARMOR DIAGRAM



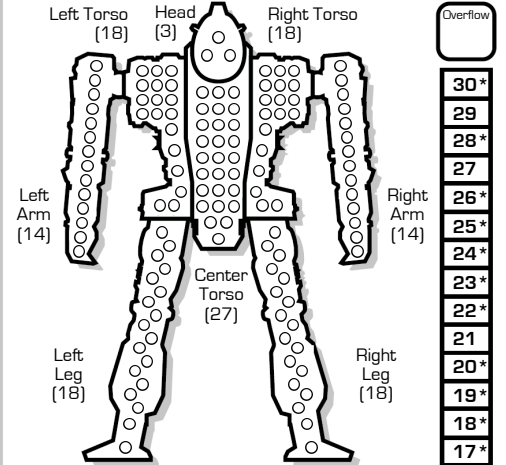
CRITICAL HIT TABLE

<p>Left Arm</p> <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 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 <p>Left Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine <p>1-3</p> <ol style="list-style-type: none"> Medium Pulse Laser Medium Pulse Laser Medium Pulse Laser (R) <p>4-6</p> <ol style="list-style-type: none"> SRM 6 SRM 6 Ammo (SRM 6) 15 Ammo (SRM 6) 15 CASE Roll Again <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Heat Sink Heat Sink 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Heat Sink Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine <p>1-3</p> <ol style="list-style-type: none"> Gyro Gyro Gyro <p>4-6</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Heat Sink Heat Sink 	<p>Right Arm</p> <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 LRM 20 LRM 20 <p>4-6</p> <ol style="list-style-type: none"> LRM 20 LRM 20 LRM 20 Roll Again Roll Again Roll Again <p>Right Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine <p>1-3</p> <ol style="list-style-type: none"> Heat Sink Heat Sink Medium Pulse Laser <p>4-6</p> <ol style="list-style-type: none"> Medium Pulse Laser Medium Pulse Laser (R) Ammo (LRM 20) 6 Ammo (LRM 20) 6 CASE Roll Again <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Heat Sink Heat Sink
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Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	22
28	Ammo Exp. avoid on 8+	Single
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