

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: BattleMaster BLR-4L

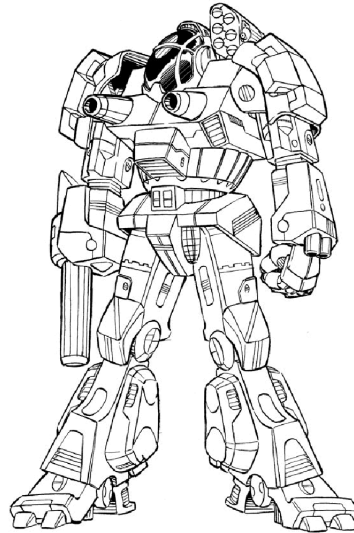
Movement Points: **Tonnage:** 85
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Rules Level:** Standard
 Jumping: 3 **Role:** Sniper

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
1	ER Medium Laser	RT	5	5	—	4	8	12
1	Light PPC	RT	5	5	3	6	12	18
1	ER Medium Laser	LT	5	5	—	4	8	12
1	Light PPC	LT	5	5	3	6	12	18
1	MML 7	LT	4	2/Sht	—	3	6	9
1	Light Gauss Rifle	RA	1	1/Sht	6	7	14	21
1	Guardian ECM Suite	LA	0	—	—	—	—	6

BV: 1,890



CRITICAL HIT TABLE

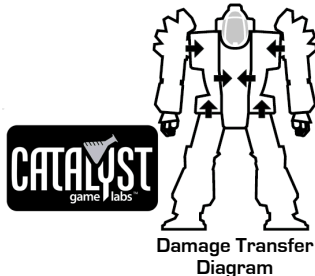
- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Guardian ECM Suite
 - Guardian ECM Suite
- 1-3**
- Stealth
 - Stealth
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Left Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Jump Jet
 - MML 7
 - MML 7
 - MML 7
- 1-3**
- MML 7
 - Light PPC
 - Light PPC
 - ER Medium Laser
 - Stealth
 - Stealth
- 4-6**

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support
- Center Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- Gyro
 - Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Jump Jet
 - Roll Again
- 4-6**

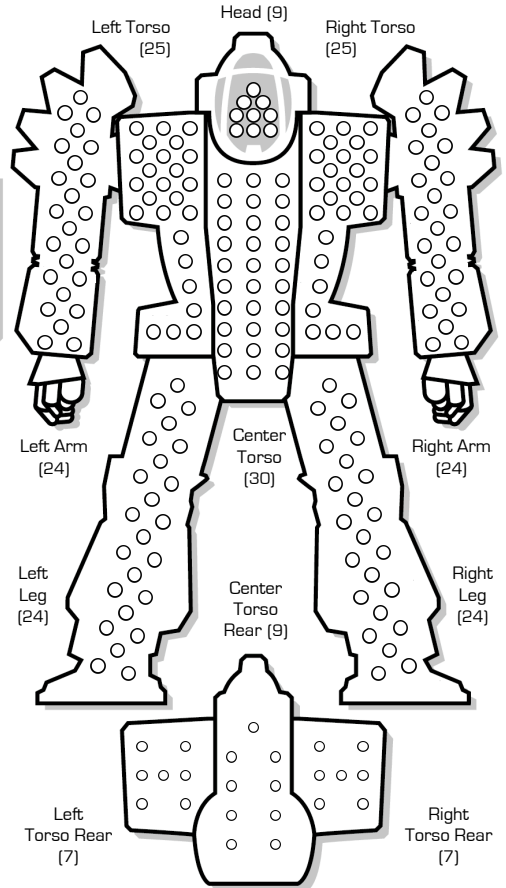
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Light Gauss Rifle
 - Light Gauss Rifle
 - Light Gauss Rifle
- 1-3**
- Light Gauss Rifle
 - Light Gauss Rifle
 - Ammo (Light Gauss) 16
 - Ammo (Light Gauss) 16
 - Stealth
 - Stealth
- 4-6**
- Right Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Jump Jet
 - Light PPC
 - Light PPC
 - ER Medium Laser
- 1-3**
- Ammo (MML 7/LRM) 17
 - Ammo (MML 7/LRM) 17
 - Ammo (MML 7/SRM) 14
 - Stealth
 - Stealth
 - Roll Again
- 4-6**

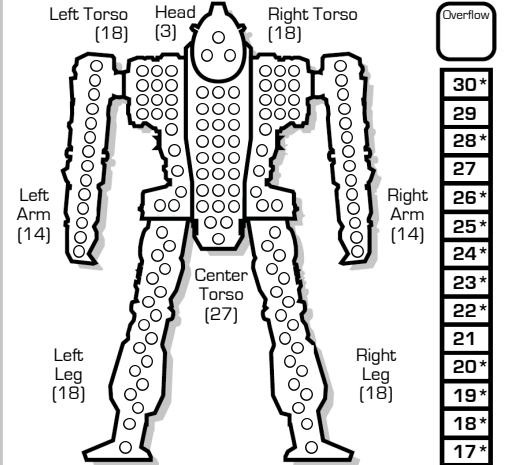
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Stealth
 - Stealth



ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12 [24]
28	Ammo Exp. avoid on 8+	Double ○○
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

Heat Level	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	○