

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: BattleMaster BLR-5M

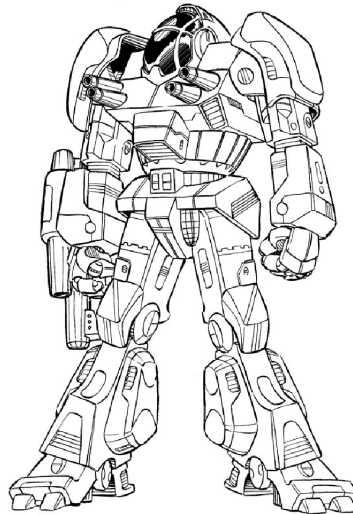
Movement Points: **Tonnage:** 85
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Rules Level:** Standard
 Jumping: 0 **Role:** Brawler

WARRIOR DATA

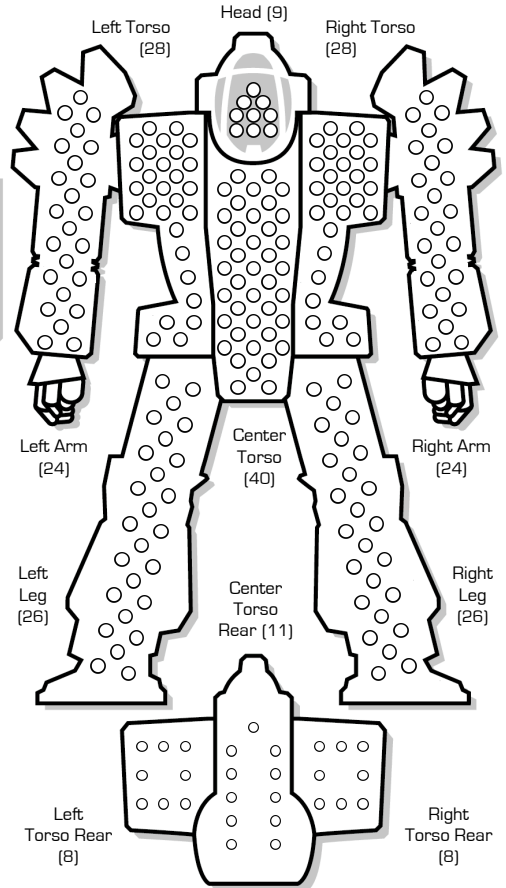
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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

 Consciousness#



ARMOR DIAGRAM



Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RT	5	5	—	4	8	12
1	ER Medium Laser	RT (R)	5	5	—	4	8	12
2	ER Medium Laser	LT	5	5	—	4	8	12
1	ER Medium Laser	LT (R)	5	5	—	4	8	12
1	ER Large Laser	RA	12	8	—	7	14	19
1	Light Gauss Rifle	RA	1	8	3	8	17	25

BV: 1,766



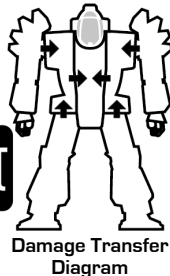
CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Left Torso**
- ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser (R)
 - Roll Again
 - Roll Again
 - Roll Again
- 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
- 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

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Light Gauss Rifle
 - Light Gauss Rifle
- 1-3
- Light Gauss Rifle
 - Light Gauss Rifle
 - Light Gauss Rifle
 - Ammo (Light Gauss) 16
 - ER Large Laser
 - ER Large Laser
- 4-6
- Right Torso**
- ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser (R)
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

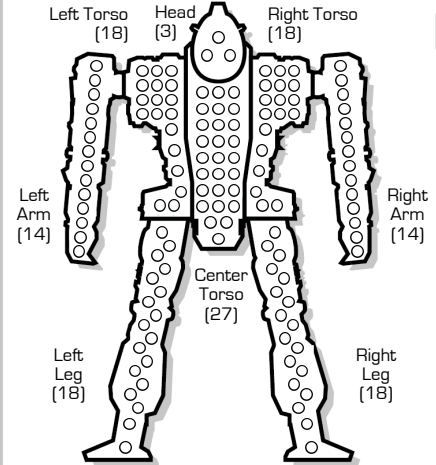
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



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

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat	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	

HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 [28]
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	○