

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: BattleMaster BLR-6C

Movement Points: **Tonnage:** 85

Walking: 4 **Tech Base:** Inner Sphere

Running: 6 **Rules Level:** Advanced

Jumping: 0 **Role:** Juggernaut

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	RT (R)	2	3	-	2	4	5
2	Light AC/5	RT	1	5/Sht	-	5	10	15
1	ER Small Laser	LT (R)	2	3	-	2	4	5
2	Light AC/5	LT	1	5/Sht	-	5	10	15
1	Streak SRM 6	LT	4	2/Msl	-	3	6	9
2	Small X-Pulse Laser	LA	3	3	-	2	4	5

BV: 1,557



### WARRIOR DATA

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

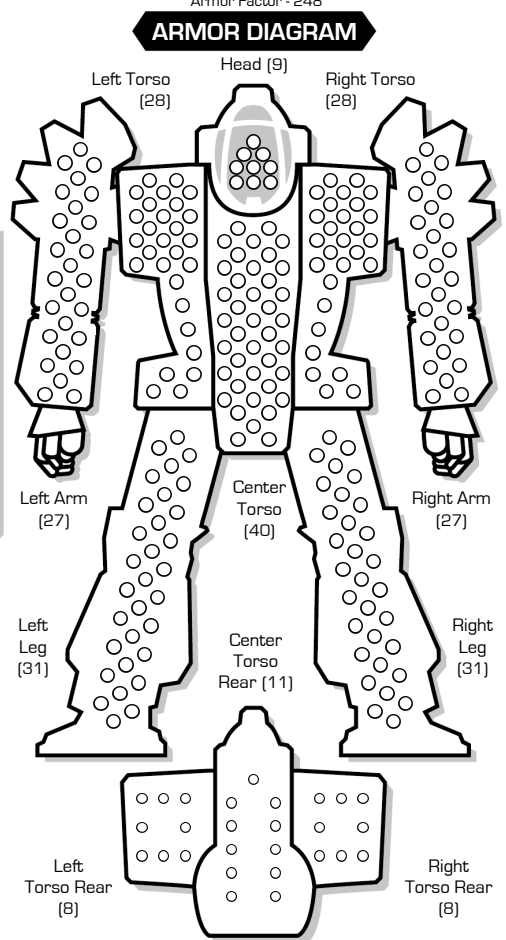
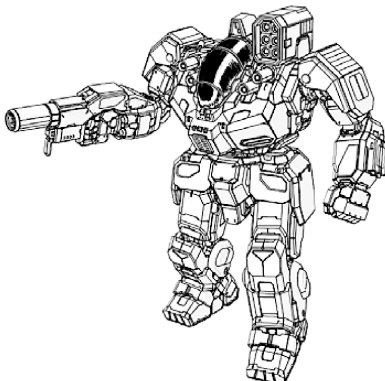
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### CRITICAL HIT TABLE

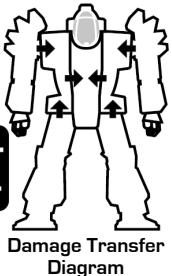
Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Small X-Pulse Laser	6. Small X-Pulse Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Endo Steel	6. Endo Steel
<b>Center Torso</b>	1. Light Fusion Engine	2. Light Fusion Engine	3. Light Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. Light Fusion Engine	2. Light Fusion Engine	3. Streak SRM 6	4. Streak SRM 6	5. Light AC/5	6. Light AC/5
<b>Right Torso</b>	1. Light Fusion Engine	2. Light Fusion Engine	3. Light AC/5	4. Light AC/5	5. Light AC/5	6. Light AC/5
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM

Heat Level\* Effects Heat Sinks: 10 [20] Double

Heat Level*	Effects	Heat Sinks
30	Shutdown	○
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	○