

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: BattleMaster BLR-6R

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

### WARRIOR DATA

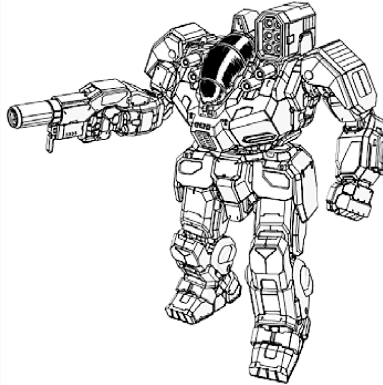
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

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

  
 Consciousness#

### Weapons & Equipment Inventory (hexes)

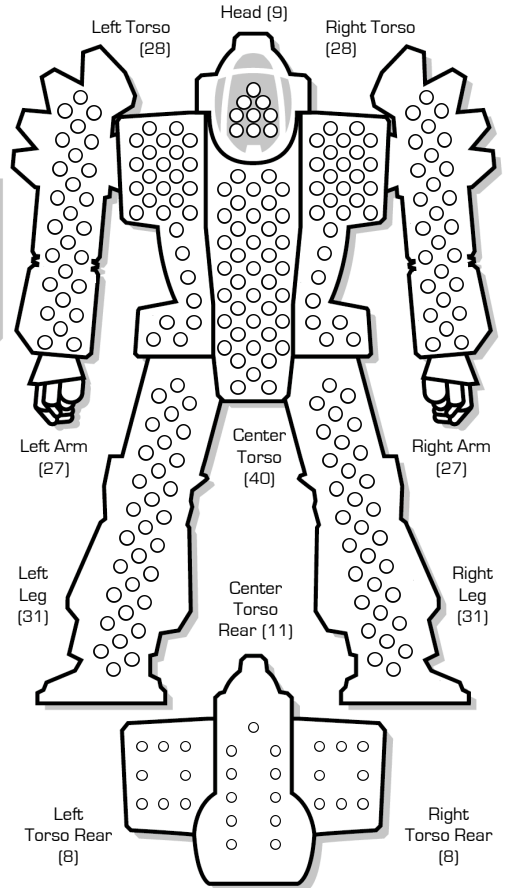
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved Heavy Medium Laser (C)	RT (R)	7	10	—	3	6	9
2	Light PPC	RT	5	5	3	6	12	18
1	Improved Heavy Medium Laser (C)	LT (R)	7	10	—	3	6	9
2	Light PPC	LT	5	5	3	6	12	18
1	Streak SRM 6	LT	4	2/Msl	—	3	6	9
1	Rotary AC/5 (C)	RA	1	5/Sht	—	7	14	21



BV: 2,181



### ARMOR DIAGRAM

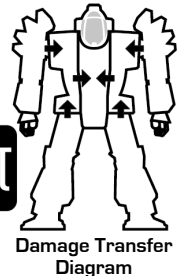


### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
  - Endo Steel
- 4-6 Endo Steel
- Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
- Left Torso**
- Light Fusion Engine
  - Light Fusion Engine
  - Streak SRM 6
  - Streak SRM 6
  - Light PPC
  - Light PPC
- 1-3 Light PPC
- Light PPC
  - Light PPC
  - Improved Heavy Medium Laser (R) (C)
  - Improved Heavy Medium Laser (R) (C)
  - Ammo (Streak SRM 6) 15
  - CASE II
- 4-6 CASE II

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Endo Steel
  - 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
  - Endo Steel
  - Roll Again
- 4-6 Roll Again

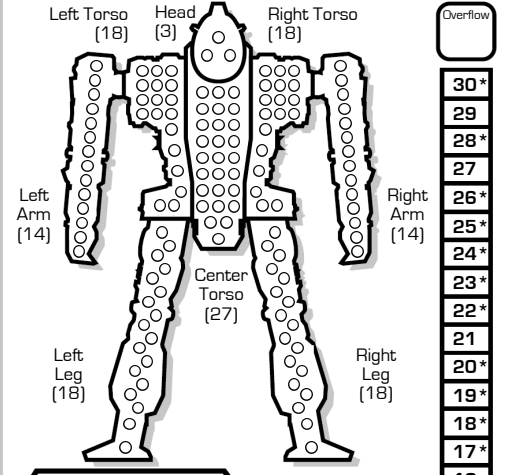
Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Rotary AC/5 (C)
  - Rotary AC/5 (C)
- 1-3 Rotary AC/5 (C)
- Rotary AC/5 (C)
  - Rotary AC/5 (C)
  - Rotary AC/5 (C)
  - Rotary AC/5 (C)
  - Rotary AC/5 (C)
  - Rotary AC/5 (C)
- 4-6 Rotary AC/5 (C)
- Right Torso**
- Light Fusion Engine
  - Light Fusion Engine
  - Light PPC
  - Light PPC
  - Light PPC
  - Light PPC
- 1-3 Light PPC
- Improved Heavy Medium Laser (R) (C)
  - Improved Heavy Medium Laser (R) (C)
  - Ammo (RAC/5) 20 (C)
  - Ammo (RAC/5) 20 (C)
  - Ammo (RAC/5) 20 (C)
  - CASE II
- 4-6 CASE II

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Endo Steel
  - Endo Steel

### INTERNAL STRUCTURE DIAGRAM



**HEAT DATA**

Heat Level*	Effects	Heat Sinks: 13 [26]
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