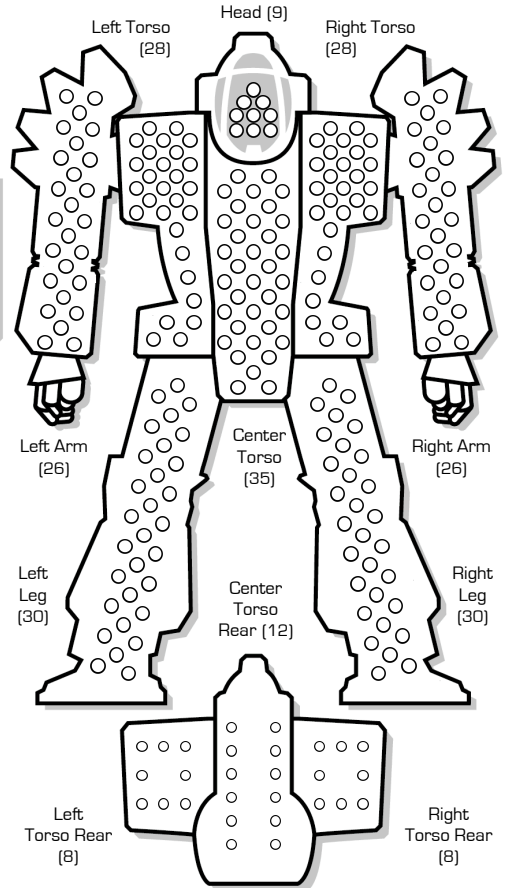


BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 240

ARMOR DIAGRAM



'MECH DATA

Type: BattleMaster BLR-6X

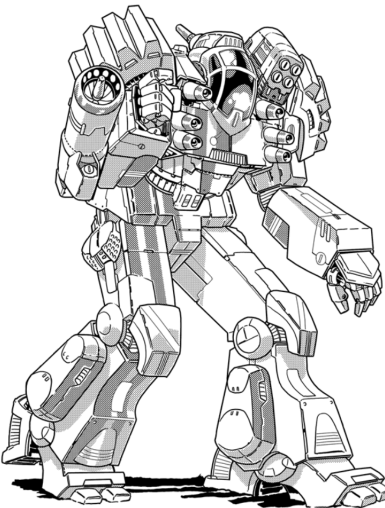
Movement Points: **Tonnage:** 85
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 **Rules Level:** Advanced
 Jumping: 0 **Role:** Skirmisher

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	Streak SRM 6	RT	4	2/Msl	—	3	6	9
1	ER Medium Laser	LT	5	5	—	4	8	12
1	Heavy PPC	RA	15	15	3	6	12	18
1	ER PPC	LA	15	10	—	7	14	23

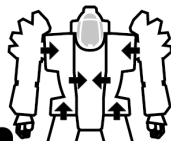
BV: 1,966

CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - ER PPC
 - ER PPC
- Center Torso**
- ER PPC
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
- 4-6
- 1-3
- Left Torso**
- Large XXL Engine
 - Large XXL Engine
 - Large XXL Engine
 - Large XXL Engine
 - Large XXL Engine
 - Large XXL Engine
- 1-3
- ER Medium Laser
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Endo Steel
 - Sensors
 - Life Support
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Heavy PPC
 - Heavy PPC
- 1-3
- Heavy PPC
 - Heavy PPC
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6
- Right Torso**
- Large XXL Engine
 - Large XXL Engine
 - Large XXL Engine
 - Large XXL Engine
 - Large XXL Engine
 - Large XXL Engine
- 1-3
- ER Medium Laser
 - Streak SRM 6
 - Streak SRM 6
 - Ammo (Streak SRM 6) 15
 - CASE
 - Endo Steel
- 4-6

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

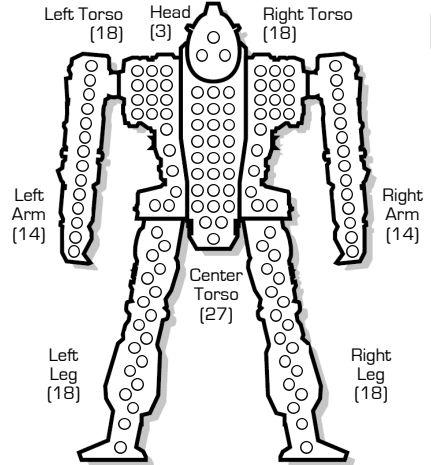


Damage Transfer Diagram



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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	16 [32]
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 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	