BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: BattleMaster BLR-CM

Movement Points:		**Tonnage:**	85
Walking:	3	**Tech Base:**	Inner Sphere
Running:	5	**Rules Level:**	Standard
Jumping:	3	**Role:**	Juggernaut

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht (hexes)	Med (hexes)	Lng (hexes)
1	C3 Computer (Master)	RT	0	—	—	—	—	—
1	C3 Computer (Master)	LT	0	—	—	—	—	—
2	ER Medium Laser	LT	5	5	—	4	8	12
1	MRM 30	LT	10	1/Msl	—	3	8	15
1	ER PPC	RA	15	10	—	7	14	23

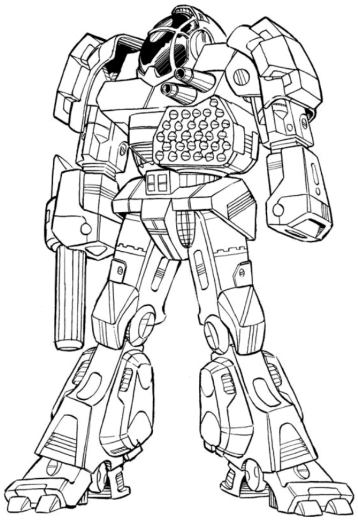
BV: 1,883

WARRIOR DATA

Name: _____

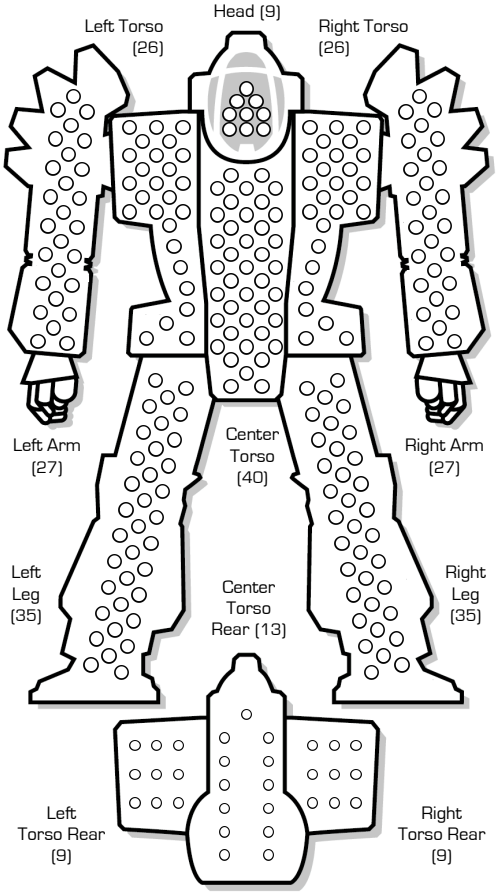
Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



Armor Factor - 256

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
4-6 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

Left Torso

1. C3 Computer (Master)
2. C3 Computer (Master)
1-3 3. C3 Computer (Master)
4. C3 Computer (Master)
5. C3 Computer (Master)
6. ER Medium Laser

1. ER Medium Laser
2. MRM 30
4-6 3. MRM 30
4. MRM 30
5. MRM 30
6. MRM 30

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

Head

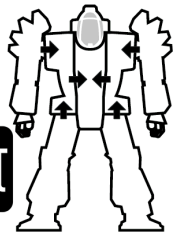
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Fusion Engine
2. Fusion Engine
1-3 3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
4-6 3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
4-6 3. Double Heat Sink
4. ER PPC
5. ER PPC
6. ER PPC

Right Torso

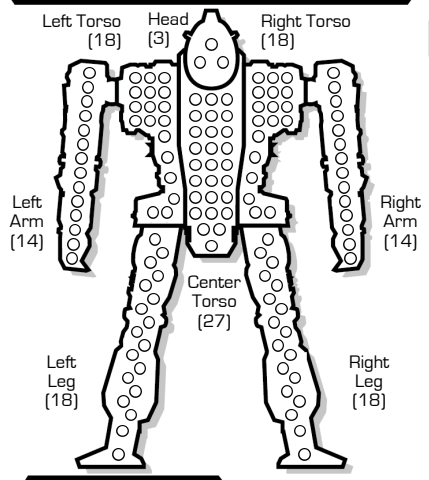
1. C3 Computer (Master)
2. C3 Computer (Master)
1-3 3. C3 Computer (Master)
4. C3 Computer (Master)
5. C3 Computer (Master)
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
4-6 3. Ammo (MRM 30) 8
4. Ammo (MRM 30) 8
5. Ammo (MRM 30) 8
6. CASE

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 [32] Double
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	

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