

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

**Type:** BattleMaster BLR-K3

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

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### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT (R)	5	5	—	4	8	12
1	C3 Computer (Master)	RT	0	—	—	—	—	—
1	ER Large Laser	RT	12	8	—	7	14	19
1	ER Large Laser	LT	12	8	—	7	14	19
1	Streak SRM 6	LT	4	2/Msl	—	3	6	9
1	ER PPC	RA	15	10	—	7	14	23
2	ER Medium Laser	LA	5	5	—	4	8	12

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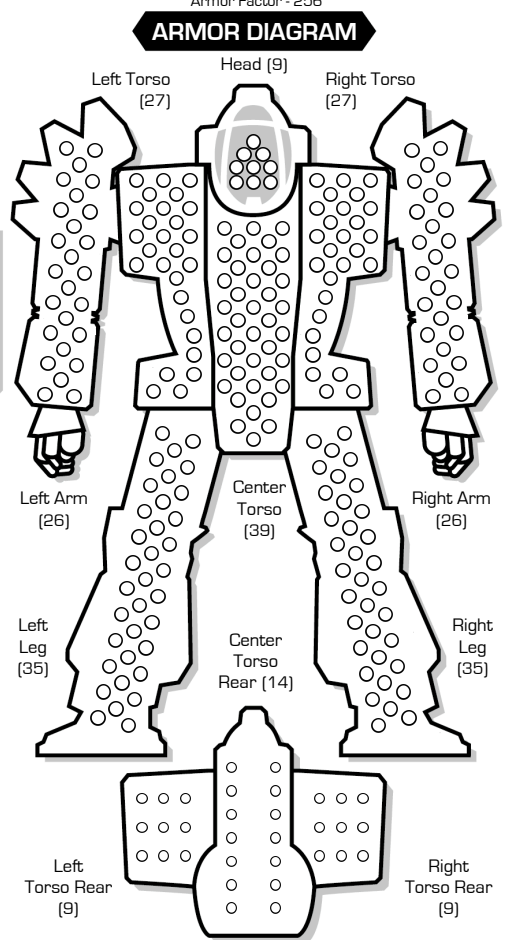
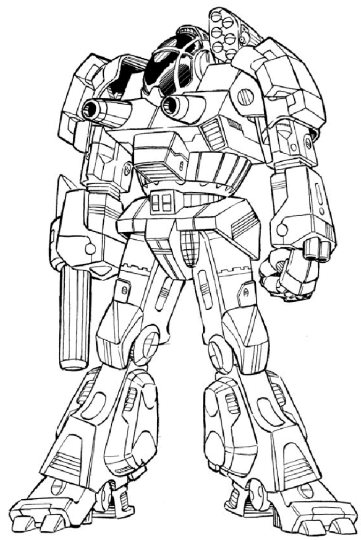
**BV:** 1,851

### WARRIOR DATA

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

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

<b>Hits Taken</b>	1	2	3	4	5	6
<b>Consciousness#</b>	3	5	7	10	11	Dead



### CRITICAL HIT TABLE

Left Arm	Head	Right Arm	Center Torso
<ol style="list-style-type: none"> <li>1. Shoulder</li> <li>2. Upper Arm Actuator</li> <li>3. Lower Arm Actuator</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>4. Hand Actuator</li> <li>5. Double Heat Sink</li> <li>6. Double Heat Sink</li> </ol>	<ol style="list-style-type: none"> <li>1. Life Support</li> <li>2. Sensors</li> <li>3. Cockpit</li> <li>4. Roll Again</li> <li>5. Sensors</li> <li>6. Life Support</li> </ol>	<ol style="list-style-type: none"> <li>1. Shoulder</li> <li>2. Upper Arm Actuator</li> <li>3. Lower Arm Actuator</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>4. Double Heat Sink</li> <li>5. Double Heat Sink</li> <li>6. Double Heat Sink</li> </ol>	<ol style="list-style-type: none"> <li>1. XL Engine</li> <li>2. XL Engine</li> <li>3. XL Engine</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>4. Gyro</li> <li>5. Gyro</li> <li>6. Gyro</li> </ol>
<ol style="list-style-type: none"> <li>1. Double Heat Sink</li> <li>2. Double Heat Sink</li> <li>3. Double Heat Sink</li> <li>4. Double Heat Sink</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>5. ER Medium Laser</li> <li>6. ER Medium Laser</li> </ol>	<ol style="list-style-type: none"> <li>1. Gyro</li> <li>2. XL Engine</li> <li>3. XL Engine</li> <li>4. XL Engine</li> </ol> <p><b>2-6</b></p> <ol style="list-style-type: none"> <li>5. ER Medium Laser (R)</li> <li>6. ER Medium Laser (R)</li> </ol>	<ol style="list-style-type: none"> <li>1. Double Heat Sink</li> <li>2. Double Heat Sink</li> <li>3. Double Heat Sink</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>4. ER PPC</li> <li>5. ER PPC</li> <li>6. ER PPC</li> </ol>	<ol style="list-style-type: none"> <li>1. Double Heat Sink</li> <li>2. Double Heat Sink</li> <li>3. Double Heat Sink</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>4. ER Large Laser</li> <li>5. ER Large Laser</li> <li>6. C3 Computer (Master)</li> </ol>
Left Torso	Right Torso	Engine Hits ○○○○ Gyro Hits ○○ Sensor Hits ○○ Life Support ○	
<ol style="list-style-type: none"> <li>1. XL Engine</li> <li>2. XL Engine</li> <li>3. XL Engine</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>4. Double Heat Sink</li> <li>5. Double Heat Sink</li> <li>6. Double Heat Sink</li> </ol>	<ol style="list-style-type: none"> <li>1. XL Engine</li> <li>2. XL Engine</li> <li>3. XL Engine</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>4. ER Large Laser</li> <li>5. ER Large Laser</li> <li>6. C3 Computer (Master)</li> </ol>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <p><b>Engine Hits</b> ○○○○</p> <p><b>Gyro Hits</b> ○○</p> <p><b>Sensor Hits</b> ○○</p> <p><b>Life Support</b> ○</p> </div>	
<ol style="list-style-type: none"> <li>1. ER Large Laser</li> <li>2. ER Large Laser</li> <li>3. Streak SRM 6</li> <li>4. Streak SRM 6</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>5. Ammo (Streak SRM 6) 15</li> <li>6. CASE</li> </ol>	<ol style="list-style-type: none"> <li>1. C3 Computer (Master)</li> <li>2. C3 Computer (Master)</li> <li>3. C3 Computer (Master)</li> <li>4. C3 Computer (Master)</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>5. Roll Again</li> <li>6. Roll Again</li> </ol>		
Left Leg	Right Leg	Damage Transfer Diagram	
<ol style="list-style-type: none"> <li>1. Hip</li> <li>2. Upper Leg Actuator</li> <li>3. Lower Leg Actuator</li> <li>4. Foot Actuator</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>5. Roll Again</li> <li>6. Roll Again</li> </ol>	<ol style="list-style-type: none"> <li>1. Hip</li> <li>2. Upper Leg Actuator</li> <li>3. Lower Leg Actuator</li> <li>4. Foot Actuator</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>5. Roll Again</li> <li>6. Roll Again</li> </ol>		
<ol style="list-style-type: none"> <li>1. Hip</li> <li>2. Upper Leg Actuator</li> <li>3. Lower Leg Actuator</li> <li>4. Foot Actuator</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>5. Roll Again</li> <li>6. Roll Again</li> </ol>	<ol style="list-style-type: none"> <li>1. Hip</li> <li>2. Upper Leg Actuator</li> <li>3. Lower Leg Actuator</li> <li>4. Foot Actuator</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>5. Roll Again</li> <li>6. Roll Again</li> </ol>		

### 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:
18 [36]		18 [36]
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	○ ○