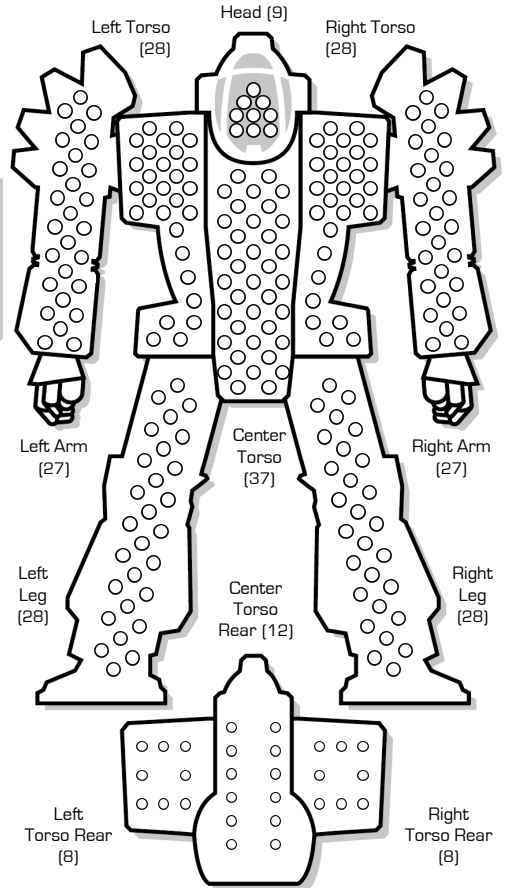


BATTLETECH™

BATTLEMECH RECORD SHEET

Armor Factor - 240

ARMOR DIAGRAM



'MECH DATA

Type: BattleMaster BLR-K4

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

WARRIOR DATA

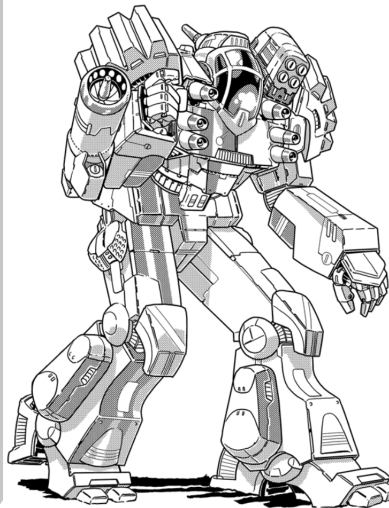
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

| | | | | | |
|---|---|---|----|----|------|
| 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 | ER Medium Laser | LT | 5 | 5 | — | 4 | 8 | 12 |
| 1 | Gauss Rifle | RA | 1 | 15 | 2 | 7 | 15 | 22 |
| 1 | Large Pulse Laser | LA | 10 | 9 | — | 3 | 7 | 10 |
| 1 | Snub-Nose PPC | LA | 10 | 10/8/5 | — | 9 | 13 | 15 |



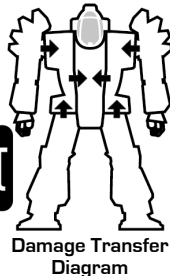
BV: 2,232



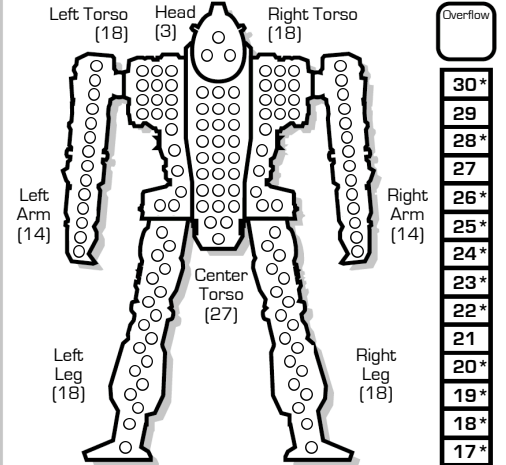
CRITICAL HIT TABLE

| Location | Hit 1 | Hit 2 | Hit 3 | Hit 4 | Hit 5 | Hit 6 |
|---------------------|---------------------|-----------------------|-----------------------|---------------------|----------------------|----------------------|
| Head | 1. Life Support | 2. Sensors | 3. Cockpit | 4. Roll Again | 5. Sensors | 6. Life Support |
| Left Arm | 1. Shoulder | 2. Upper Arm Actuator | 3. Lower Arm Actuator | 4. Hand Actuator | 5. Double Heat Sink | 6. Double Heat Sink |
| Right Arm | 1. Shoulder | 2. Upper Arm Actuator | 3. Lower Arm Actuator | 4. Hand Actuator | 5. Gauss Rifle | 6. Gauss Rifle |
| Center Torso | 1. Double Heat Sink | 2. Large Pulse Laser | 3. Large Pulse Laser | 4. Snub-Nose PPC | 5. Snub-Nose PPC | 6. Roll Again |
| Left Torso | 1. XL Engine | 2. XL Engine | 3. XL Engine | 4. Double Heat Sink | 5. Double Heat Sink | 6. Double Heat Sink |
| Right Torso | 1. XL Engine | 2. XL Engine | 3. XL Engine | 4. Double Heat Sink | 5. Double Heat Sink | 6. Double Heat Sink |
| Left Leg | 1. Hip | 2. Upper Leg Actuator | 3. Lower Leg Actuator | 4. Foot Actuator | 5. Improved Jump Jet | 6. Improved Jump Jet |
| Right Leg | 1. Hip | 2. Upper Leg Actuator | 3. Lower Leg Actuator | 4. Foot Actuator | 5. Improved Jump Jet | 6. Improved Jump Jet |

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

| Heat Level* | Effects | Heat Sinks: 14 [28] |
|-------------|------------------------|---------------------|
| 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 | |