

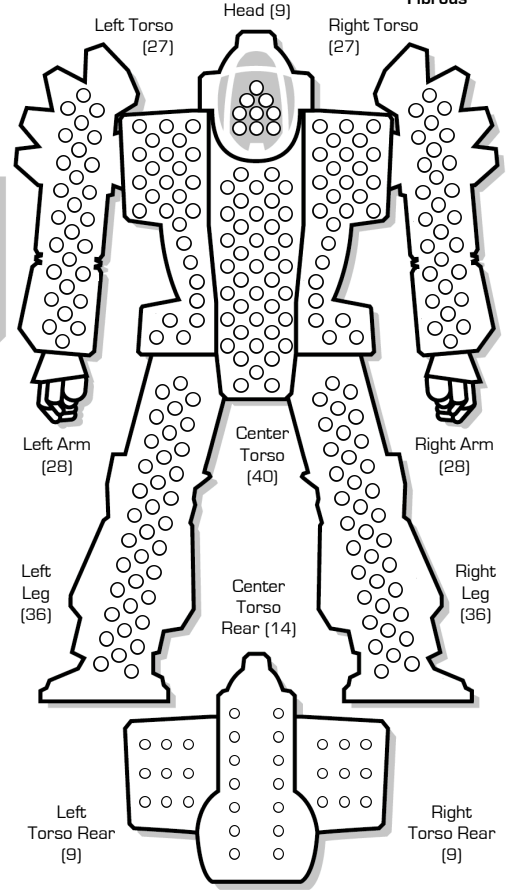
# BATTLETECH™

## BATTLEMECH RECORD SHEET

Armor Factor - 263

### ARMOR DIAGRAM

Heavy Ferro-Fibrous



### 'MECH DATA

Type: BattleMaster BLR-M3

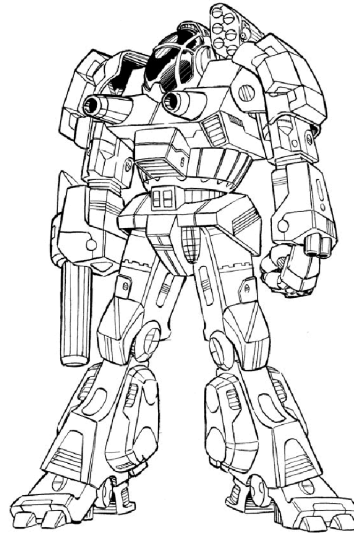
Movement Points: **Tonnage:** 85  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Rules Level:** Standard  
 Jumping: 0 **Role:** Sniper

### 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	C3 Computer (Master)	RT	0	—	—	—	—	—
1	Light PPC	RT	5	5	3	6	12	18
1	Light PPC	LT	5	5	3	6	12	18
1	MML 5	LT	3	2/Sht	—	3	6	9
1	Light Gauss Rifle	RA	1	8	3	8	17	25
2	Medium Pulse Laser	LA	4	6	—	2	4	6

BV: 1,674



### CRITICAL HIT TABLE

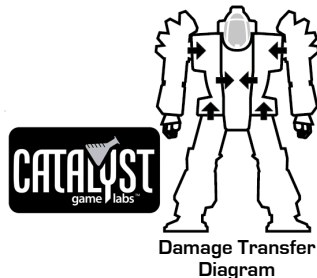
- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Medium Pulse Laser
  - Medium Pulse Laser
- 4-6
- Heavy Ferro-Fibrous
  - Heavy Ferro-Fibrous
  - Heavy Ferro-Fibrous
  - Heavy Ferro-Fibrous
  - Heavy Ferro-Fibrous
  - Heavy Ferro-Fibrous
- Left Torso**
- Light Fusion Engine
  - Light Fusion Engine
  - Light PPC
  - Light PPC
- 1-3
- MML 5
  - MML 5
- 4-6
- MML 5
  - Ammo (MML 5/LRM) 24
  - Ammo (MML 5/SRM) 20
  - CASE
  - Heavy Ferro-Fibrous
  - Heavy Ferro-Fibrous

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Heavy Ferro-Fibrous
  - Sensors
  - Life Support
- Center Torso**
- Light Fusion Engine
  - Light Fusion Engine
  - Light Fusion Engine
- 1-3
- Gyro
  - Gyro
  - Gyro
- 4-6
- Gyro
  - Light Fusion Engine
  - Light Fusion Engine
  - Light Fusion Engine
  - Heavy Ferro-Fibrous
  - Heavy Ferro-Fibrous

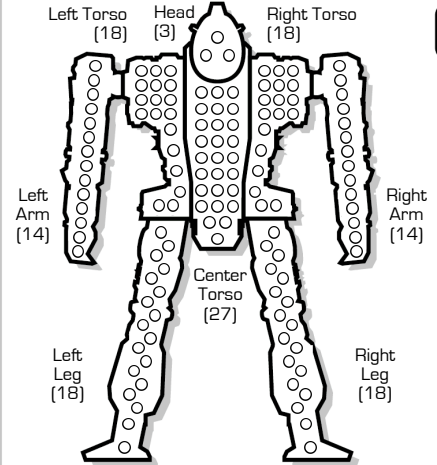
Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Light Gauss Rifle
  - Light Gauss Rifle
  - Light Gauss Rifle
- 4-6
- Light Gauss Rifle
  - Light Gauss Rifle
  - Ammo (Light Gauss) 16
  - Heavy Ferro-Fibrous
  - Heavy Ferro-Fibrous
  - Heavy Ferro-Fibrous
- Right Torso**
- Light Fusion Engine
  - Light Fusion Engine
  - Light PPC
  - Light PPC
- 1-3
- C3 Computer (Master)
  - C3 Computer (Master)
- 4-6
- C3 Computer (Master)
  - C3 Computer (Master)
  - C3 Computer (Master)
  - Heavy Ferro-Fibrous
  - Heavy Ferro-Fibrous
  - Heavy Ferro-Fibrous

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heavy Ferro-Fibrous
  - Heavy Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12 [24]
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

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
5*
4
3
2
1
0