

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: BattleMaster C 3

Movement Points: **Tonnage:** 85
 Walking: 4 **Tech Base:** Clan
 Running: 6 **Rules Level:** Standard
 Jumping: 0 **Role:** Juggernaut

WARRIOR DATA

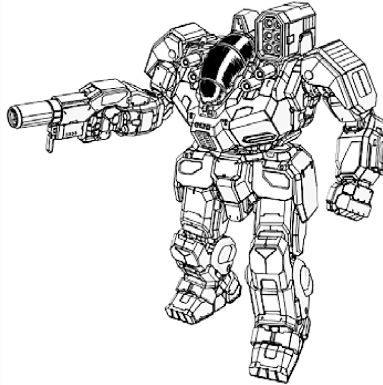
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness#

Weapons & Equipment Inventory (hexes)

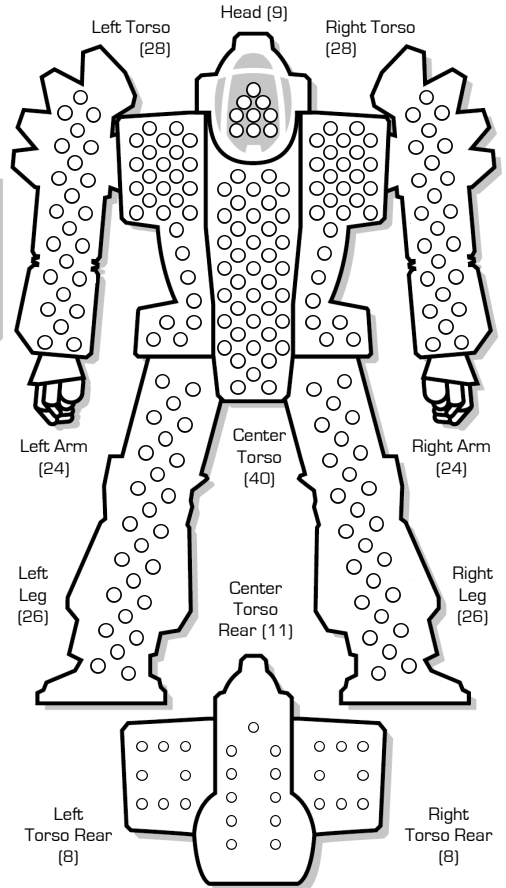
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Medium Laser	RT	5	7	—	5	10	15
1	Targeting Computer	RT	0	—	—	—	—	—
3	ER Medium Laser	LT	5	7	—	5	10	15
1	Streak SRM 6	LT	4	2/Msl	—	4	8	12
1	ER PPC	RA	15	15	—	7	14	23
2	Machine Gun	LA	0	2	—	1	2	3



BV: 2,579



ARMOR DIAGRAM



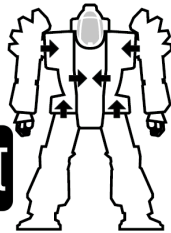
CRITICAL HIT TABLE

- Left Arm (CASE)**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3**
- Machine Gun
 - Machine Gun
 - Ammo (Machine Gun) 100
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Left Torso (CASE)**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Streak SRM 6
 - Streak SRM 6
- 1-3**
- ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser
 - Ammo (Streak SRM 6) 15
 - Roll Again
 - Roll Again
- 4-6**

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support
- 1-3**
- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Roll Again
 - Roll Again
- 4-6**

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER PPC
 - ER PPC
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Right Torso**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - ER Medium Laser
 - ER Medium Laser
- 1-3**
- ER Medium Laser
 - Targeting Computer
 - Targeting Computer
 - Targeting Computer
 - Roll Again
 - Roll Again
- 4-6**

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

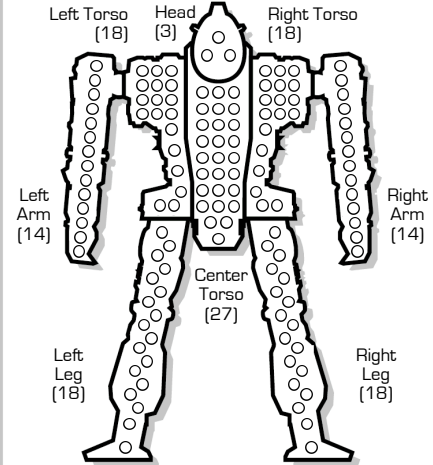


Damage Transfer Diagram



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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level	Effects	Heat Sinks
30*		Overflow
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]		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	