

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: BattleMaster C

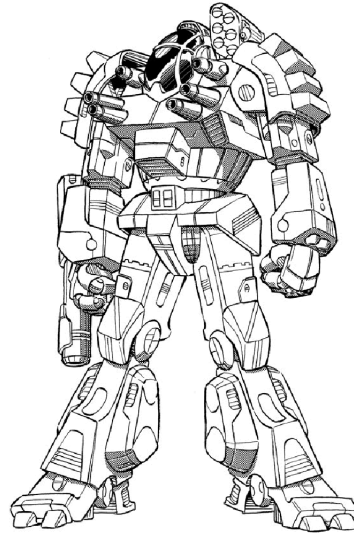
Movement Points: **Tonnage:** 85
 Walking: 4 **Tech Base:** Clan
 Running: 6 **Rules Level:** Standard
 Jumping: 0 **Role:** Brawler

WARRIOR DATA

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

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

 Consciousness#



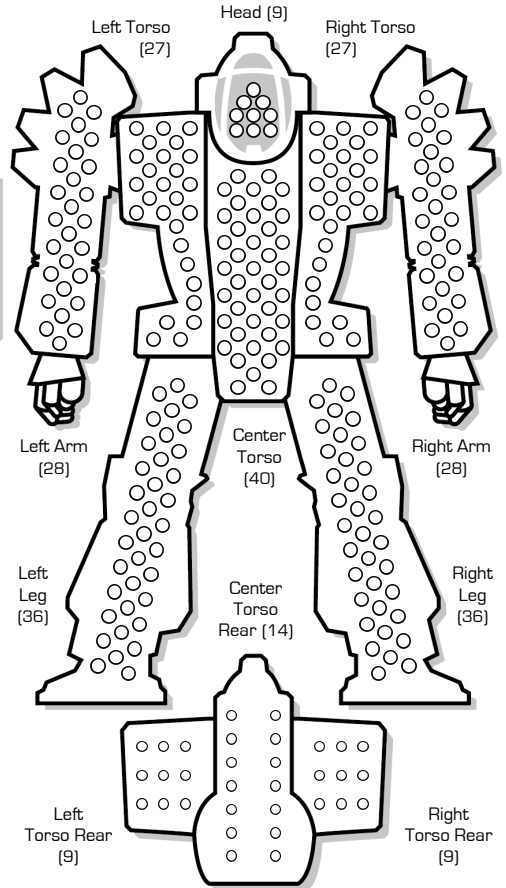
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	7	—	5	10	15
2	Medium Pulse Laser	RT	4	7	—	4	8	12
1	Targeting Computer	RT	0	—	—	—	—	—
1	ATM 6	LT	4	2/Msl	4	5	10	15
1	ER Medium Laser	LT	5	7	—	5	10	15
2	Medium Pulse Laser	LT	4	7	—	4	8	12
1	Hyper-Assault Gauss 30	RA	6	30**	2	8	16	24

BV: 3,025



ARMOR DIAGRAM



CRITICAL HIT TABLE

<p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Endo Steel Endo Steel <p>1-3</p> <ol style="list-style-type: none"> Endo Steel Endo Steel Endo Steel Roll Again Roll Again Roll Again <p>4-6</p> <p>Left Torso (CASE)</p> <ol style="list-style-type: none"> XL Engine XL Engine ATM 6 ATM 6 ATM 6 Medium Pulse Laser <p>1-3</p> <ol style="list-style-type: none"> Medium Pulse Laser ER Medium Laser Ammo (ATM 6) 10 Ammo (ATM 6 ER) 10 Ammo (ATM 6 HE) 10 Endo Steel <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Double Heat Sink Double Heat Sink 	<p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Endo Steel Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine XL Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Engine XL Engine XL Engine Ammo (HAG 30) 4 Ammo (HAG 30) 4 <p>4-6</p>	<p>Right Arm (CASE)</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Hyper-Assault Gauss 30 Hyper-Assault Gauss 30 <p>1-3</p> <ol style="list-style-type: none"> Hyper-Assault Gauss 30 Hyper-Assault Gauss 30 Hyper-Assault Gauss 30 Hyper-Assault Gauss 30 Hyper-Assault Gauss 30 Hyper-Assault Gauss 30 <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> XL Engine XL Engine Medium Pulse Laser Medium Pulse Laser ER Medium Laser Ammo (HAG 30) 4 <p>1-3</p> <ol style="list-style-type: none"> Ammo (HAG 30) 4 Targeting Computer Targeting Computer Targeting Computer Targeting Computer Targeting Computer <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Double Heat Sink Double Heat Sink
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Engine Hits ○○○○

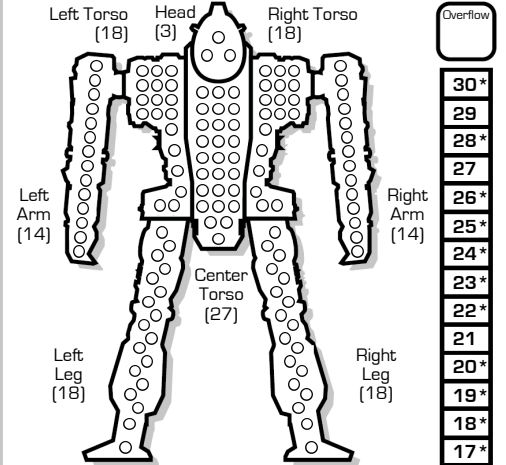
Gyro Hits ○○

Sensor Hits ○○

Life Support ○

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	15 [30]
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

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	