

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Grasshopper GHR-6K

Movement Points: **Tonnage:** 70  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Rules Level:** Standard  
 Jumping: 4 **Role:** Skirmisher

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

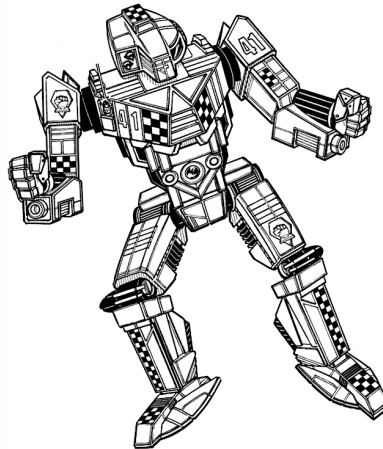
1	2	3	4	5	6
3	5	7	10	11	Dead

  
 Consciousness#

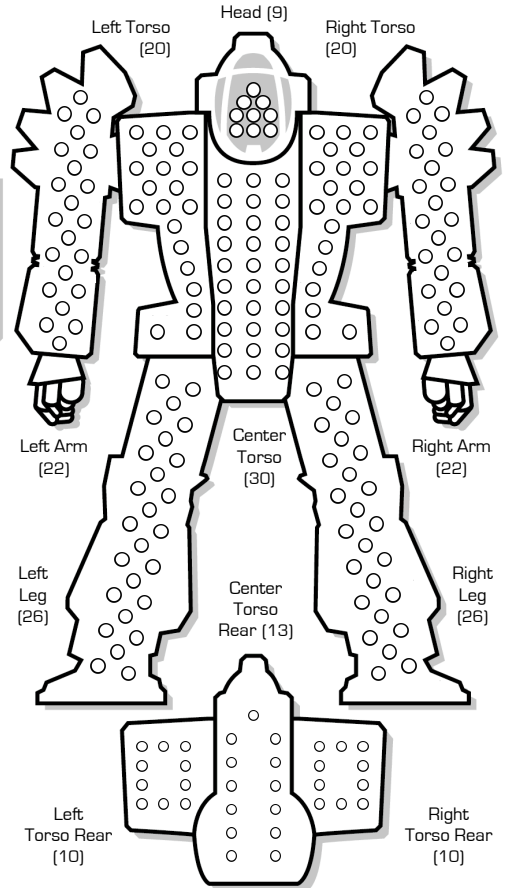
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	H	3	2/Msl	—	3	6	9
1	ER Large Laser	CT	12	8	—	7	14	19
1	Medium Pulse Laser	RT	4	6	—	2	4	6
1	C3 Slave	LT	0	—	—	—	—	—
2	Medium Pulse Laser	LT	4	6	—	2	4	6
1	Medium Pulse Laser	RA	4	6	—	2	4	6
1	Medium Pulse Laser	LA	4	6	—	2	4	6

BV: 1,597



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

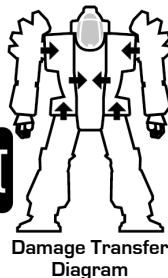
- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Double Heat Sink
  - Double Heat Sink
- 1-3**
- Double Heat Sink
  - Medium Pulse Laser
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6**
- Left Torso**
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3**
- Medium Pulse Laser
  - Medium Pulse Laser
  - C3 Slave
  - Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6**

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Streak SRM 4
  - Sensors
  - Life Support
- Center Torso**
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - ER Large Laser
  - ER Large Laser
- 4-6**

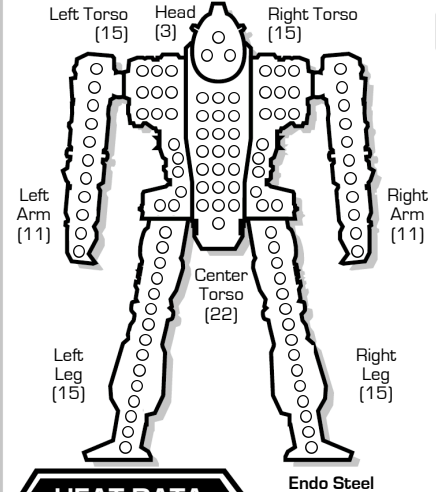
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Double Heat Sink
  - Double Heat Sink
- 1-3**
- Double Heat Sink
  - Medium Pulse Laser
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6**
- Right Torso**
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3**
- Medium Pulse Laser
  - Ammo (Streak SRM 4) 25
  - CASE
  - Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6**

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Jump Jet
  - Jump Jet



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 [34]
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
5*
4
3
2
1
0