

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Grasshopper GHR-7P

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

### WARRIOR DATA

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

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

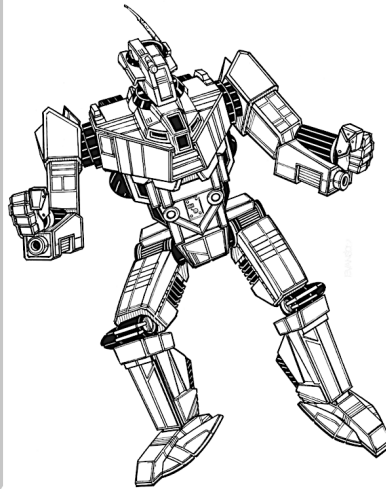
  
 Consciousness#

### Weapons & Equipment Inventory

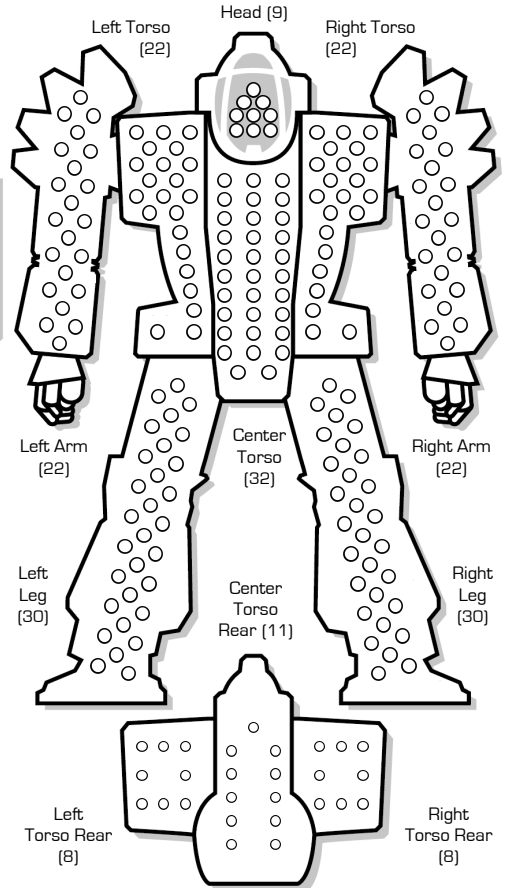
(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Bloodhound Active Probe	H	0	—	—	—	—	8
1	ER Medium Laser	H	5	5	—	4	8	12
1	ER Medium Laser	RA	5	5	—	4	8	12
1	Large X-Pulse Laser	RA	14	9	—	5	10	15
1	ER Medium Laser	LA	5	5	—	4	8	12
1	Large X-Pulse Laser	LA	14	9	—	5	10	15

BV: 1,806



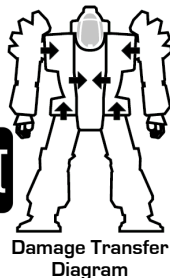
### ARMOR DIAGRAM



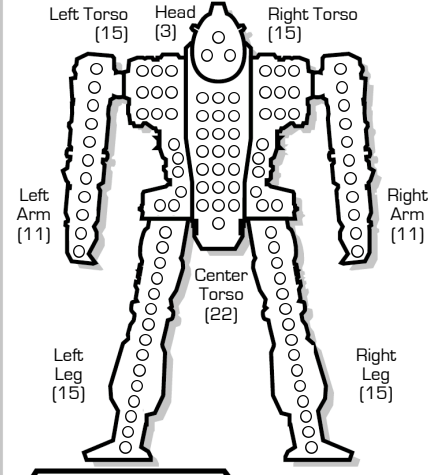
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Head</b>	1. Sensors	2. Sensors	3. ER Medium Laser	4. Bloodhound Active Probe	5. Bloodhound Active Probe	6. Bloodhound Active Probe
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Large X-Pulse Laser	6. Large X-Pulse Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Large X-Pulse Laser	6. Large X-Pulse Laser
<b>Center Torso</b>	1. ER Medium Laser	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Left Torso</b>	1. Light Fusion Engine	2. Light Fusion Engine	3. Life Support	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. Light Fusion Engine	2. Light Fusion Engine	3. Life Support	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Improved Jump Jet	6. Improved Jump Jet
<b>Right Leg</b>	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:
30	Shutdown	13 [26]
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
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