

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Grasshopper GHR-7X

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

### WARRIOR DATA

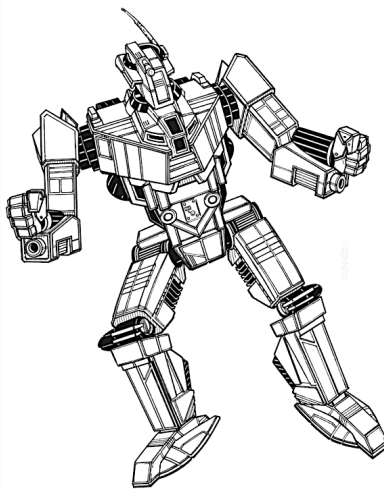
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

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

  
 Consciousness#

### Weapons & Equipment Inventory (hexes)

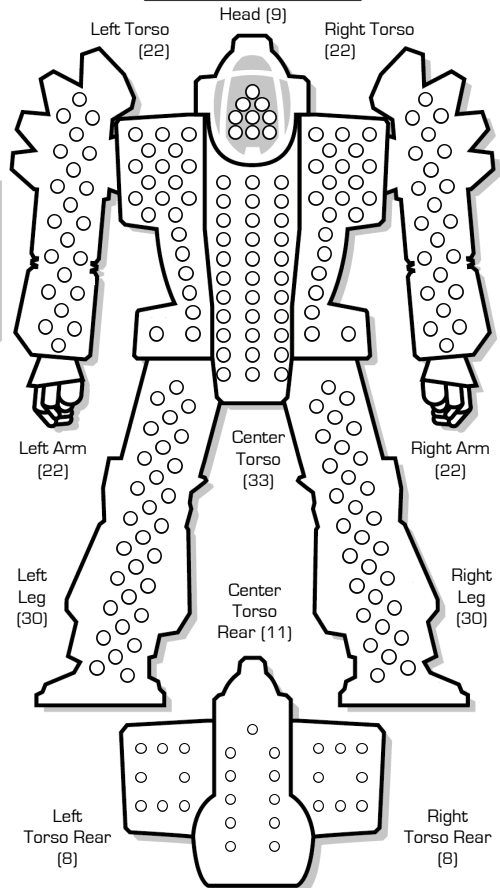
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Bloodhound Active Probe	H	0	—	—	—	—	8
1	Medium Pulse Laser	H	4	6	—	2	4	6
1	Bombast Laser	RA	12	—	—	5	10	15
1	Bombast Laser	LA	12	—	—	5	10	15



BV: 1,587



### ARMOR DIAGRAM



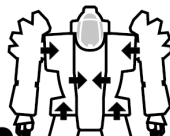
### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- Double Heat Sink
  - Bombast Laser
  - Bombast Laser
  - Bombast Laser
  - Endo Steel
  - Endo Steel
- 4-6
- Left Torso**
- Light Fusion Engine
  - Light Fusion Engine
  - Life Support
  - Improved Jump Jet
  - Improved Jump Jet
  - Improved Jump Jet
- 1-3
- Improved Jump Jet
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6

- Head**
- Sensors
  - Sensors
  - Bloodhound Active Probe
  - Bloodhound Active Probe
  - Bloodhound Active Probe
  - Medium Pulse Laser
- Center Torso**
- Light Fusion Engine
  - Light Fusion Engine
  - Light Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Light Fusion Engine
  - Light Fusion Engine
  - Light Fusion Engine
  - Torso-Mounted Cockpit
  - Sensors
- 4-6

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- Double Heat Sink
  - Bombast Laser
  - Bombast Laser
  - Bombast Laser
  - Endo Steel
  - Endo Steel
- 4-6
- Right Torso**
- Light Fusion Engine
  - Light Fusion Engine
  - Life Support
  - Improved Jump Jet
  - Improved Jump Jet
  - Improved Jump Jet
- 1-3
- Improved Jump Jet
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6

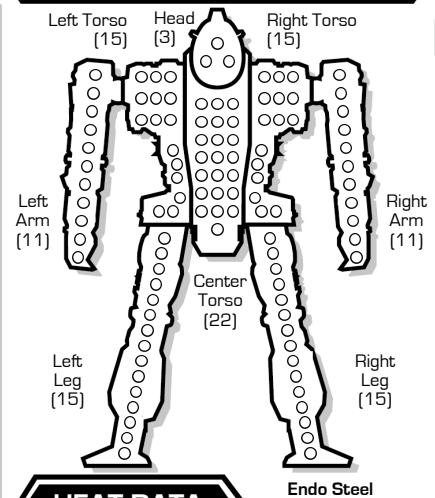
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



Damage Transfer Diagram



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 [26]
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

Heat Level	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	