

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

**Type:** Grasshopper GHR-8K

**Movement Points:**      **Tonnage:** 70

**Walking:** 4                      **Tech Base:** Inner Sphere

**Running:** 6                      **Rules Level:** Standard

**Jumping:** 4                      **Role:** Skirmisher


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### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	H	2	1/Msl	6	7	14	21
1	ER Large Laser	CT	12	8	—	7	14	19
1	Light PPC	RT	5	5	3	6	12	18
1	Light PPC	LT	5	5	3	6	12	18
1	Light PPC	RA	5	5	3	6	12	18
1	Light PPC	LA	5	5	3	6	12	18

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**BV:** 1,754



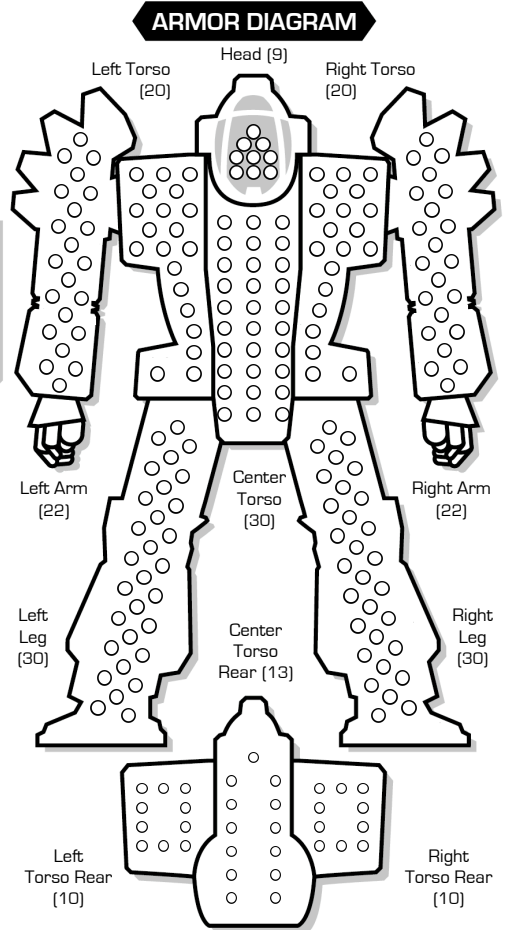
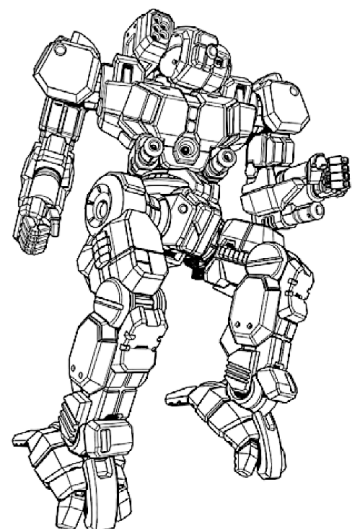
### WARRIOR DATA

**Name:** \_\_\_\_\_

**Gunnery Skill:** \_\_\_\_ **Piloting Skill:** \_\_\_\_


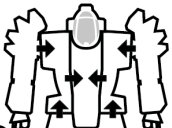
**Hits Taken**

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



### CRITICAL HIT TABLE

<p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol>	<p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>LRM 5</li> <li>Sensors</li> <li>Life Support</li> </ol>	<p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol>
<p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Light PPC</li> <li>Light PPC</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>	<p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>ER Large Laser</li> <li>ER Large Laser</li> </ol>	<p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Light PPC</li> <li>Light PPC</li> <li>Ammo [LRM 5] 24</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>CASE II</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p>
<p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>	<p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>	<p><b>Engine Hits</b> ○○○</p> <p><b>Gyro Hits</b> ○○</p> <p><b>Sensor Hits</b> ○○</p> <p><b>Life Support</b> ○</p>

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM

**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

### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	16 [32]
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	○○○○○○○○○