

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Warhammer IIC 13

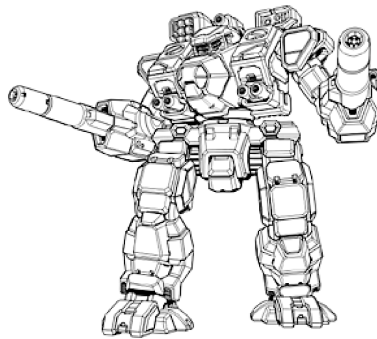
Movement Points: **Tonnage:** 80  
 Walking: 4 **Tech Base:** Clan  
 Running: 6 **Rules Level:** Standard  
 Jumping: 0 **Role:** Brawler

### WARRIOR DATA

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

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

  
 Consciousness#



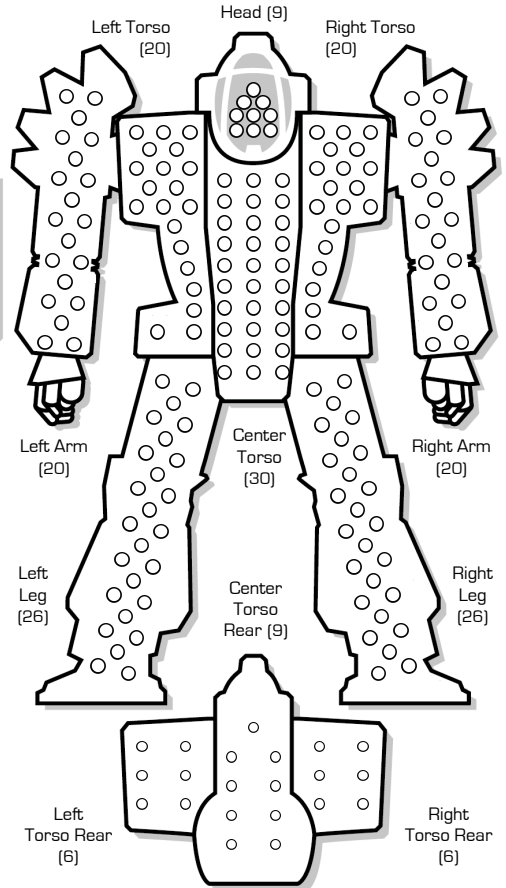
### Weapons & Equipment Inventory [hexes]

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	H	4	7	-	4	8	12
1	LRM 15	RT	5	1/Msl	-	7	14	21
2	Medium Pulse Laser	RT	4	7	-	4	8	12
1	SRM 6	RT	4	2/Msl	-	3	6	9
1	LRM 15	LT	5	1/Msl	-	7	14	21
2	Medium Pulse Laser	LT	4	7	-	4	8	12
1	ER PPC	RA	15	15	-	7	14	23
1	ER PPC	LA	15	15	-	7	14	23

BV: 2,715

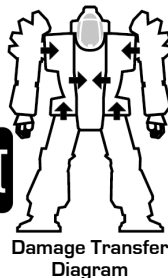


### ARMOR DIAGRAM

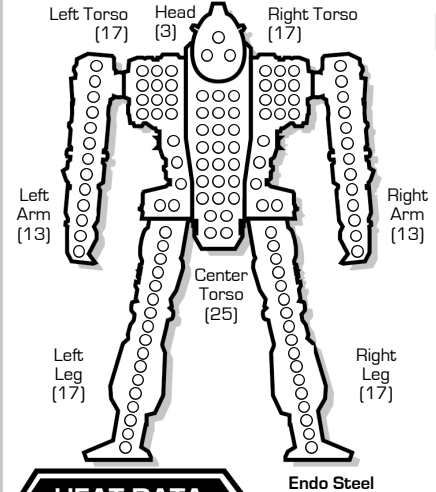


### CRITICAL HIT TABLE

- |   |  |  |
|---|--|--|
| <b>Left Arm</b><br>1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>1-3 4. Double Heat Sink<br>5. Double Heat Sink<br>6. Double Heat Sink | <b>Head</b><br>1. Life Support<br>2. Sensors<br>3. Cockpit<br>4. Medium Pulse Laser<br>5. Sensors<br>6. Life Support | <b>Right Arm</b><br>1. Shoulder<br>2. Upper Arm Actuator<br>3. Lower Arm Actuator<br>1-3 4. Double Heat Sink<br>5. Double Heat Sink<br>6. Double Heat Sink |
| 1. Double Heat Sink<br>2. ER PPC<br>3. ER PPC<br>4-6 4. Endo Steel<br>5. Endo Steel<br>6. Roll Again  | <b>Center Torso</b><br>1. XL Engine<br>2. XL Engine<br>3. XL Engine<br>1-3 4. Gyro<br>5. Gyro<br>6. Gyro             | 1. Double Heat Sink<br>2. ER PPC<br>3. ER PPC<br>4-6 4. Endo Steel<br>5. Endo Steel<br>6. Roll Again   |
| <b>Left Torso (CASE)</b><br>1. XL Engine<br>2. XL Engine<br>1-3 3. Double Heat Sink<br>4. Double Heat Sink<br>5. LRM 15<br>6. LRM 15                      | 1. Gyro<br>2. XL Engine<br>3. XL Engine<br>4-6 4. XL Engine<br>5. Double Heat Sink<br>6. Double Heat Sink            | <b>Right Torso (CASE)</b><br>1. XL Engine<br>2. XL Engine<br>1-3 3. Double Heat Sink<br>4. Double Heat Sink<br>5. LRM 15<br>6. LRM 15                      |
| 1. Medium Pulse Laser<br>2. Medium Pulse Laser<br>3. Ammo (LRM 15) 8<br>4-6 4. Endo Steel<br>5. Endo Steel<br>6. Endo Steel                               | <b>Engine Hits</b> ○○○○<br><b>Gyro Hits</b> ○○<br><b>Sensor Hits</b> ○○<br><b>Life Support</b> ○                     | 1. SRM 6<br>2. Medium Pulse Laser<br>3. Medium Pulse Laser<br>4-6 4. Ammo (LRM 15) 8<br>5. Ammo (LRM 15) 8<br>6. Ammo (SRM 6) 15                           |
| <b>Left Leg</b><br>1. Hip<br>2. Upper Leg Actuator<br>3. Lower Leg Actuator<br>4. Foot Actuator<br>5. Double Heat Sink<br>6. Double Heat Sink             |  | <b>Right Leg</b><br>1. Hip<br>2. Upper Leg Actuator<br>3. Lower Leg Actuator<br>4. Foot Actuator<br>5. Double Heat Sink<br>6. Double Heat Sink             |



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	21 [42]
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	