

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Warhammer IIC 7

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

### WARRIOR DATA

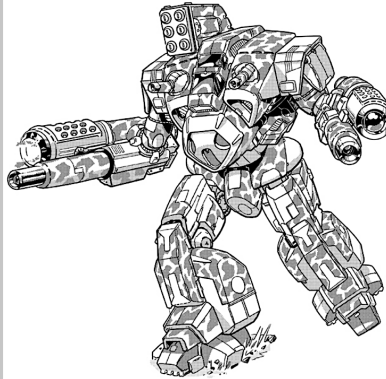
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

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

  
 Consciousness#

### Weapons & Equipment Inventory (hexes)

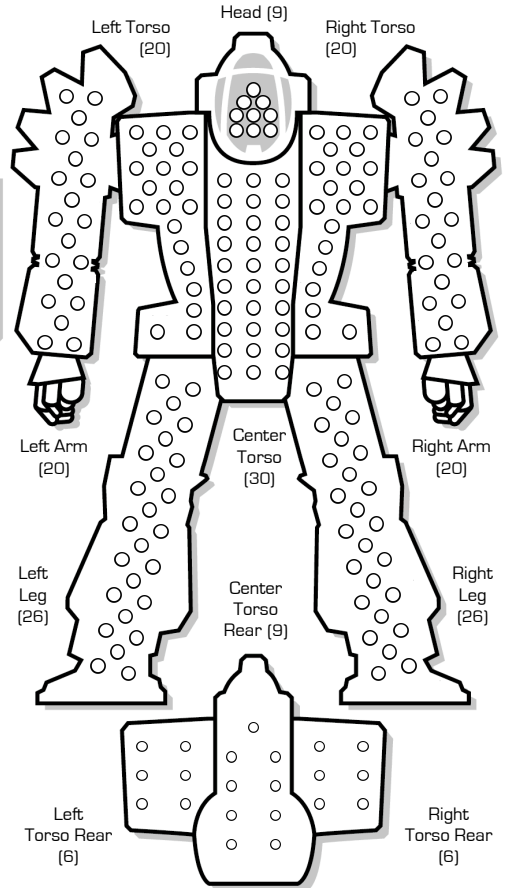
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	H	0	—	—	—	—	6
2	Cargo, Standard (1 ton)	CT	0	—	—	—	—	—
1	ATM 6	RT	4	2/Msl	4	5	10	15
1	Medium Pulse Laser	RT	4	7	—	4	8	12
1	Micro Pulse Laser	RT	1	3	—	1	2	3
1	Medium Pulse Laser	LT	4	7	—	4	8	12
1	Micro Pulse Laser	LT	1	3	—	1	2	3
1	ER Medium Laser	RA	5	7	—	5	10	15
1	ER PPC	RA	15	15	—	7	14	23
1	ER Medium Laser	LA	5	7	—	5	10	15
1	ER PPC	LA	15	15	—	7	14	23



BV: 2,915



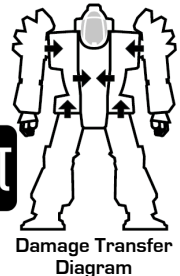
### ARMOR DIAGRAM



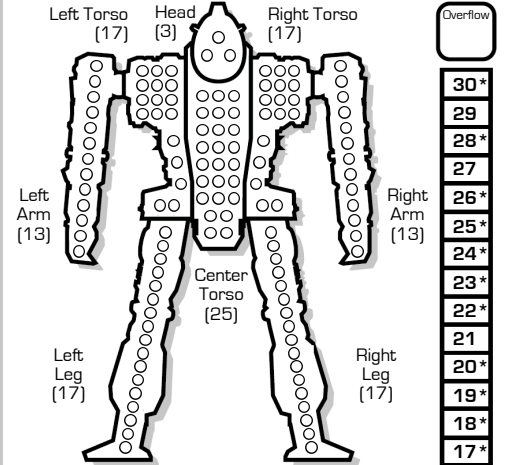
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. ER PPC
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. ER PPC
<b>Center Torso</b>	1. XL Engine	2. XL Engine	3. XL Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Engine	2. XL Engine	3. Double Heat Sink	4. Double Heat Sink	5. Improved Jump Jet	6. Improved Jump Jet
<b>Right Torso (CASE)</b>	1. XL Engine	2. XL Engine	3. Improved Jump Jet	4. Improved Jump Jet	5. ATM 6	6. ATM 6
<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	15 [30]
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	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	