

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Warhammer IIC

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	H	4	7	—	4	8	12
2	Medium Pulse Laser	RT	4	7	—	4	8	12
1	SRM 6	RT	4	2/Msl	—	3	6	9
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: 2,570

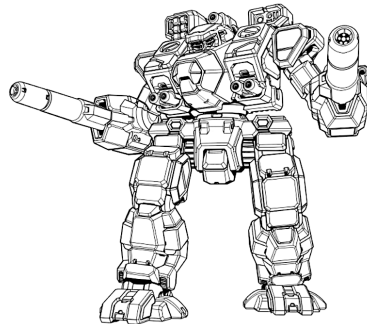


WARRIOR DATA

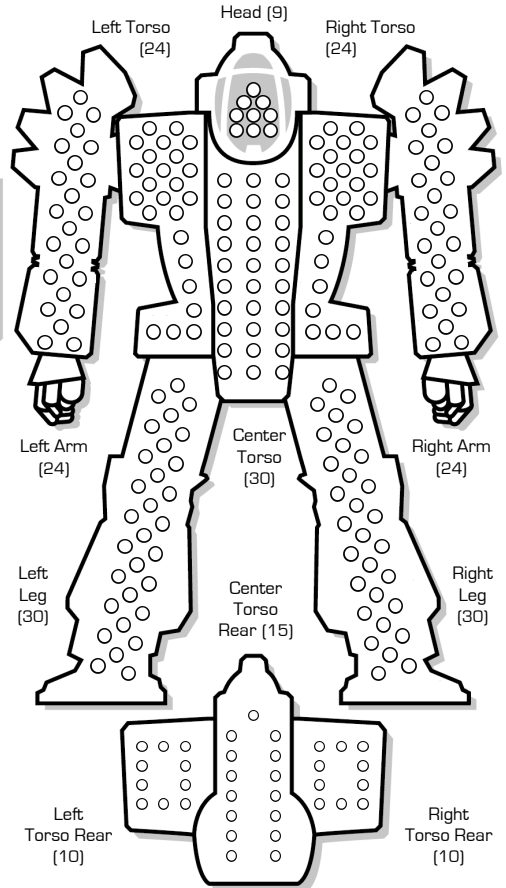
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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

 Consciousness#

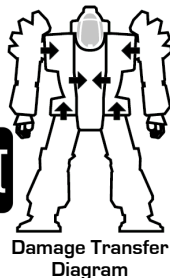


ARMOR DIAGRAM

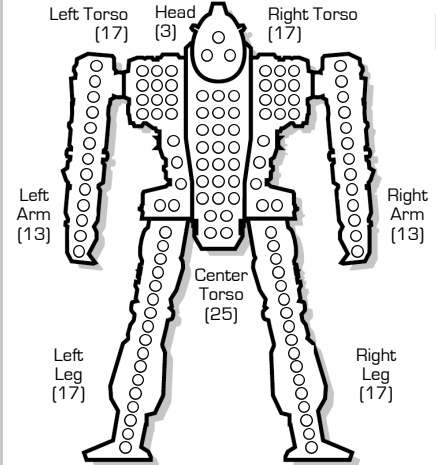


CRITICAL HIT TABLE

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	20 [40]
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 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	
6	
5*	
4	
3	
2	
1	
0	