

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: New Mek

Movement Points:

Walking: 1

Running: 2

Jumping: 0

Tonnage: 25

Tech Base: Inner Sphere

Rules Level: Standard

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med Lng	
1	Medium VSP Laser	LT	7	0	-	2	5	9
1	Small VSP Laser	LT	3	0	-	2	4	6
1	Large VSP Laser	RT	10	11/9/7 [P.V.]	-	4	8	15
1	Heavy Machine Gun	HD	-	3 [DB,A]	-	1	2	0

Ammo: [Heavy Machine Gun] 50

BV: 206



### WARRIOR DATA

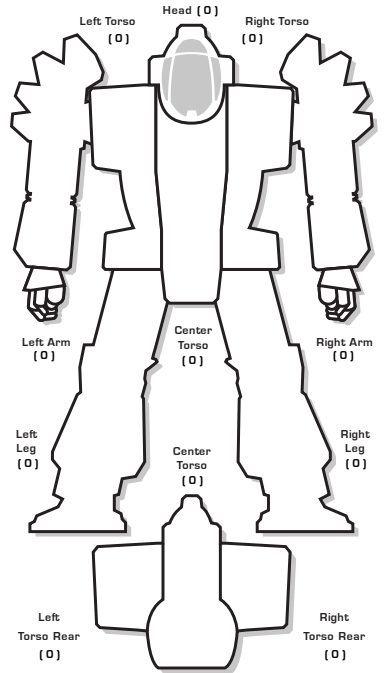
Name: \_\_\_\_\_

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

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Medium VSP Laser
- Medium VSP Laser
- Small VSP Laser
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Heavy Machine Gun
- Sensors
- Life Support

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Heat Sink

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

1-3

- Heat Sink
- Ammo [Heavy Machine Gun] 50
- Large VSP Laser
- Large VSP Laser
- Large VSP Laser
- Large VSP Laser

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

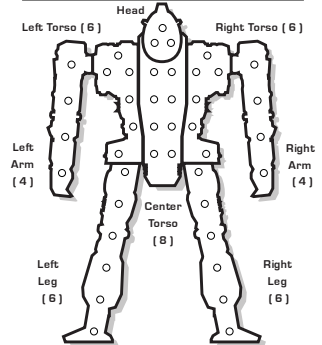
Engine Hits ○○○○  
Gyro Hits ○○○○  
Sensor Hits ○○○○  
Life Support ○



Damage Transfer Diagram



### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overload

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: 10
30	Shutdown	○
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	○