

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: SuperCharger CGR-2L

Movement Points:

Walking: 5

Running: 7.5 [10]

Jumping: 0

Tonnage: 80

Tech Base: Inner Sphere

Rules Level: Experimental

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9

### WARRIOR DATA

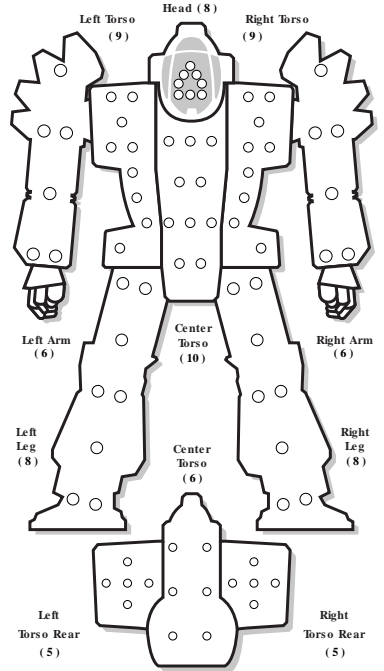
Name: \_\_\_\_\_

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
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Left Torso**
- Medium Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

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

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support

- Center Torso**
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- 4-6**
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Supercharger
  - Roll Again

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



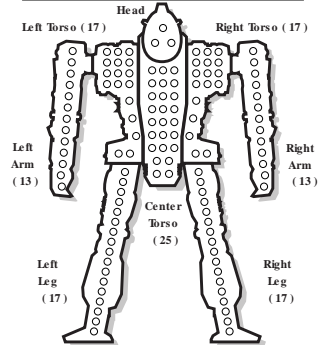
Damage Transfer Diagram

- 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

- Right Torso**
- Medium Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

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

### 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	○