

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Battlemaster

Movement Points:            Tonnage: 85  
 Walking: 4 Tech Base:             
 Running: 6 Clan: ☐  
 Jumping: 0 Inner Sphere ☒

### Weapons & Equipment Inventory

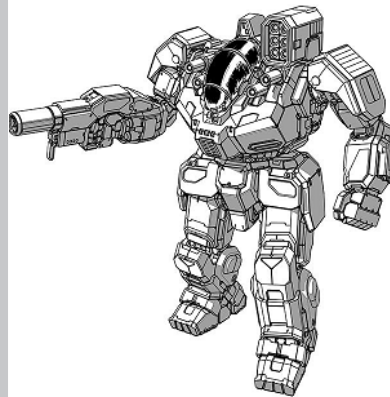
(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	medium_laser	LT	5	5	0	3	6	9
3	medium_laser	RT	5	5	0	3	6	9
1	srn_6	RT	4	2/Msl	0	3	6	9
1	ppc	LA	10	10	3	6	12	18
2	machine_gun	RA	0	2	0	1	2	3

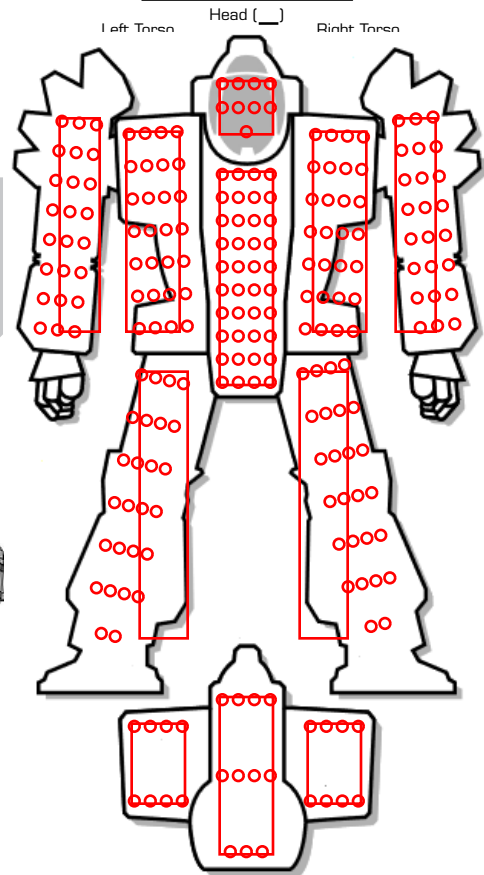
Cost:                      BV:                     

### WARRIOR DATA

Name:                       
 Gunnery Skill:            Piloting Skill:             
 Hits Taken  
 Consciousness#



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- PPC
- PPC

- PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Medium Laser
- Medium Laser
- Medium Laser
- Ammo (SRM)
- Ammo (SRM)
- Ammo (Machine gun)

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

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

#### Head

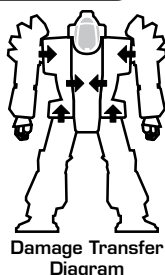
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Engine
- Engine
- Engine
- Roll Again
- Roll Again

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Machine Gun
- Machine Gun

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

#### Right Torso

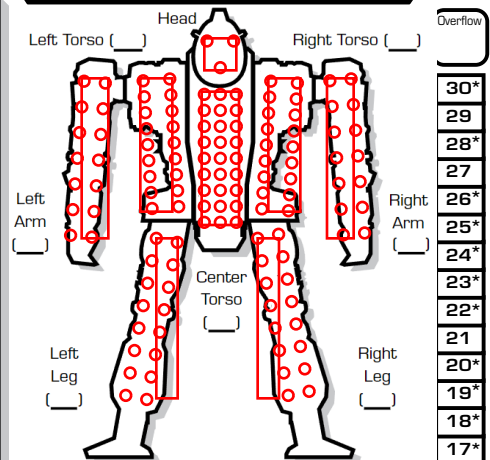
- Medium Laser
- Medium Laser
- Medium Laser
- SRM 6
- SRM 6
- Heat Sink

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

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: <u>          </u>
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	

Single ☒  
 Double ☐

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