

BATTLETECH™

'MECH RECORD SHEET

ARMOR DIAGRAM

'MECH DATA

Type: BattleMaster BLR-1G

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	mediumlaser	LT	3	5	0	3	6	9
3	mediumlaser	RT	3	5	0	3	6	9
1	srn6	RT	4	12	0	3	6	9
1	ppc	LA	10	10	3	6	12	18
2	machinegun	RA	0	2	0	1	2	3

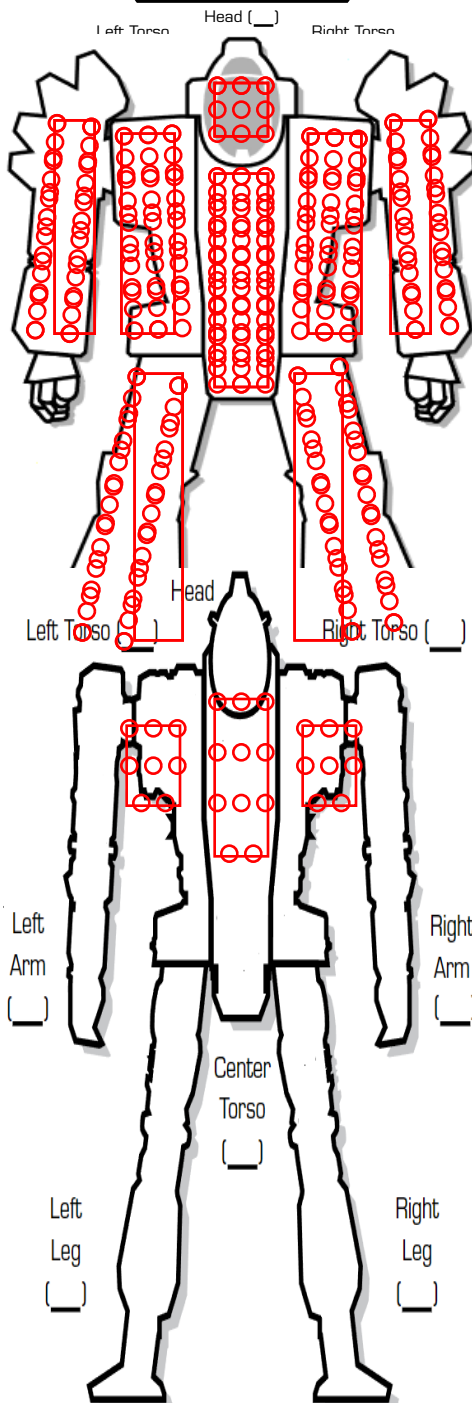
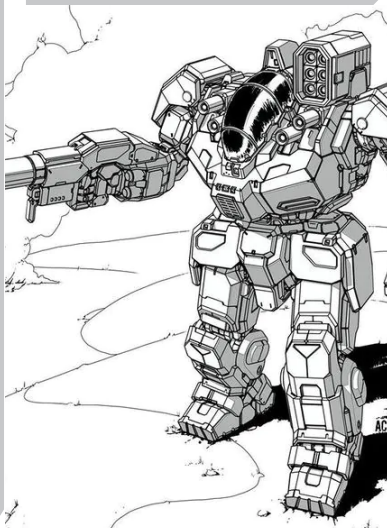
Cost: BV:

WARRIOR DATA

Name:
 Gunnery Skill: Piloting Skill:
 Hits Taken

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

 Consciousness#



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
- 1-3
 4-6

Head

- Life Support
- Sensors
- Cockpit
-
- Sensors
- Life Support

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
- 1-3
 4-6

Center Torso

- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
 4-6

Left Torso

- -
 -
 -
 -
 -
- 1-3
 4-6

- Gyro
 - Engine
 - Engine
 - Engine
 -
 -
- 1-3
 4-6

Right Torso

- -
 -
 -
 -
 -
- 1-3
 4-6

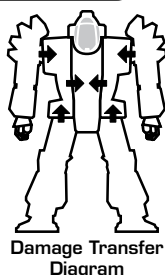
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
- 1-3
 4-6

Right Leg

- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
- 1-3
 4-6



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	<u> </u>
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 ☐

15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0