

# BATTLETECH™

## 'MECH RECORD SHEET

### ARMOR DIAGRAM

#### 'MECH DATA

Type: BattleMaster BLR-1G

Movement Points:            Tonnage: 85  
 Walking: 3 Tech Base:             
 Running: 5 Clan ☐  
 Jumping: 0 Inner Sphere ☒

#### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	smallaser	HD	1	3	0	1	2	3
1	ppc	LT	10	10	3	6	12	18
1	mediumlaser	LT	3	5	0	3	6	9
1	largelaser	LT	8	8	0	5	10	15
1	ac10	LT	3	10	0	5	10	15
1	ac5	LT	1	5	3	6	12	18
1	lm5	LT	2	5	6	7	14	21
1	lm10	LT	4	10	6	7	14	21
1	lm15	LT	5	15	6	7	14	21
1	lm20	LT	6	20	6	7	14	21
1	lm5	RT	2	5	6	7	14	21
2	mediumlaser	LA	3	5	0	3	6	9

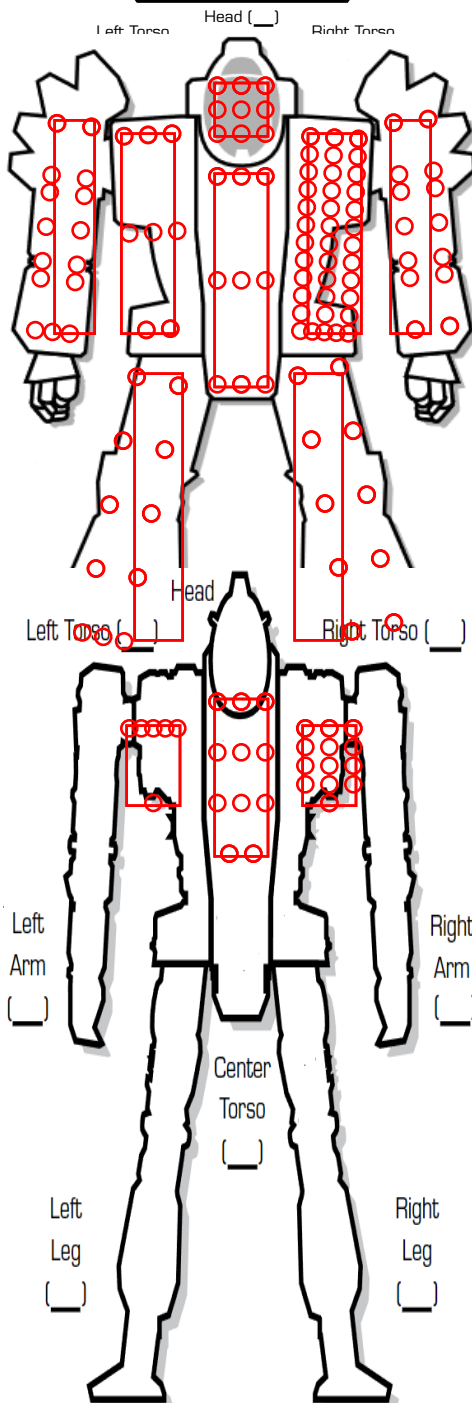
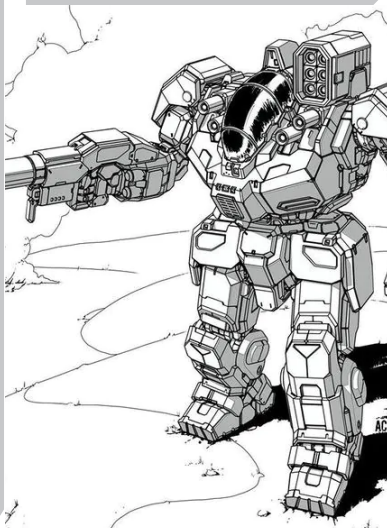
Cost:                      BV:                     

#### 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

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##### Left Torso

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##### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
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##### Head

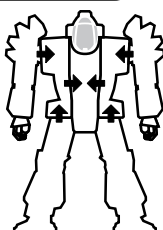
- Life Support
- Sensors
- Cockpit
- 
- Sensors
- Life Support

##### Center Torso

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

- Gyro
- Engine
- Engine
- Engine
- 
- 

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



Damage Transfer Diagram

##### Right Arm

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

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##### Right Torso

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##### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 
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#### HEAT DATA

Heat Level*	Effects	Heat Sinks:
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 ☐

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