# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: BattleMaster BLR-1G

Movement Points:
Walking: 3
Running: 5
Jumping: 0

Tonnage: 85

Tech Base:
Clan ☐
Inner Sphere ☐

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Small_Laser | HD | 1 | 3 | 0 | 1 | 2 | 3 |
| 1 | PPC | LT | 10 | 10 | 3 | 6 | 12 | 18 |
| 1 | LRM_5 | RT | 2 | 5 | 6 | 7 | 14 | 21 |
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |

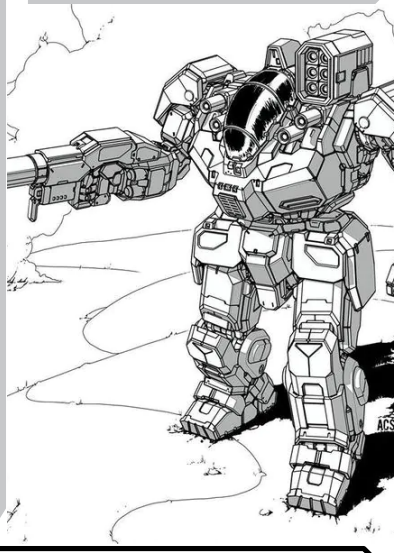
Cost: _____ BV: _____

### WARRIOR DATA

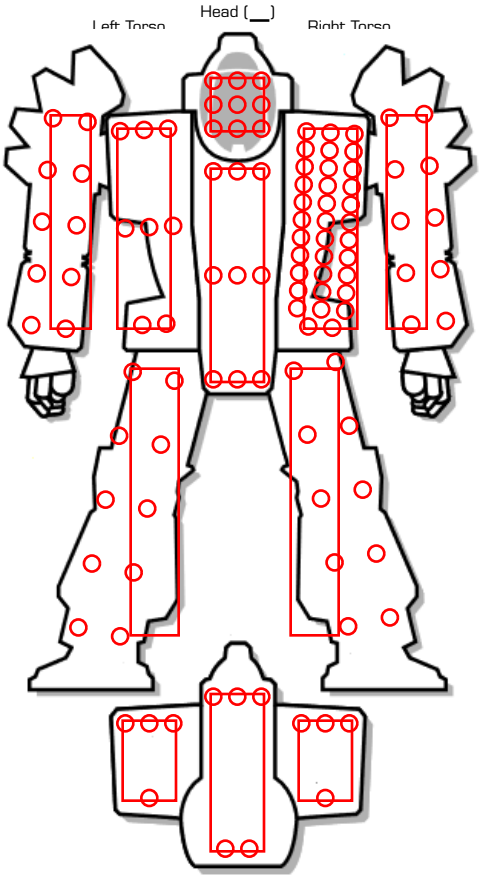
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



### ARMOR DIAGRAM




### CRITICAL HIT TABLE

**Left Arm**
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. _____
6. _____

4-6
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

**Left Torso**
1-3
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

4-6
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

**Left Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

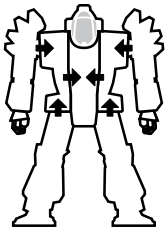
**Head**
1. Life Support
2. Sensors
3. Cockpit
4. _____
5. Sensors
6. Life Support

**Center Torso**
1-3
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Engine
3. Engine
4. Engine
5. _____
6. _____

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

CATALYST game labs



Damage Transfer Diagram

**Right Arm**
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. _____
6. _____

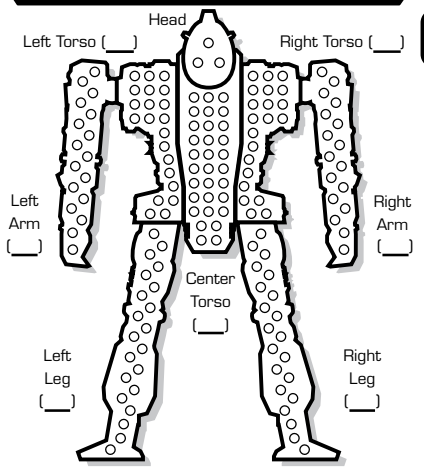
4-6
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

**Right Torso**
1-3
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

4-6
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

**Right Leg**
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. _____
6. _____

### INTERNAL STRUCTURE DIAGRAM




### HEAT DATA

| Heat Level* | Effects |
|---|---|
| 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 |

Heat Sinks: ___ (___)

○○○
○○○
○○○
○○○
○○○
○○○
○○○
○○○
○○○
○○○
○○○

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 |

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