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)
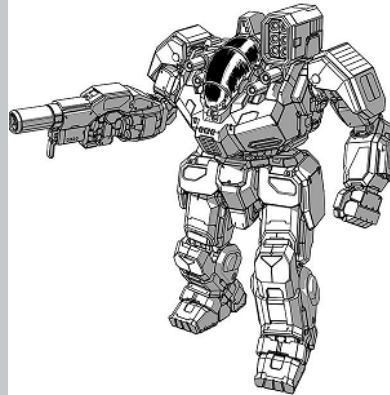
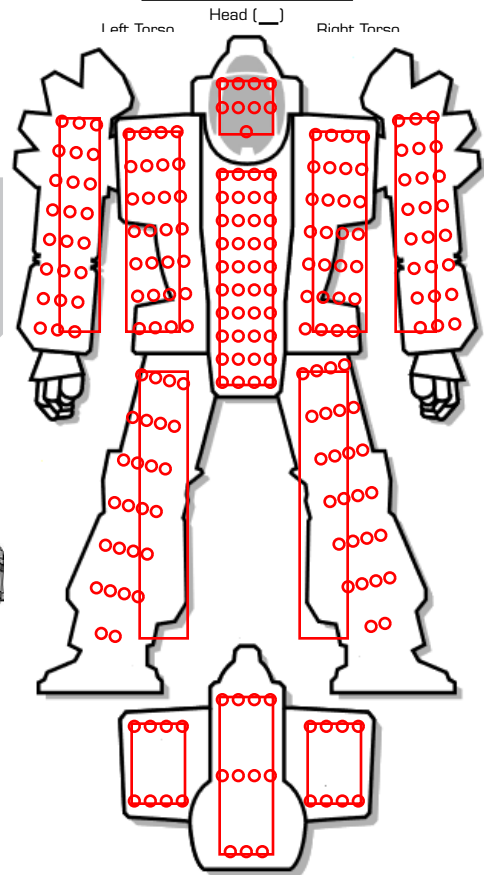| Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Medium Laser	LT	5	5	0	3	6	9
3	Medium Laser	RT	5	5	0	3	6	9
1	SRM 6	RT	4	2/Msl	0	3	6	9
1	PPC	LA	10	10	3	6	12	18
2	Machine Gun	RA	0	2	0	1	2	3

Cost: _____   BV: None

WARRIOR DATA

Name: _____

Gunnery Skill: ____   Piloting Skill: ____

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

ARMOR DIAGRAM

Head (__)
Left Torso   Right Torso

CRITICAL HIT TABLE

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

4-6
1. PPC
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3
1. Medium Laser
2. Medium Laser
3. Medium Laser
4. Ammo (SRM)
5. Ammo (SRM)
6. Ammo (Machine gun)

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
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. Roll Again
6. Roll Again

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○
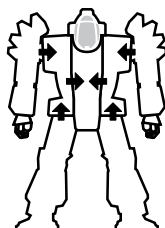
Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Machine Gun
6. Machine Gun

4-6
1. Roll Again
2. Roll Again
3. Roll Again
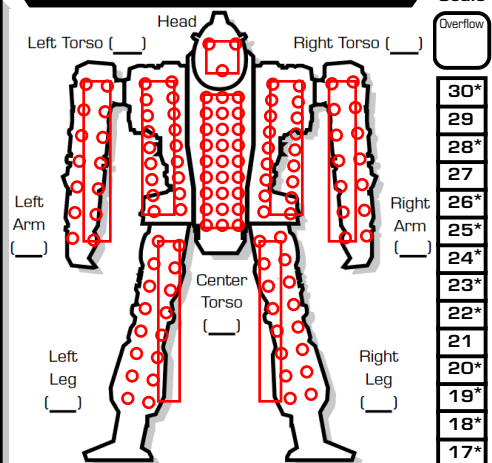4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. Medium Laser
2. Medium Laser
3. Medium Laser
4. SRM 6
5. Heat Sink
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso (__)   Right Torso (__)
Left Arm (__)
Right Arm (__)
Center Torso (__)
Left Leg (__)   Right Leg (__)

HEAT DATA

Heat Level*	Effects	Heat Sinks: ___ (18)
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	Single ☑
8	+1 Modifier to Fire	Double ☐
5	−1 Movement Points	

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