BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: **BattleMaster BLR-1G**

Movement Points:
- Walking: ____
- Running: ____
- Jumping: ____

Tonnage: 85

Tech Base:
- Clan ☐
- Inner Sphere ☐

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
__	_____	____	__	_____	____	____	____	____
__	_____	____	__	_____	____	____	____	____
__	_____	____	__	_____	____	____	____	____
__	_____	____	__	_____	____	____	____	____
__	_____	____	__	_____	____	____	____	____
__	_____	____	__	_____	____	____	____	____
__	_____	____	__	_____	____	____	____	____
__	_____	____	__	_____	____	____	____	____
__	_____	____	__	_____	____	____	____	____
__	_____	____	__	_____	____	____	____	____
__	_____	____	__	_____	____	____	____	____
__	_____	____	__	_____	____	____	____	____
__	_____	____	__	_____	____	____	____	____
__	_____	____	__	_____	____	____	____	____

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

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. _____
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 ○

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

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

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