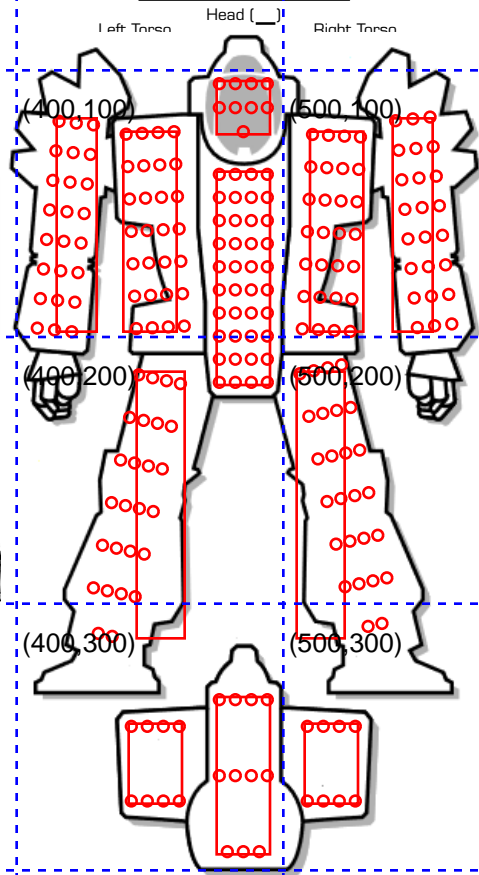


# BATTLETECH™

## ARMOR DIAGRAM



## 'MECH RECORD SHEET

### 'MECH DATA

Type: Battlemaster

Movement Points: 4 Tonnage: 85  
Walking: 4 Tech Base: 5  
Running: 6 Clan: ☐  
Jumping: 5 Inner Sphere ☒

### Weapons & Equipment Inventory

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	srn_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

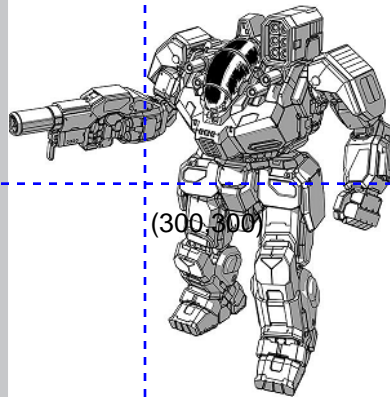
Cost: \_\_\_\_\_ BV: \_\_\_\_\_

### WARRIOR DATA

Name: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
Hits Taken: 

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

  
Consciousness# Not Again



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- \_\_\_\_\_
- \_\_\_\_\_

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

#### Left Torso

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- \_\_\_\_\_
- \_\_\_\_\_

#### Head

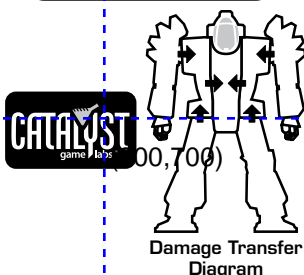
- Life Support
- Sensors
- Cockpit
- \_\_\_\_\_
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- Engine
- Engine
- Engine
- \_\_\_\_\_
- \_\_\_\_\_

Engine Hits 00  
Gyro Hits 00  
Sensor Hits 00  
Life Support 0



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- \_\_\_\_\_
- \_\_\_\_\_

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

#### Right Torso

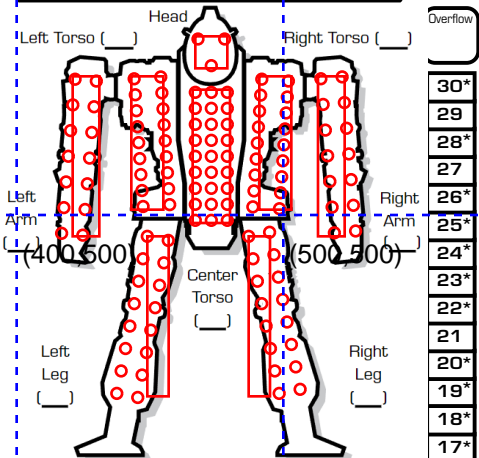
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- \_\_\_\_\_
- \_\_\_\_\_

## INTERNAL STRUCTURE DIAGRAM



## HEAT DATA

Level*	Effects	Heat
30	Shutdown	30*
28	Ammo Exp. avoid on 8+	29
26	Shutdown, avoid on 10+	28*
25	-5 Movement Points	27
24	+4 Modifier to Fire	26*
23	Ammo Exp. avoid on 6+	25*
22	Shutdown, avoid on 8+	24*
20	-4 Movement Points	23*
19	Ammo Exp. avoid on 4+	22*
18	Shutdown, avoid on 6+	21
17	+3 Modifier to Fire	20*
16	-3 Movement Points	19*
14	Shutdown, avoid on 4+	18*
13	+2 Modifier to Fire	17*
10	-2 Movement Points	16
8	+1 Modifier to Fire	15*
5	-1 Movement Points	14*

Single ☒  
Double ☐