

# BATTLETECH™

## 'MECH RECORD SHEET

### ARMOR DIAGRAM

#### 'MECH DATA

Type: BattleMaster BLR-1G

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	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

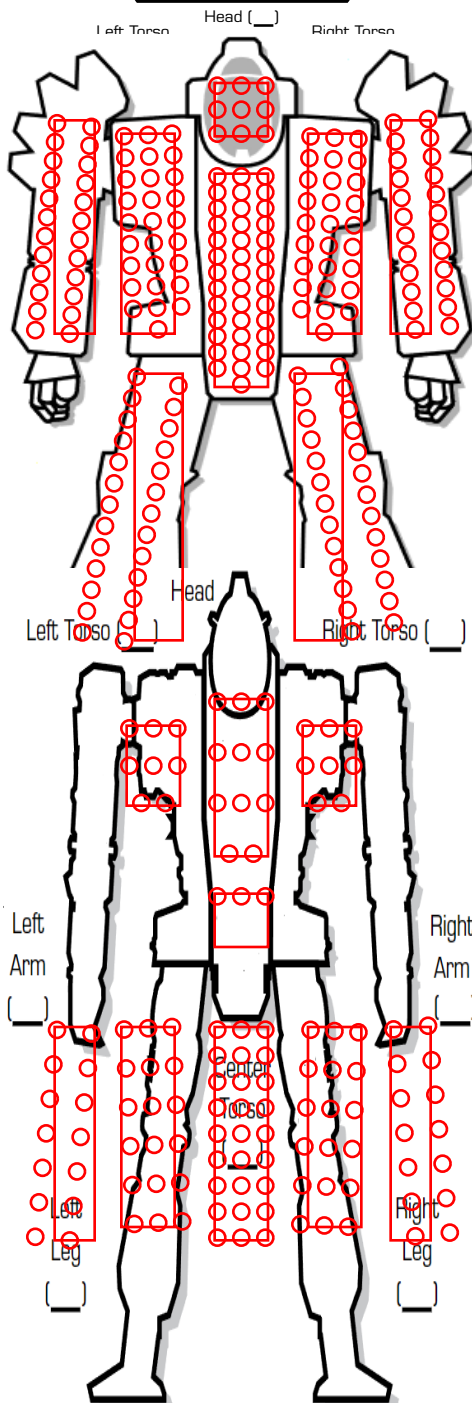
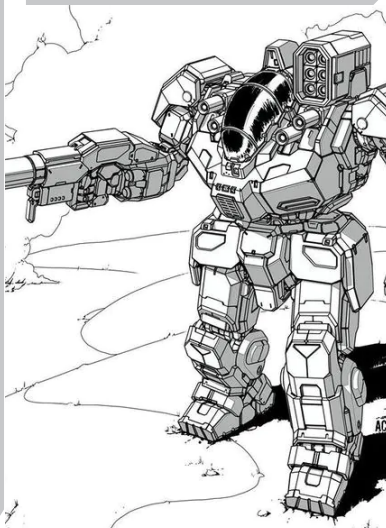
Cost:                      BV:                     

#### WARRIOR DATA

Name:                       
 Gunnery Skill:            Piloting Skill:             
 Hits Taken: 

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

  
 Consciousness#



#### CRITICAL HIT TABLE

##### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- 1-3
- 1-3
- 4-6
- 4-6
- 5-6
- 5-6

##### Head

- Life Support
- Sensors
- Cockpit
- 1-3
- 1-3
- 4-6
- 4-6
- 5-6
- 5-6

##### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- 1-3
- 1-3
- 4-6
- 4-6
- 5-6
- 5-6

##### Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro
- 1-3
- 1-3
- 4-6
- 4-6

##### Left Torso

- 1-3
- 1-3
- 1-3
- 1-3
- 1-3
- 1-3
- 4-6
- 4-6
- 5-6
- 5-6

##### Right Torso

- 1-3
- 1-3
- 1-3
- 1-3
- 1-3
- 1-3
- 4-6
- 4-6
- 5-6
- 5-6

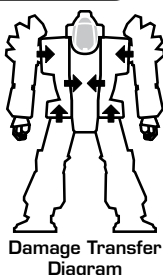
Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

##### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 1-3
- 1-3
- 4-6
- 4-6
- 5-6
- 5-6

##### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 1-3
- 1-3
- 4-6
- 4-6
- 5-6
- 5-6



Heat Level*	Effects	Heat Sinks:	15*
30	Shutdown		14*
28	Ammo Exp. avoid on 8+		13*
26	Shutdown, avoid on 10+		12
25	-5 Movement Points		11
24	+4 Modifier to Fire		10*
23	Ammo Exp. avoid on 6+		9
22	Shutdown, avoid on 8+		8*
20	-4 Movement Points		7
19	Ammo Exp. avoid on 4+		6
18	Shutdown, avoid on 6+		5*
17	+3 Modifier to Fire		4
15	-3 Movement Points		3
14	Shutdown, avoid on 4+		2
13	+2 Modifier to Fire		1
10	-2 Movement Points		0
8	+1 Modifier to Fire		
5	-1 Movement Points		