

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	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

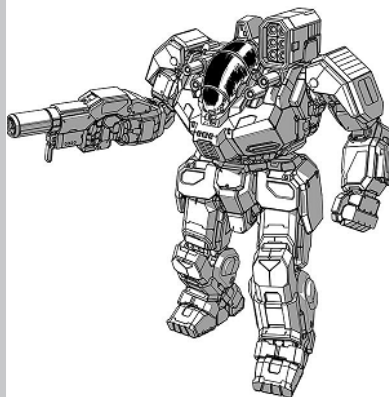
Cost: BV:

WARRIOR DATA

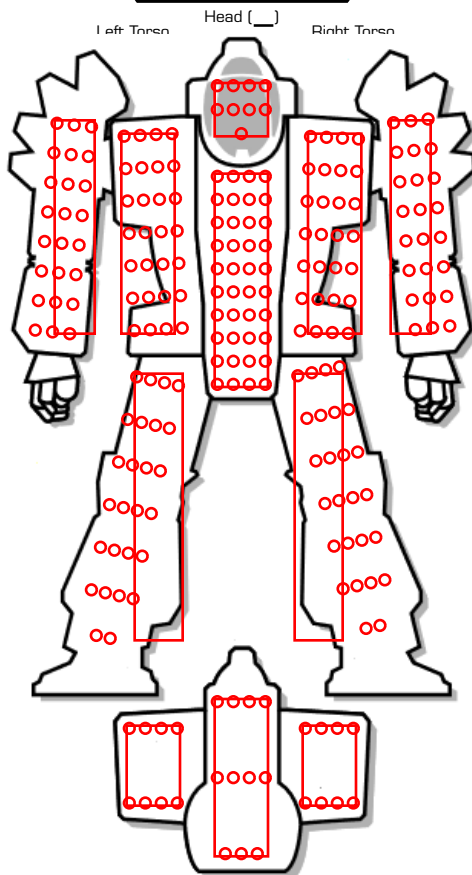
Name:
 Gunnery Skill: Piloting Skill:
 Hits Taken:

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

 Consciousness#



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
-
-
-
-

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-
-
-
-
-

Left Torso

-
-
-
-
-
-

-
-
-
-
-
-

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
-
-

Head

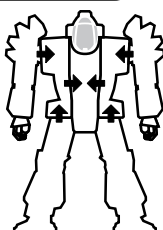
- Life Support
- Sensors
- Cockpit
-
- Sensors
- Life Support

Center Torso

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

- Gyro
- Engine
- Engine
- Engine
-
-

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



Damage Transfer
 Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
-
-
-
-

-
-
-
-
-
-

Right Torso

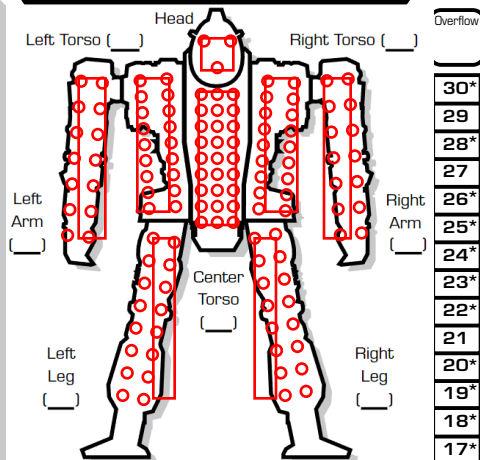
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-
-
-

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
-
-

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: <u> </u>
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	

Single ☒
 Double ☐

Heat Scale

Heat Scale
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