

## BATTLEMECH RECORD SHEET

## Type: BattleMaster BLR-3M

**Movement Points:**

Walking: 4

Running: 6

Jumping: 0

**Tonnage:** 85

**Tech Base:** Inner Sphere

**Rules Level: Standard**

**Role:** Brawler

## Weapons & Equipment Inventory

(hexes)

Gty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser[R]	RT	3	5 [DE]	—	3	6	9
2	Medium Laser	RT	3	5 [DE]	—	3	6	9
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	SRM 6	LT	4	2/[Msl [M,C,S]	—	3	6	9
1	Medium Laser[R]	LT	3	5 [DE]	—	3	6	9
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 200, (SRM 6) 30

BV: 1,679

## Name:

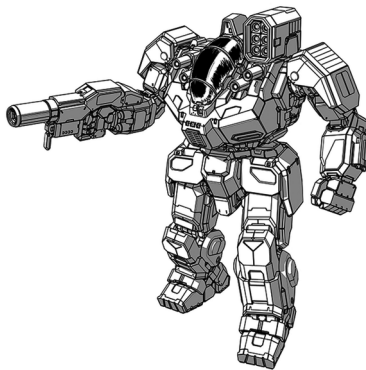
**Gunnery Skill:**

**Piloting Skill:**

### Hits Taken

Consciousness #

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



## CRITICAL HIT TABLE

### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

## Head

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

### Right Arm

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

### Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

### Left Torso

1. Double Heat Sink
  2. Double Heat Sink
  3. Double Heat Sink
  4. SRM 6
  5. SRM 6
  6. Medium Laser
- 
1. Medium Laser
  2. Medium Laser [R]
  3. Ammo (Machine Gun) 200
  4. Ammo [SRM 6] 15
  5. Ammo [SRM 6] 15
  6. CASE

## Right Torso

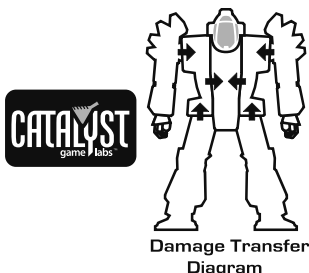
1. Double Heat Sink  
2. Double Heat Sink  
3. Double Heat Sink  
4. Double Heat Sink  
5. Double Heat Sink  
6. Double Heat Sink
1. Double Heat Sink  
2. Double Heat Sink  
3. Double Heat Sink  
4. Medium Laser  
5. Medium Laser  
6. Medium Laser (R)

### Left Leg

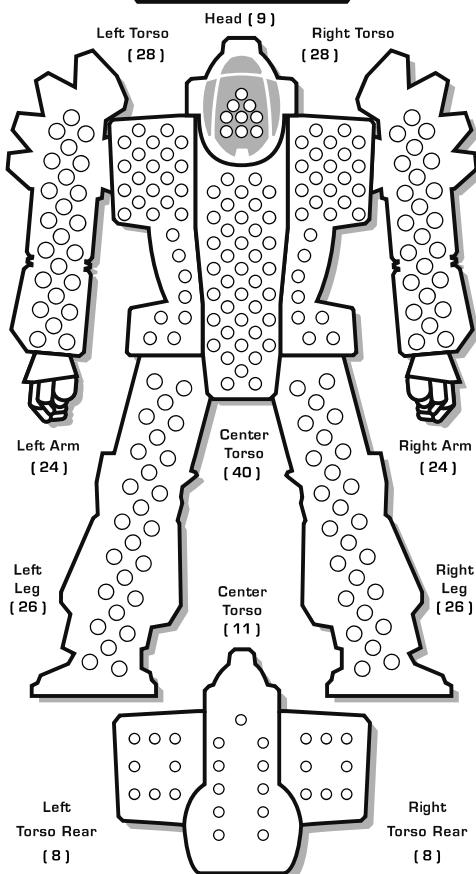
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### Right Leg

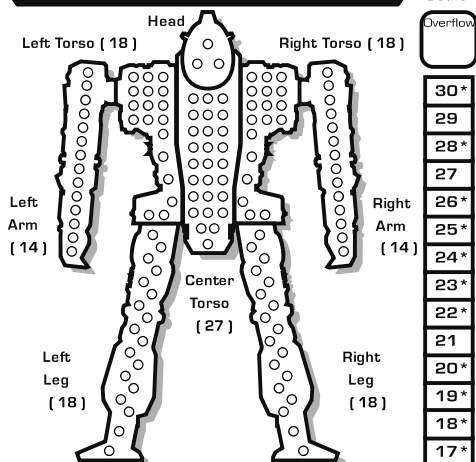
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again



## ARMOR DIAGRAM



## INTERNAL STRUCTURE DIAGRAM



## HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 18 [36]
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	