

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Thunderbolt TDR-55

Movement Points: Tonnage: 65
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Rules Level: Introductory
 Jumping: 0 Role: Brawler

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	RT	2	2/Msl	—	3	6	9
				[M,C,S]				
1	LRM 15	RT	5	1/Msl	6	7	14	21
				[M,C,S]				
3	Medium Laser	LT	3	5[DE]	—	3	6	9
1	Large Laser	RA	8	8[DE]	—	5	10	15
2	Machine Gun	LA	—	2[DB,AI]	—	1	2	3

Ammo: (LRM 15) 16, (Machine Gun) 200, (SRM 2) 50

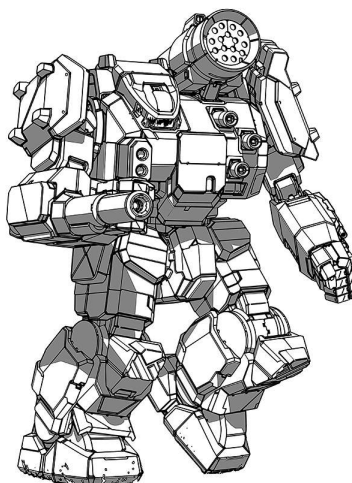
BV: 1,335



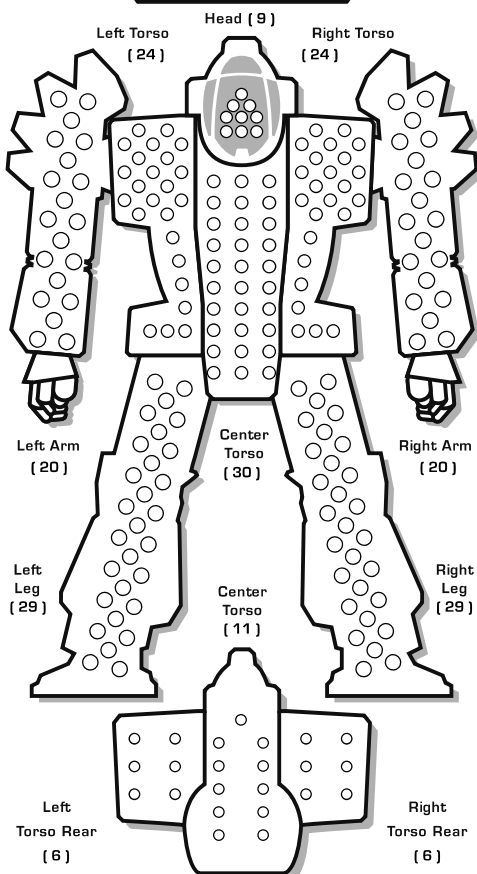
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken Consciousness #

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



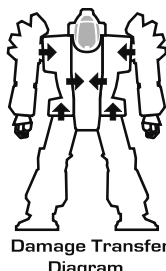
ARMOR DIAGRAM



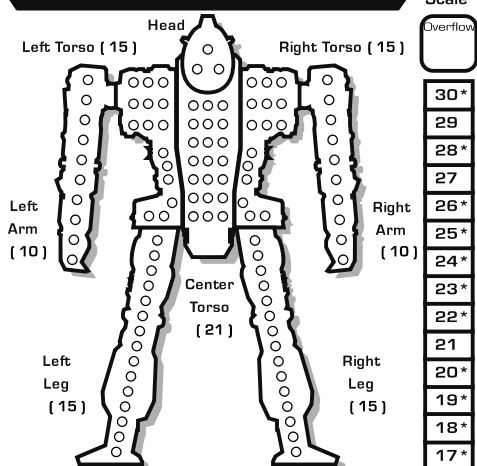
CRITICAL HIT TABLE

Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Heat Sink		4. Hand Actuator
	5. Machine Gun		5. Sensors		5. Large Laser
	6. Machine Gun		6. Life Support		6. Large Laser
Left Torso		Center Torso		Right Torso	
1-3	1. Medium Laser	1-3	1. Fusion Engine	1-3	1. Roll Again
	2. Medium Laser		2. Fusion Engine		2. Roll Again
	3. Medium Laser		3. Fusion Engine		3. Roll Again
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
4-6	1. Roll Again	4-6	1. Gyro	4-6	1. LRM 15
	2. Roll Again		2. Fusion Engine		2. LRM 15
	3. Roll Again		3. Fusion Engine		3. LRM 15
	4. Roll Again		4. Fusion Engine		4. SRM 2
	5. Roll Again		5. Ammo (LRM 15) 8		5. Ammo (SRM 2) 50
	6. Roll Again		6. Ammo (LRM 15) 8		6. Roll Again
Left Leg		Right Leg		Heat Data	
1-3	1. Hip	1-3	1. Hip	Heat Level*	Effects
	2. Upper Leg Actuator		2. Upper Leg Actuator		
	3. Lower Leg Actuator		3. Lower Leg Actuator		
	4. Foot Actuator		4. Foot Actuator		
	5. Heat Sink		5. Heat Sink		
	6. Heat Sink		6. Heat Sink		

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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