BATTLETECH™
'MECH RECORD SHEET

'MECH DATA

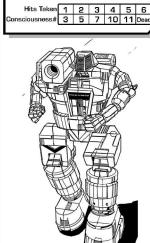Type: Mercury MCY-98-MDw

Movement Points:		Tonnage:	20
Walking:	8	Tech Base:	Mixed
Running:	12		3070
Jumping:	0		E/X-X-E-D

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Weird PPC (IS)	LT	5	5 [DE/Chrg]	3	6	12	18

Cost: 1,702,240 C-Bills
+0 (ammo)

BV: 723
Weapon Heat (5)
Dissipation (20)

WARRIOR DATA

Name: 86'r
Matthew

Gunnery Skill: 4   Piloting Skill: 5

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM
Armor Pts: 64

Head (9)
Left Torso (8)   Right Torso (8)
Left Arm (5)   Center Torso (9)   Right Arm (5)
Left Leg (7)   Center Torso Rear (2)   Right Leg (7)
Left Torso Rear (2)   Right Torso Rear (2)

HIT LOCATION CHART

Roll	Left	Fr/Bk	Right
2	LT (C)	CT (C)	RT (C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

TO HIT MODIFIERS

Attacker:	
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Damage:	
Sensors	+2
Shoulder	+4
Arm Actuator (Each)	+1
Target:	
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped (Additional)	+1
Partial Cover	+1
Prone:	
Adjacent	-2
Not Adjacent	+1
Range:	
Short	+0
Medium	+2
Long	+4

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
4-6 3. Endo-Steel
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

Left Torso
1. Double Heat Sink
2. Double Heat Sink
1-3 3. Double Heat Sink
4. Weird PPC (IS)
5. Weird PPC (IS)
6. Weird PPC (IS)

1. Double Heat Sink
2. Double Heat Sink
4-6 3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
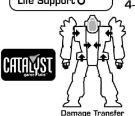5. Endo-Steel
6. Endo-Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Steel
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
1-3 3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
4-6 3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

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

Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3 3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
4-6 3. Roll Again
4. Roll Again
5. Endo-Steel
6. Endo-Steel

Right Torso
1. Double Heat Sink
2. Double Heat Sink
1-3 3. Double Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
4-6 3. Roll Again
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Steel
6. Endo-Steel

INTERNAL STRUCTURE DIAGRAM
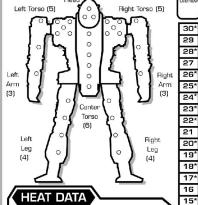
Head
Left Torso (5)   Right Torso (5)
Left Arm (3)   Right Arm (3)
Center Torso (6)
Left Leg (4)   Right Leg (4)

Heat Scale

Overflow
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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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	

PUNCH CHART

Roll	Left	Fr/Bk	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK CHART

Roll	Left	Fr/Bk	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

PHYSICAL ATTACKS

Punch	+0	Punch	1/10t
Kick	-2	Kick	1/5t
*Hatchet	-1	Std	1/5t
*Sword	-2	Std	1/10t
*Blade	-2	Std	1/10t

* Add +4 to pick table

Turn	Move	Hexes	Mod	Prev	Move	Weap	Other	Total	Sink	Level	Notes

CLUSTER HITS

Roll	2	3	4	5	6	7	9	10	12	15	20	30	40
2	1	1	1	1	2	2	3	3	4	5	6	10	12
3	1	1	2	2	2	2	3	3	4	5	6	10	12
4	1	1	2	2	3	3	4	4	5	6	9	12	18
5	1	2	2	3	3	4	5	6	8	9	12	18	24
6	1	2	2	3	4	4	5	6	8	9	12	18	24
7	1	2	3	3	4	4	5	6	8	9	12	18	24
8	2	2	3	3	4	4	5	6	8	9	12	18	24
9	2	2	3	4	5	6	7	8	10	12	16	24	32
10	2	3	3	4	5	6	7	8	10	12	16	24	32
11	2	3	4	5	5	7	9	10	12	15	20	30	40
12	2	3	4	5	6	7	9	10	12	15	20	30	40