

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: BattleMaster BLR-1S

Movement Points: **Tonnage:** 85
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Introductory
Jumping: 0 **Role:** Brawler
Engine Type: 340 Fusion

Weapons & Equipment Inventory

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

Ammo: (LRM 15) 8, (LRM 5) 24, (SRM 2) 50

BV: 1,507



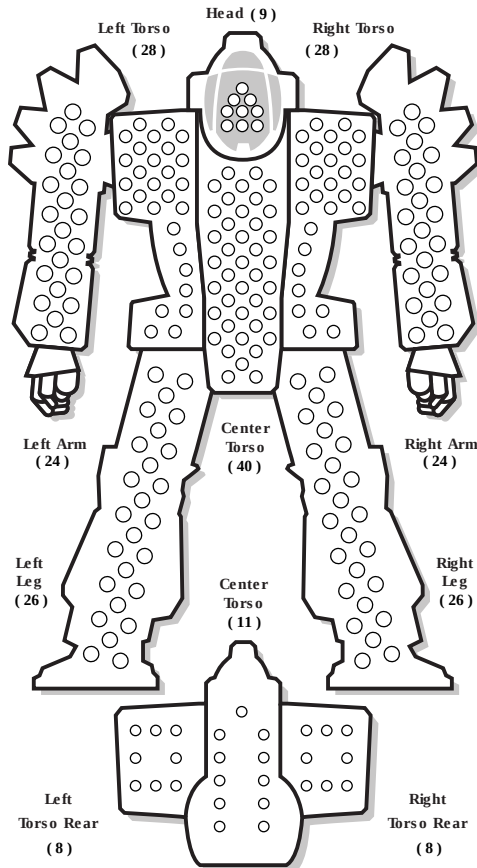
WARRIOR DATA

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

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

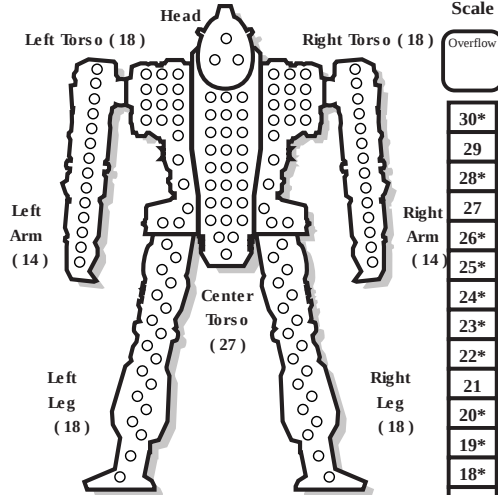
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

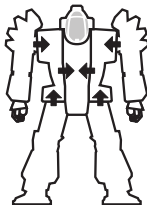
Overflow

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

CRITICAL 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. Roll Again		4. Hand Actuator
	5. LRM 15		5. Sensors		5. SRM 2
	6. LRM 15		6. Life Support		6. Roll Again
Center Torso		Left Torso		Right Torso	
4-6	1. LRM 15	1-3	1. Fusion Engine	4-6	1. Roll Again
	2. Ammo (LRM 15) 8		2. Fusion Engine		2. Roll Again
	3. Roll Again		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
Left Leg		Right Leg		Engine Hits	
1-3	1. Heat Sink	4-6	1. Gyro	4-6	1. Roll Again
	2. Medium Laser		2. Fusion Engine		2. Roll Again
	3. Medium Laser		3. Fusion Engine		3. Roll Again
	4. LRM 5		4. Fusion Engine		4. Roll Again
	5. SRM 2		5. Roll Again		5. Roll Again
	6. Ammo (LRM 5) 24		6. Roll Again		6. Roll Again
Right Leg		Engine Hits		Gyro Hits	
4-6	1. Hip	4-6	1. Roll Again	4-6	1. Roll Again
	2. Upper Leg Actuator		2. Roll Again		2. Roll Again
	3. Lower Leg Actuator		3. Roll Again		3. Roll Again
	4. Foot Actuator		4. Roll Again		4. Roll Again
	5. Heat Sink		5. Roll Again		5. Roll Again
	6. Heat Sink		6. Roll Again		6. Roll Again

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



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	20
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	○○○