

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Highlander HGN-733

Movement Points: **Tonnage:** 90
Walking: 3 **Tech Base:** Inner Sphere
Running: 5 **Rules Level:** Introductory
Jumping: 3 **Role:** Juggernaut
Engine Type: 270 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LA	4	2[Msl [M,C,S]	—	3	6	9
1	AC/10	RA	3	10 [DB,S]	—	5	10	15
1	LRM 20	LT	6	1[Msl [M,C,S]	6	7	14	21
2	Medium Laser	RT	3	5 [DE]	—	3	6	9

Ammo: (AC/10) 20, (LRM 20) 18, (SRM 6) 30

BV: 1,801



WARRIOR DATA

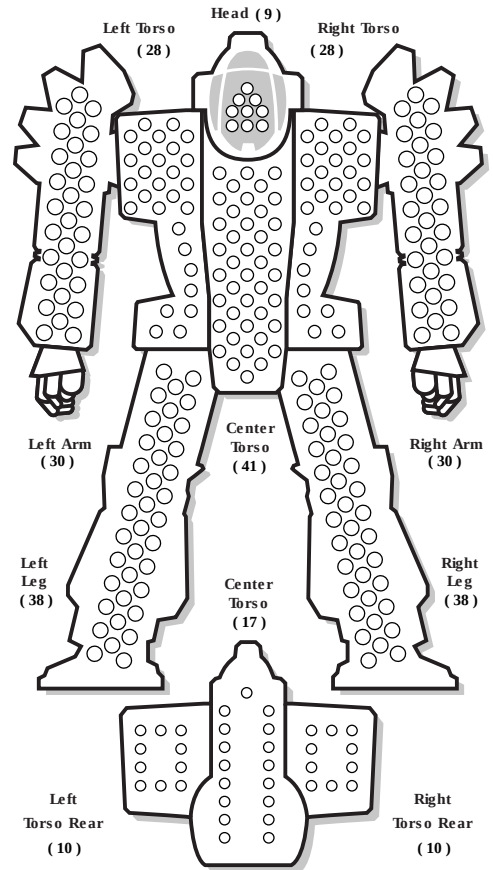
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

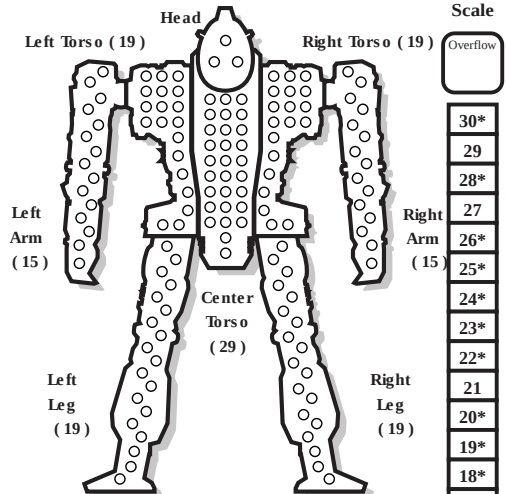
ARMOR DIAGRAM

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heat Sink
- SRM 6

1-3

- SRM 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Jump Jet
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

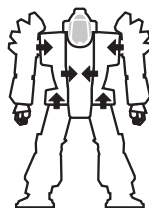
Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- AC/10
- AC/10
- AC/10

1-3

- AC/10
- AC/10
- AC/10
- AC/10
- Roll Again
- Roll Again

4-6

Right Torso

- Jump Jet
- Medium Laser
- Medium Laser
- Ammo (AC/10) 10
- Ammo (AC/10) 10
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

HEAT DATA

Heat Level*	Effects	Heat Sinks: 13
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	○ ○ ○