

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Hermes HER-1S

Movement Points: 9

Walking: 9

Running: 14

Jumping: 0

Engine Type: 270 Fusion

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Standard

Role: Scout

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	LA	3	2 [DE,H,AI]	—	1	2	3
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	CT	3	5 [DE]	—	3	6	9

BV: 716

WARRIOR DATA

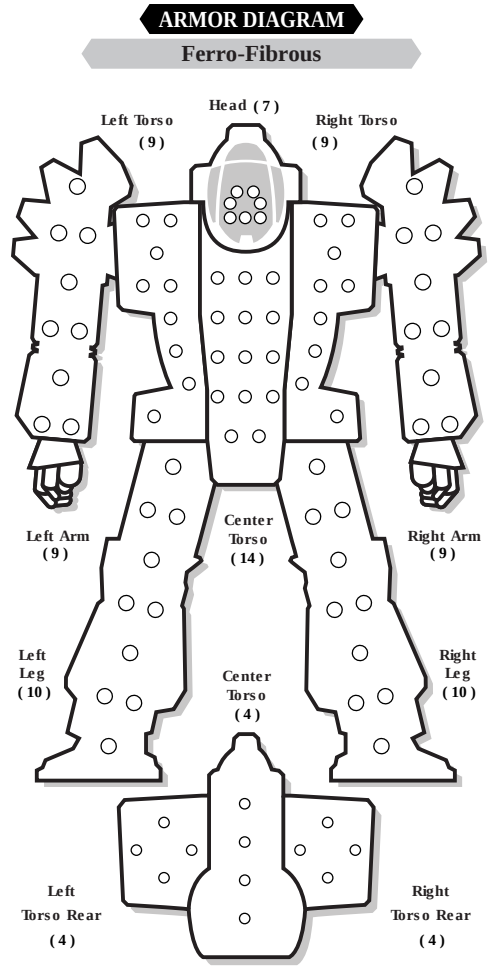
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

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

Consciousness #



CRITICAL TABLE

Left Arm

1. Shoulder

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Flamer

5. Ferro-Fibrous

6. Ferro-Fibrous

1-3

Center Torso

1. Fusion Engine

2. Fusion Engine

3. Fusion Engine

4. Gyro

5. Gyro

6. Gyro

4-6

Left Torso

1. Endo Steel

2. Endo Steel

3. Endo Steel

4. Endo Steel

5. Endo Steel

6. Endo Steel

1-3

Right Torso

1. Endo Steel

2. Endo Steel

3. Endo Steel

4. Endo Steel

5. Endo Steel

6. Endo Steel

4-6

Left Leg

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Roll Again

6. Roll Again

4-6

Right Leg

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Roll Again

6. Roll Again

4-6

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. Medium Laser

6. Ferro-Fibrous

Engine Hits

Gyro Hits

Sensor Hits

Life Support

CATALYST

game labs

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel

HEAT DATA

Heat Level* Effects

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

Heat Sinks: 10

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