

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Highlander HGN-734

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

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	LB 20-X AC	RT/RA	6	20	—	4	8	12
[DB,C/F/S]								
2	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	ER Large Laser	RT	12	8 [DE]	—	7	14	19
1	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6

Ammo: (LB 20-X) 10, (LB 20-X Cluster) 5, (Streak SRM 6) 15

BV: 2,214

WARRIOR DATA

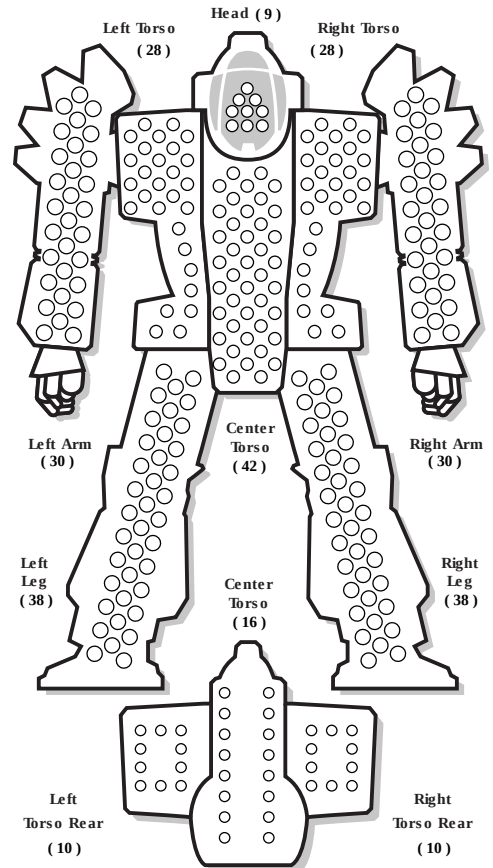
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

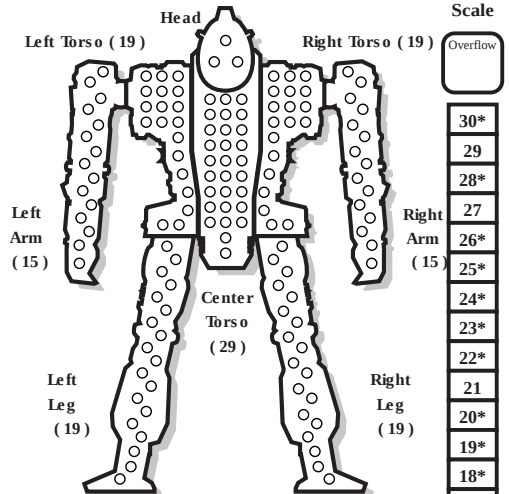
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- ER Medium Laser

4-6

Left Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6

1-3

- Ammo (Streak SRM 6) 15
- Ammo (LB 20-X Cluster) 5
- Ammo (LB 20-X) 5
- Ammo (LB 20-X) 5
- CASE
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

Head

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

1-3

Center Torso

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

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Medium Pulse Laser

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

1-3

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

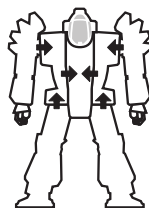
1-3

- Double Heat Sink
- Double Heat Sink
- LB 20-X AC
- LB 20-X AC
- ER Large Laser
- ER Large Laser

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 (28)
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 Scale

Overflow

30*
29
28*
27
26*
25*
24*
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