

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: JagerMech JM6-DD

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 260 XL

Tonnage: 65

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	LA	1	5/Sht	2	6	13	20
				[DB,R/C]				
1	AC/2	LA	1	2 [DB,S]	4	8	16	24
1	Ultra AC/5	RA	1	5/Sht	2	6	13	20
				[DB,R/C]				
1	AC/2	RA	1	2 [DB,S]	4	8	16	24
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6

Ammo: (AC/2) 90, (Ultra AC/5) 40

BV: 965



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5

1-3

- Ultra AC/5

4-6

- AC/2
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Ammo (Ultra AC/5) 20
- Ammo (AC/2) 45

1-3

- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5

1-3

- Ultra AC/5

4-6

- AC/2
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Ammo (Ultra AC/5) 20
- Ammo (AC/2) 45

1-3

- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Leg

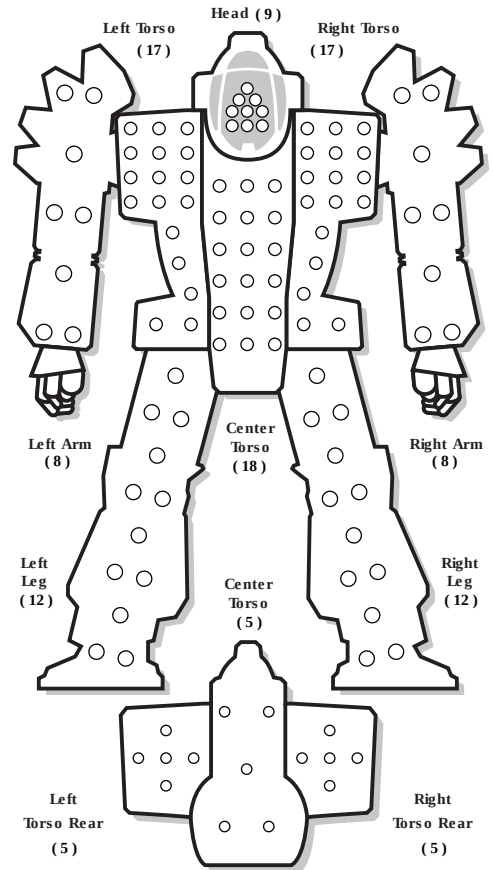
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram

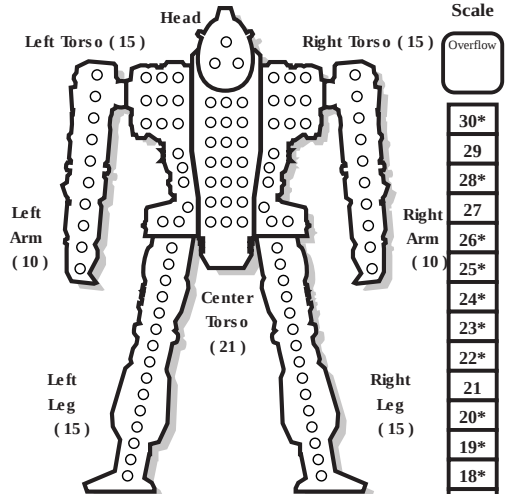
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
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*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0