

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Gunslinger GUN-1ERD

Movement Points: **Tonnage:** 85
 Walking: 3 **Tech Base:** Inner Sphere
 Running: 5 **Rules Level:** Standard
 Jumping: 2 **Role:** Juggernaut
 Engine Type: 255 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LL	4	6 [P]	—	2	4	6
	(R)							
1	Medium Pulse Laser	RL	4	6 [P]	—	2	4	6
	(R)							
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
2	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	ECM Suite	RT	—	[E]	—	—	—	6
	(Guardian)							
1	Active Probe	CT	—	[E]	—	—	—	4
	(Beagle)							
1	Small Laser	HD	1	3 [DE]	—	1	2	3

Ammo: (Gauss) 40

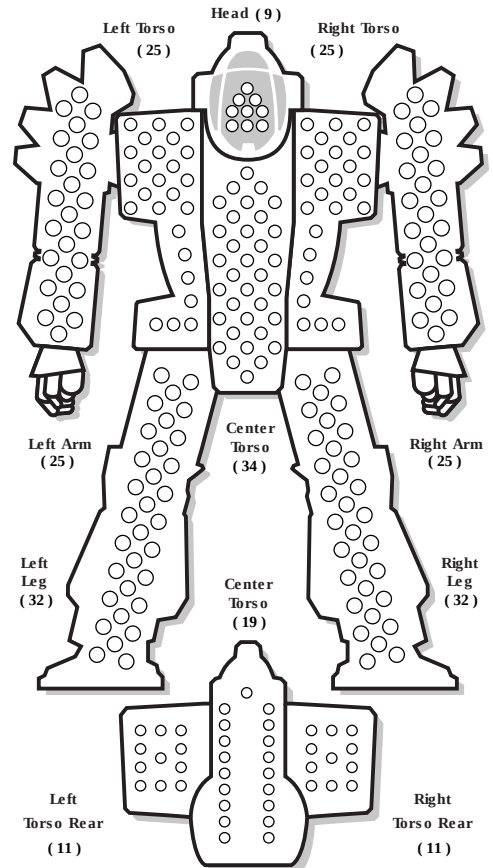
WARRIOR DATA

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

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

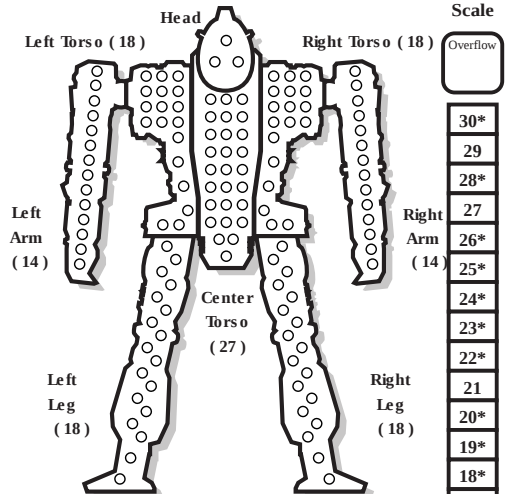
ARMOR DIAGRAM

Standard Armor



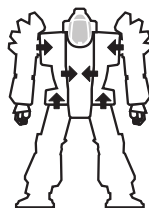
INTERNAL STRUCTURE DIAGRAM

Standard Structure



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. Gauss Rifle		4. Small Laser		4. Gauss Rifle
	5. Gauss Rifle		5. Sensors		5. Gauss Rifle
4-6	6. Gauss Rifle	4-6	6. Life Support	4-6	6. Gauss Rifle
	1. Gauss Rifle				1. Gauss Rifle
	2. Gauss Rifle				2. Gauss Rifle
	3. Gauss Rifle				3. Gauss Rifle
	4. Gauss Rifle				4. Gauss Rifle
1-3	5. Roll Again	1-3		1-3	5. Roll Again
	6. Roll Again				6. Roll Again
4-6	1. XL Fusion Engine	4-6		4-6	1. XL Fusion Engine
	2. XL Fusion Engine				2. XL Fusion Engine
	3. XL Fusion Engine				3. XL Fusion Engine
	4. Medium Laser				4. Medium Laser
	5. Medium Laser				5. Medium Laser
1-3	6. Ammo (Gauss) 8	1-3		1-3	6. Ammo (Gauss) 8
	1. Ammo (Gauss) 8				1. Ammo (Gauss) 8
	2. Roll Again				2. Roll Again
	3. Roll Again				3. Roll Again
	4. Roll Again				4. Roll Again
4-6	5. Roll Again	4-6		4-6	5. Roll Again
	6. Roll Again				6. Roll Again
Left Torso		Center Torso		Right Torso	
1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine
	2. XL Fusion Engine		2. XL Fusion Engine		2. XL Fusion Engine
	3. XL Fusion Engine		3. XL Fusion Engine		3. XL Fusion Engine
	4. Medium Laser		4. Gyro		4. Medium Laser
	5. Medium Laser		5. Gyro		5. Medium Laser
4-6	6. Ammo (Gauss) 8	4-6	6. Roll Again	4-6	6. Ammo (Gauss) 8
	1. Ammo (Gauss) 8				1. Ammo (Gauss) 8
	2. Roll Again				2. Roll Again
	3. Roll Again				3. Roll Again
	4. Roll Again				4. Roll Again
1-3	5. Roll Again	1-3		1-3	5. Roll Again
	6. Roll Again				6. Roll Again
Left Leg		Right Leg		Engine Hits	
1-3	1. Hip	1-3	1. Hip	1-3	1. Engine Hits
	2. Upper Leg Actuator		2. Upper Leg Actuator		2. Gyro Hits
	3. Lower Leg Actuator		3. Lower Leg Actuator		3. Sensor Hits
	4. Foot Actuator		4. Foot Actuator		4. Life Support
	5. Jump Jet		5. Jump Jet		
4-6	6. Medium Pulse Laser (R)	4-6	6. Medium Pulse Laser (R)	4-6	



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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

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	