

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Morpheus MRP-3T

Movement Points: **Tonnage:** 65
Walking: 6 **Tech Base:** Inner Sphere
Running: 9 **Rules Level:** Advanced
Jumping: 6 **Role:** Skirmisher
Engine Type: 390 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Laser AMS	CT	7	[PB]	—	1	—	—
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12

(hexes)

WARRIOR DATA

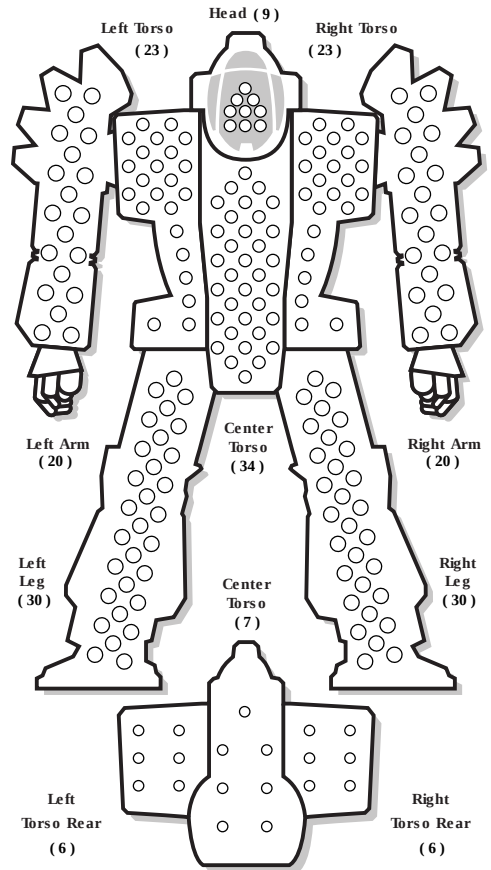
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Reactive

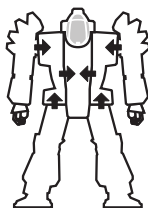


BV: 1,925



CRITICAL TABLE

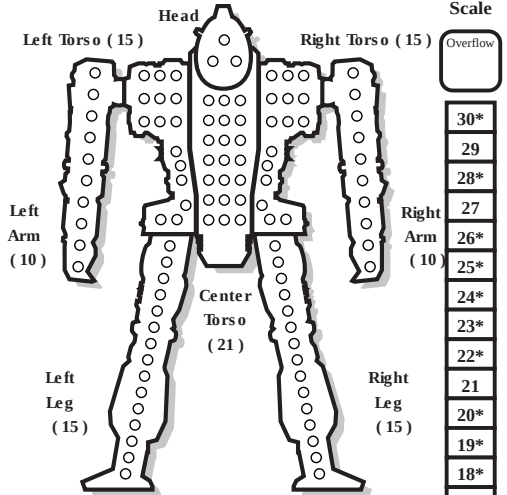
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. ER Medium Laser		4. Hand Actuator
	5. ER Medium Laser		5. Sensors		5. ER Medium Laser
	6. ER Medium Laser		6. Life Support		6. ER Medium Laser
Center Torso		Left Torso		Right Torso	
4-6	1. Reactive	1-3	1. Gyro	1-3	1. Reactive
	2. Reactive		2. XL Fusion Engine		2. Reactive
	3. Reactive		3. XL Fusion Engine		3. Reactive
	4. Reactive		4. XL Fusion Engine		4. Reactive
	5. Roll Again		5. Roll Again		5. Roll Again
	6. Roll Again		6. Roll Again		6. Roll Again
1-3	1. XL Fusion Engine	4-6	1. Gyro	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. Jump Jet		4. Laser AMS		4. Jump Jet
	5. Reactive		5. Laser AMS		5. Reactive
	6. Reactive		6. Laser AMS		6. Reactive
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	1. Hip	Gyro Hits	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support	
	4. Foot Actuator		4. Foot Actuator		
	5. Jump Jet		5. Jump Jet		
	6. Jump Jet		6. Jump Jet		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	13 (26)
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
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9
8*
7
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5*
4
3
2
1
0