

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Watchman WTC-4DM

Movement Points: **Tonnage:** 40
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 **Rules Level:** Standard
Jumping: 5 **Role:** Skirmisher
Engine Type: 200 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10 [DE]	3	6	12	18
2	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	CT	3	5 [DE]	—	3	6	9

WARRIOR DATA

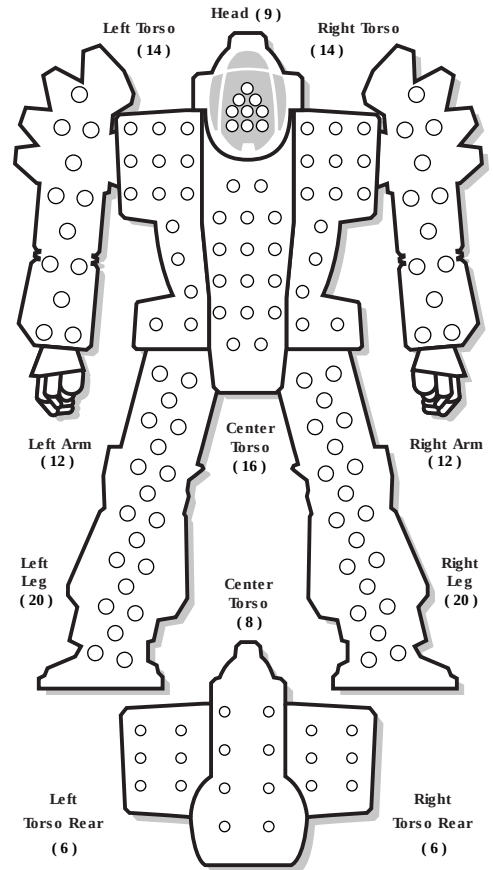
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Ferro-Fibrous

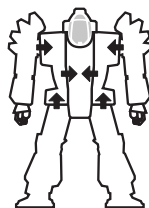


BV: 1,225

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. Roll Again		4. Hand Actuator
	5. Double Heat Sink		5. Sensors		5. Ferro-Fibrous
	6. Double Heat Sink		6. Life Support		6. Ferro-Fibrous
Center Torso		Left Torso		Right Torso	
4-6	1. Double Heat Sink	4-6	1. Fusion Engine	1-3	1. Roll Again
	2. PPC		2. Fusion Engine		2. Roll Again
	3. PPC		3. Fusion Engine		3. Roll Again
	4. PPC		4. Gyro		4. Roll Again
	5. Ferro-Fibrous		5. Gyro		5. Roll Again
	6. Ferro-Fibrous		6. Gyro		6. Roll Again
Left Leg		Engine Hits		Right Leg	
1-3	1. Double Heat Sink	4-6	1. Gyro	1-3	1. Double Heat Sink
	2. Double Heat Sink		2. Fusion Engine		2. Double Heat Sink
	3. Double Heat Sink		3. Fusion Engine		3. Double Heat Sink
	4. Double Heat Sink		4. Fusion Engine		4. Medium Laser
	5. Double Heat Sink		5. Jump Jet		5. Medium Laser
	6. Double Heat Sink		6. Medium Laser		6. Ferro-Fibrous
Right Leg		Gyro Hits		Left Torso	
4-6	1. Hip	4-6	1. Ferro-Fibrous	4-6	1. Double Heat Sink
	2. Upper Leg Actuator		2. Ferro-Fibrous		2. Double Heat Sink
	3. Lower Leg Actuator		3. Ferro-Fibrous		3. Double Heat Sink
	4. Foot Actuator		4. Ferro-Fibrous		4. Medium Laser
	5. Jump Jet		5. Ferro-Fibrous		5. Medium Laser
	6. Jump Jet		6. Roll Again		6. Ferro-Fibrous

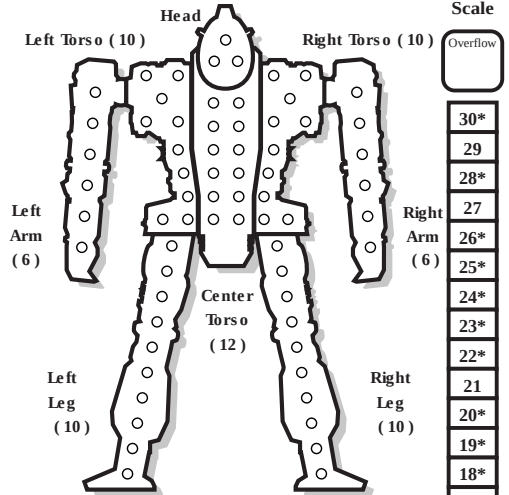
Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0