

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Dragon Fire DGR-3F

Movement Points: **Tonnage:** 75
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Standard
Jumping: 0 **Role:** Brawler
Engine Type: 300 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	LB 10-X AC	RA	2	10	—	6	12	18
[DB,C/F/S]								
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	ECM Suite (Guardian)	LT	—	[E]	—	—	—	6
1	Large Laser	CT	8	8 [DE]	—	5	10	15
1	Medium Pulse Laser	HD	4	6 [P]	—	2	4	6

Ammo: (Gauss) 16, (LB 10-X) 10, (LB 10-X Cluster) 10

BV: 1,855



WARRIOR DATA

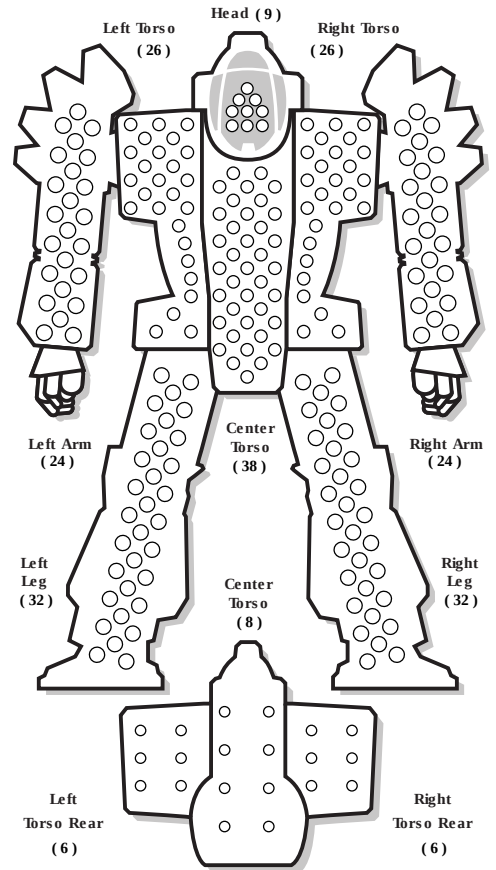
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

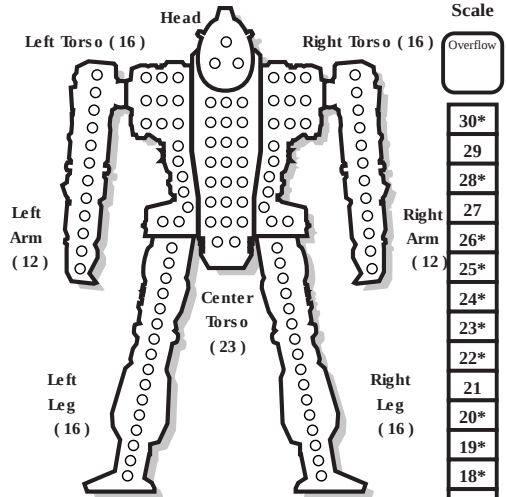
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Endo Steel
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Ammo (Gauss) 8
- Ammo (Gauss) 8

1-3

- ECM Suite (Guardian)
- ECM Suite (Guardian)
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Medium Pulse Laser
- Sensors
- Life Support

1-3

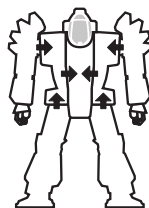
Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Large Laser
- Large Laser

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (LB 10-X) 10
- Ammo (LB 10-X Cluster) 10
- CASE

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Leg

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

HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	10 (20)
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	○