

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Emperor EMP-7L

Movement Points:

Walking: 3 [4]

Running: 5 [6]

Jumping: 0

Engine Type: 270 Fusion

Tonnage: 90

Tech Base: Inner Sphere

Rules Level: Standard

Role: Juggernaut

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	AC/10	LA	3	10 [DB,S]	—	5	10	15
1	AC/10	RA	3	10 [DB,S]	—	5	10	15
1	ER Large Laser	LT	12	8 [DE]	—	7	14	19
2	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	ECM Suite (Guardian)	LT	—	[E]	—	—	—	6

Ammo: (AC/10) 60

BV: 2,179



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- AC/10
- AC/10
- AC/10
- AC/10

1-3

Head

- Life Support
- Sensors
- Cockpit
- Triple Strength Myomer
- Sensors
- Life Support

1-3

Right Arm

- Shoulder
- Upper Arm Actuator
- AC/10
- AC/10
- AC/10
- AC/10

1-3

Center Torso

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

1-3

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Large Laser
- Medium Pulse Laser

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Triple Strength Myomer
- Triple Strength Myomer

1-3

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo (AC/10) 10
- Ammo (AC/10) 10
- Ammo (AC/10) 10

1-3

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

4-6

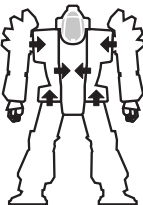
Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

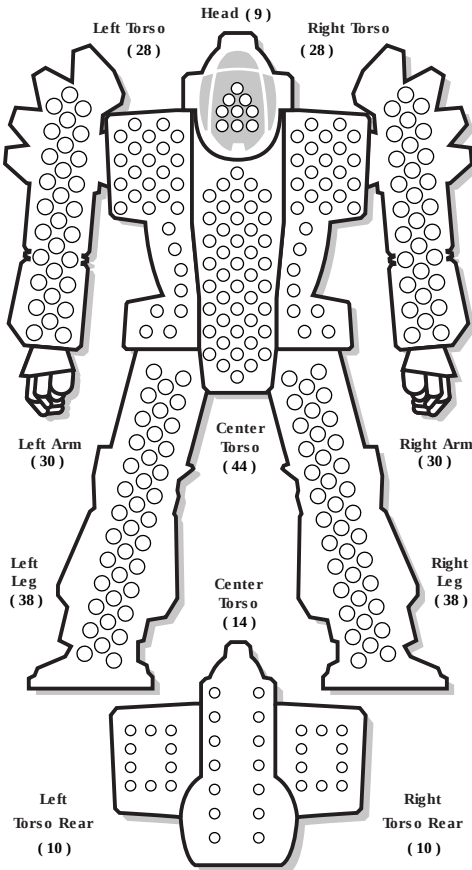


Damage Transfer Diagram



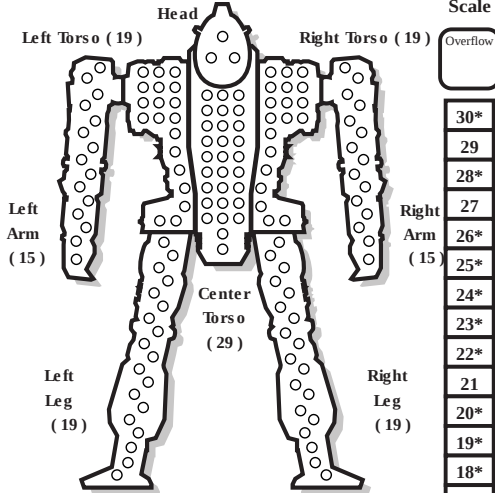
ARMOR DIAGRAM

Stealth



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	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○