

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Maelstrom MTR-6E

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 375 XL

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

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	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	ECM Suite	LT	—	[E]	—	—	—	6
(Guardian)								
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	Active Probe	RT	—	[E]	—	—	—	4
(Beagle)								
1	TAG	RT	—	[E]	—	5	9	15
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Small Laser	CT	1	3 [DE]	—	1	2	3
1	Medium Laser	HD	3	5 [DE]	—	3	6	9

BV: 1,806



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Small Laser
- ECM Suite (Guardian)
- ECM Suite (Guardian)
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

1-3

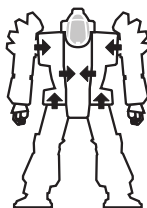
Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Small Laser

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- ER PPC

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Small Laser
- Active Probe (Beagle)
- Active Probe (Beagle)
- TAG
- Roll Again
- Roll Again

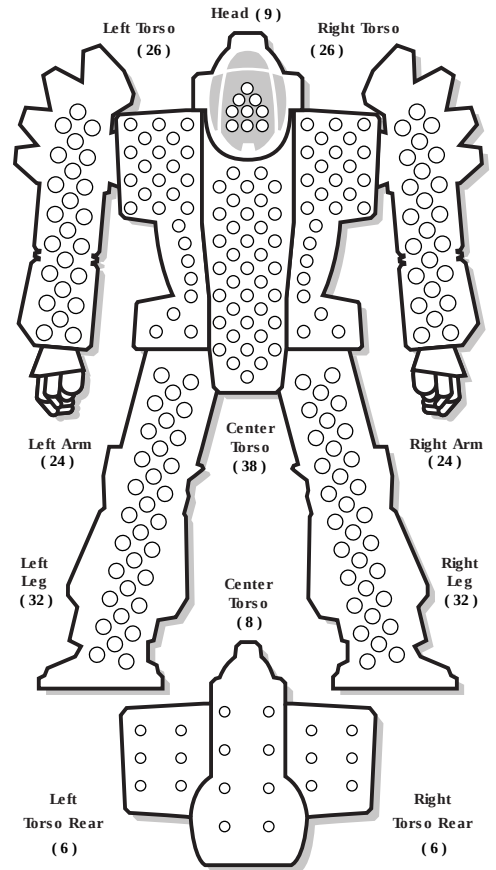
4-6

Right Leg

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

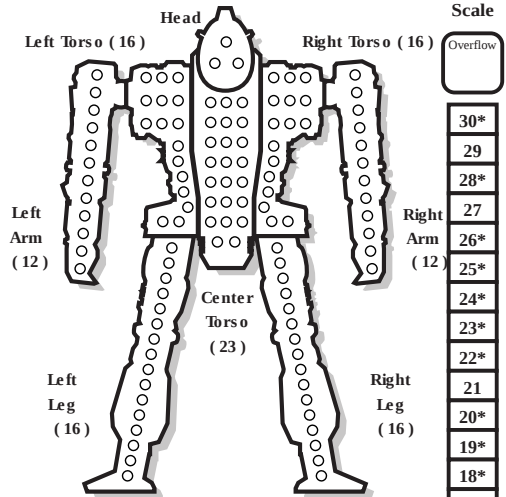
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	17 (34)
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*
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17*
16
15*
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12
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4
3
2
1
0