

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Blitzkrieg BTZ-4F

Movement Points: **Tonnage:** 50
Walking: 7 **Tech Base:** Inner Sphere
Running: 11 **Rules Level:** Standard
Jumping: 7 **Role:** Skirmisher
Engine Type: 350 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	LT	15	15 [DE]	3	6	12	18
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	C3 Computer	HD	—	[E]	—	—	—	—

(Slave)

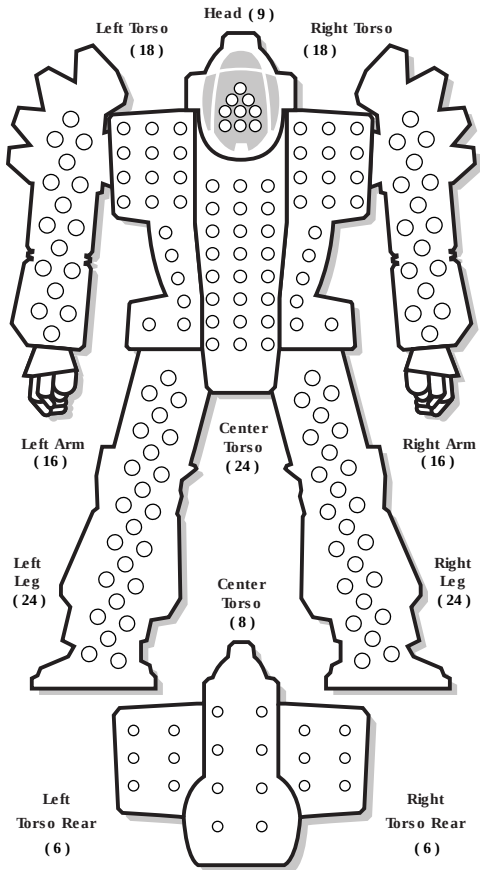
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

ARMOR DIAGRAM

Light Ferro-Fibrous



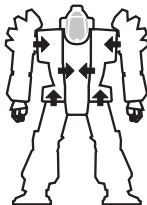
BV: 1,740



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. Light Ferro-Fibrous		3. Cockpit		3. Endo Steel
	4. Light Ferro-Fibrous		4. C3 Slave		4. Endo Steel
	5. Light Ferro-Fibrous		5. Sensors		5. Endo Steel
	6. Light Ferro-Fibrous		6. Life Support		6. Endo Steel
Center Torso		Left Torso		Right Torso	
4-6	1. Light Ferro-Fibrous	4-6	1. XL Fusion Engine	1-3	1. Endo Steel
	2. Light Ferro-Fibrous		2. XL Fusion Engine		2. Endo Steel
	3. Light Ferro-Fibrous		3. XL Fusion Engine		3. Endo Steel
	4. Roll Again		4. XL Gyro		4. Endo Steel
	5. Roll Again		5. XL Gyro		5. Endo Steel
	6. Roll Again		6. XL Gyro		6. Endo Steel
Left Leg		Engine Hits		Right Leg	
1-3	1. XL Fusion Engine	4-6	1. XL Gyro	1-3	1. XL Fusion Engine
	2. XL Fusion Engine		2. XL Gyro		2. XL Fusion Engine
	3. XL Fusion Engine		3. XL Gyro		3. XL Fusion Engine
	4. Jump Jet		4. XL Fusion Engine		4. Jump Jet
	5. Jump Jet		5. XL Fusion Engine		5. Jump Jet
	6. Jump Jet		6. XL Fusion Engine		6. Jump Jet
4-6	1. Heavy PPC	4-6	1. Jump Jet	4-6	1. Targeting Computer
	2. Heavy PPC		2. Targeting Computer		2. Targeting Computer
	3. Heavy PPC		3. Targeting Computer		3. Targeting Computer
	4. Heavy PPC		4. Endo Steel		4. Endo Steel
	5. Roll Again		5. Endo Steel		5. Endo Steel
	6. Roll Again		6. Endo Steel		6. Endo Steel
Left Leg		Gyro Hits		Right Leg	
1-3	1. Hip	4-6	1. Hip	1-3	1. Hip
	2. Upper Leg Actuator		2. Upper Leg Actuator		2. Upper Leg Actuator
	3. Lower Leg Actuator		3. Lower Leg Actuator		3. Lower Leg Actuator
	4. Foot Actuator		4. Foot Actuator		4. Foot Actuator
	5. Roll Again		5. Roll Again		5. Roll Again
	6. Roll Again		6. Roll Again		6. Roll Again

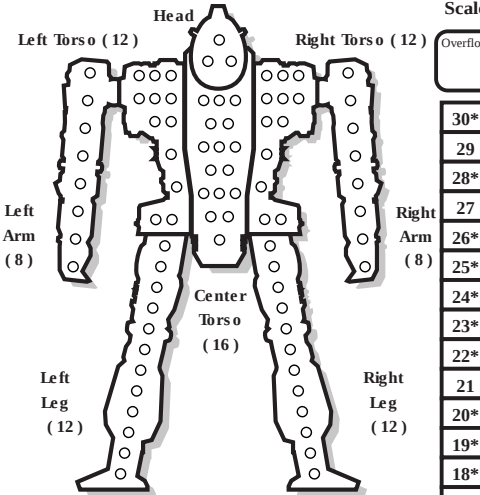
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects
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

Double Heat Sinks:
10 (20)

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