

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Sentry SNT-W5
Movement Points:
Walking: 5
Running: 8
Jumping: 5
Engine Type: 200 Light
Tonnage: 40
Tech Base: Inner Sphere
Rules Level: Standard
Role: Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large VSP Laser	LA	10	11/9/7 [P,V]	—	4	8	15
2	Magshot	LA	1	2 [DB,X]	—	3	6	9
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12

Ammo: (Magshot) 50

BV: 1,143



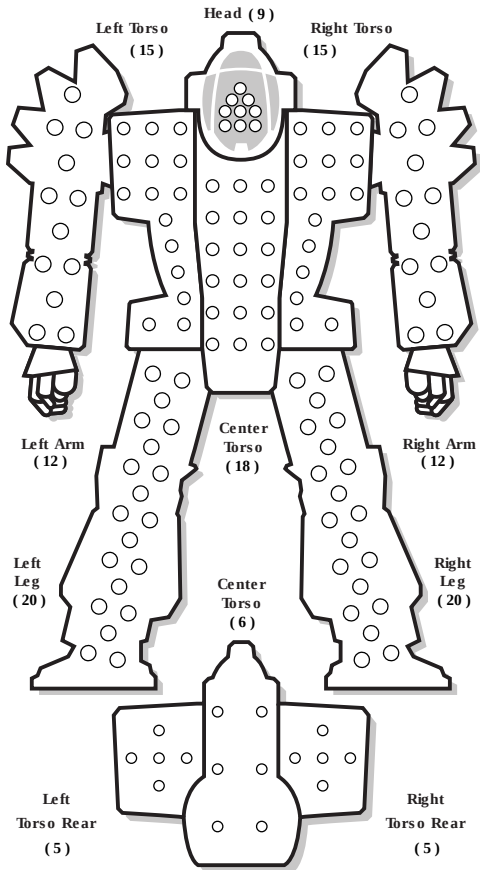
WARRIOR DATA

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



CRITICAL TABLE

- Left Arm
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Large VSP Laser
 - Large VSP Laser
 - Large VSP Laser

- Center Torso
- Large VSP Laser
 - Magshot
 - Magshot
 - Magshot
 - Magshot
 - Ammo (Magshot) 50

- Left Torso (CASE)
- Light Fusion Engine
 - Light Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - CASE

- Right Torso
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel

- Left Leg
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

- Head
- Life Support
 - Sensors
 - Cockpit
 - Light Ferro-Fibrous
 - Sensors
 - Life Support

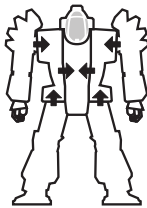
- Right Arm
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Medium Laser
 - ER Medium Laser

- Center Torso
- Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Heavy Duty Gyro
 - Heavy Duty Gyro
 - Heavy Duty Gyro

- Right Torso
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous

- Right Leg
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

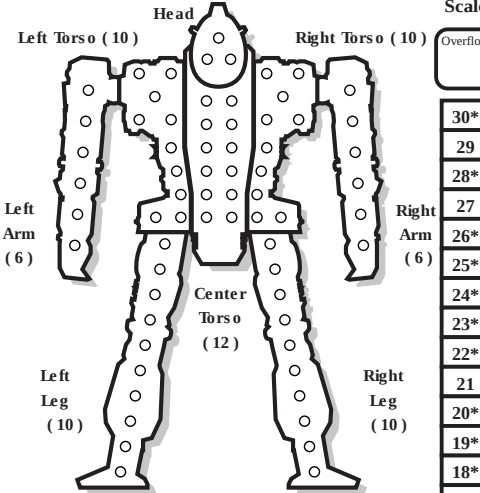
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



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