# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

**Type:** Uziel UZL-3S

| | | | |
|---|---|---|---|
| **Movement Points:** | | **Tonnage:** | 50 |
| **Walking:** | 6 | **Tech Base:** | Inner Sphere |
| **Running:** | 9 | **Rules Level:** | Standard |
| **Jumping:** | 6 | **Role:** | Striker |
| **Engine Type:** | 300 XL | | |

**Weapons & Equipment Inventory** (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|---|---|---|---|---|---|---|---|---|
| 1 | Large Pulse Laser | LA | 10 | 9 [P] | — | 3 | 7 | 10 |
| 1 | ER Medium Laser | RA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | LB 2-X AC | RA | 1 | 2 [DB,C/F/S] | 4 | 9 | 18 | 27 |
| 1 | ER Small Laser | LT | 2 | 3 [DE] | — | 2 | 4 | 5 |
| 1 | ER Small Laser | RT | 2 | 3 [DE] | — | 2 | 4 | 5 |
| 1 | SRM 6 | CT | 4 | 2/Msl [M,C,S] | — | 3 | 6 | 9 |

Ammo: (LB 2-X) 45, (SRM 6) 15

**BV:** 1,189

### WARRIOR DATA

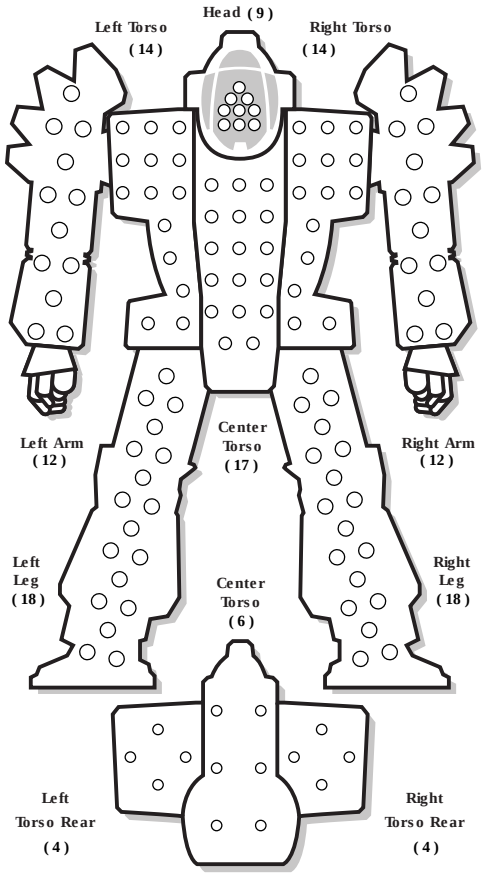
**Name:** _____

**Gunnery Skill:** _____ **Piloting Skill:** _____

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

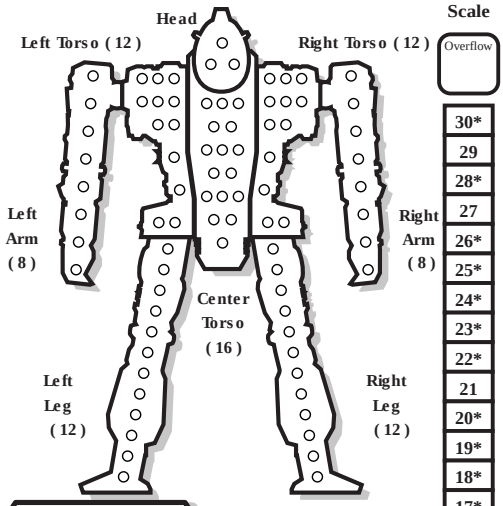
### ARMOR DIAGRAM

**Standard Armor**




### INTERNAL STRUCTURE DIAGRAM

**Endo Steel**




**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 |

### CRITICAL TABLE

**Left Arm**

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Pulse Laser
5. Large Pulse Laser
6. Endo Steel

4-6
1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Left Torso**

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

4-6
1. ER Small Laser
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

**Left Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

**Head**

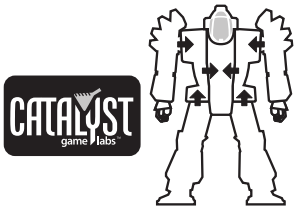
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

**Center Torso**

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. SRM 6
6. SRM 6

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




Damage Transfer Diagram

**Right Arm**

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. LB 2-X AC
6. LB 2-X AC

4-6
1. LB 2-X AC
2. LB 2-X AC
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

**Right Torso**

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

4-6
1. ER Small Laser
2. Ammo (SRM 6) 15
3. Ammo (LB 2-X) 45
4. Endo Steel
5. Endo Steel
6. Endo Steel

**Right Leg**

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

### HEAT DATA

Double Heat Sinks: 11 (22)

| 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 | |

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