

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Penthesilea PEN-2H

Movement Points: **Tonnage:** 75
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Standard
Jumping: 3 **Role:** Brawler
Engine Type: 300 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	Light PPC	LA	5	5 [DE]	3	6	12	18
1	LB 10-X AC	RA	2	10	—	6	12	18
[DB,C/F/S]								
3	ER Medium Laser	CT	5	5 [DE]	—	4	8	12

Ammo: (LB 10-X) 10, (LB 10-X Cluster) 10

BV: 1,899



WARRIOR DATA

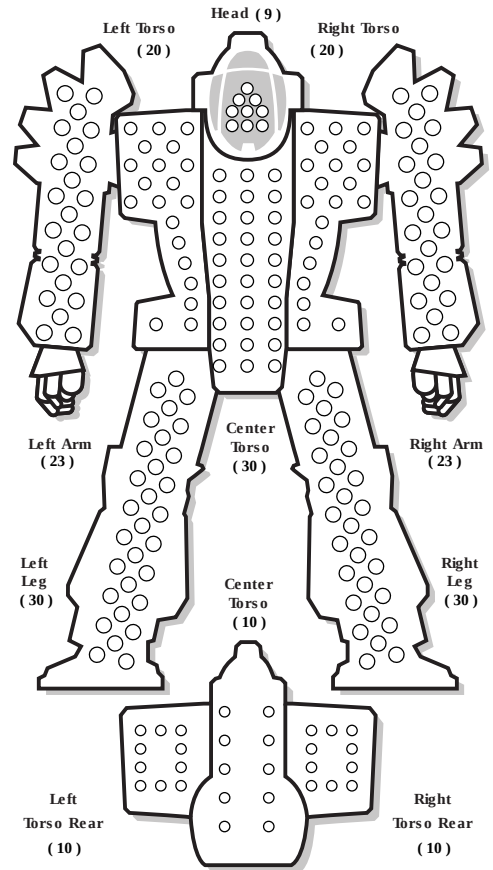
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

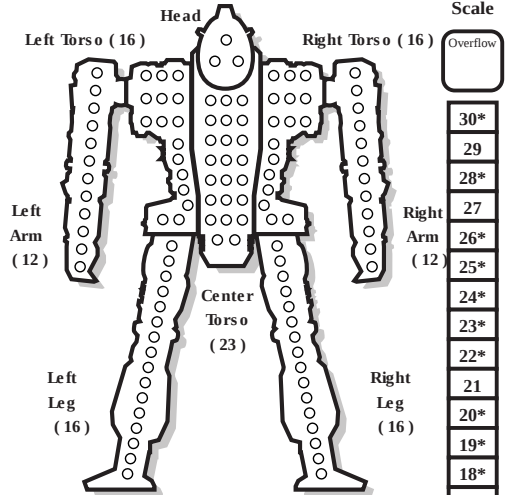
ARMOR DIAGRAM

Ferro-Fibrous



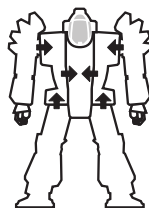
INTERNAL STRUCTURE DIAGRAM

Endo Steel



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. ER PPC		3. Cockpit		3. LB 10-X AC
	4. ER PPC		4. Endo Steel		4. LB 10-X AC
	5. ER PPC		5. Sensors		5. LB 10-X AC
	6. Light PPC		6. Life Support		6. LB 10-X AC
Center Torso		Left Torso		Right Torso (CASE)	
4-6	1. Light PPC	4-6	1. Fusion Engine	1-3	1. Double Heat Sink
	2. Endo Steel		2. Fusion Engine		2. Double Heat Sink
	3. Endo Steel		3. Fusion Engine		3. Double Heat Sink
	4. Ferro-Fibrous		4. Compact Gyro		4. CASE
	5. Ferro-Fibrous		5. Compact Gyro		5. Endo Steel
	6. Ferro-Fibrous		6. Fusion Engine		6. Endo Steel
Left Leg		Engine Hits		Right Leg	
1-3	1. Endo Steel	4-6	1. Fusion Engine	1-3	1. Endo Steel
	2. Endo Steel		2. Fusion Engine		2. Endo Steel
	3. Endo Steel		3. Jump Jet		3. Ferro-Fibrous
	4. Endo Steel		4. ER Medium Laser		4. Ferro-Fibrous
	5. Endo Steel		5. ER Medium Laser		5. Ferro-Fibrous
	6. Endo Steel		6. ER Medium Laser		6. Ferro-Fibrous
Right Leg		Gyro Hits		Left Torso	
4-6	1. Hip	4-6	1. Endo Steel	1-3	1. Ferro-Fibrous
	2. Upper Leg Actuator		2. Endo Steel		2. Ferro-Fibrous
	3. Lower Leg Actuator		3. Ferro-Fibrous		3. Ferro-Fibrous
	4. Foot Actuator		4. Ferro-Fibrous		4. Ferro-Fibrous
	5. Jump Jet		5. Roll Again		5. Roll Again
	6. Ferro-Fibrous		6. Roll Again		6. Roll Again



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	13 (26)
28	Ammo Exp, avoid on 8+	13 (26)
26	Shutdown, avoid on 10+	13 (26)
25	-5 Movement Points	13 (26)
24	+4 Modifier to Fire	13 (26)
23	Ammo Exp, avoid on 6+	13 (26)
22	Shutdown, avoid on 8+	13 (26)
20	-4 Movement Points	13 (26)
19	Ammo Exp, avoid on 4+	13 (26)
18	Shutdown, avoid on 6+	13 (26)
17	+3 Modifier to Fire	13 (26)
15	-3 Movement Points	13 (26)
14	Shutdown, avoid on 4+	13 (26)
13	+2 Modifier to Fire	13 (26)
10	-2 Movement Points	13 (26)
8	+1 Modifier to Fire	13 (26)
5	-1 Movement Points	13 (26)

Heat Scale

Heat Scale
30*
29
28*
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26*
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