

BATTLEMECH RECORD SHEET

Movement Points:	Tonnage:	50
Walking:	Tech Base:	Inner Sphere
Running:	Rules Level:	Standard
Jumping:	Role:	Skirmisher
Engine Type:		250 XL

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
1	ER Large Laser	LT	12	8 [DE]	—	7	14	19
1	Rotary AC/5	RT	1	5/Sht	—	5	10	15
				[DB,R/C]				
1	LRM 10	RT	4	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 10 Artemis) 12, (RAC/5) 40

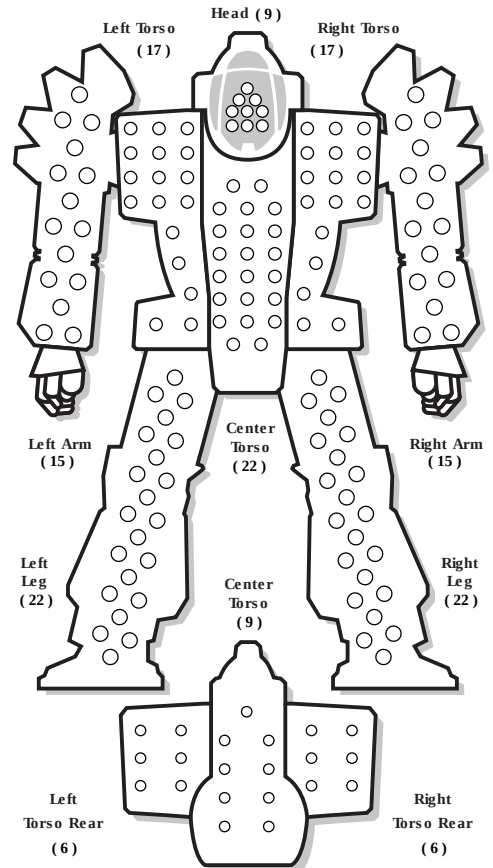
BV: 1,428



WARRIOR DATA

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

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



- ## CRITICAL TABLE

- ## Head

- ### Right Arm

- ### Center Torso

- 4-6**

- ### Left Torso

- 4-6**

- ## Right Torso

- 1-3**

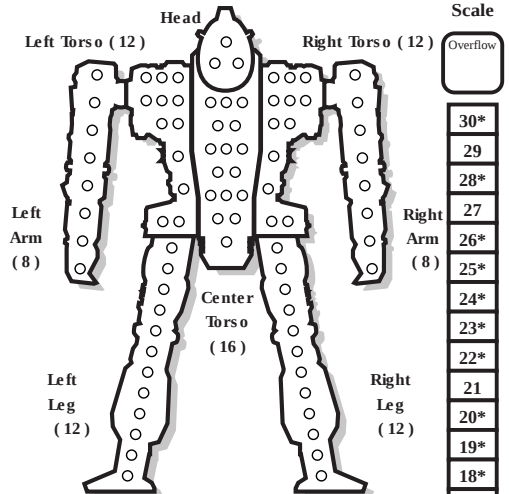
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

- ### Left Leg

- ### Right Leg



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 11 (22)
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	

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