

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Targe TRG-1N

Movement Points:

Walking: 8

Running: 12 [16]

Jumping: 0

Engine Type: 320 Light

Tonnage: 40

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	MRM 10	RT	4	1/Msl [M,C]	—	3	8	15
1	ER Small Laser	CT	2	3 [DE]	—	2	4	5

Ammo: (MRM 10) 24

BV: 813



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

1-3

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- ER Small Laser
- MASC
- MASC
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Roll Again
- Roll Again

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

1-3

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

Right Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- ER Small Laser
- MRM 10
- MRM 10
- Ammo (MRM 10) 24

1-3

- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

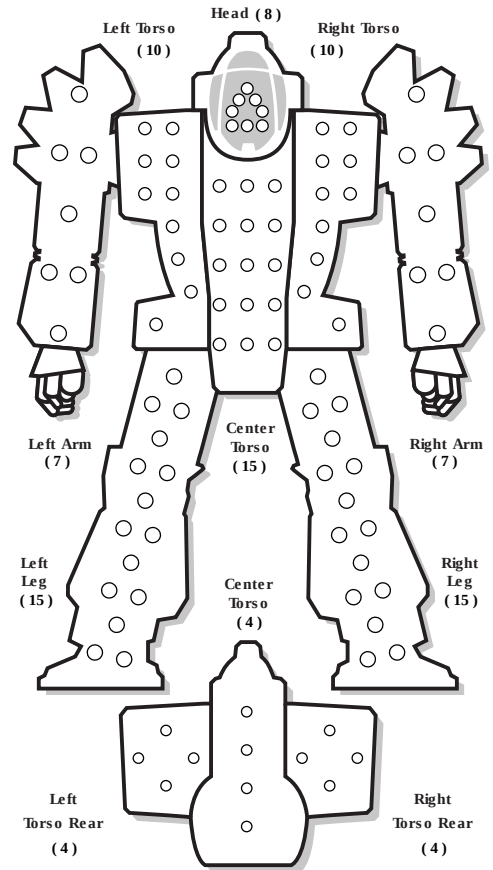
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

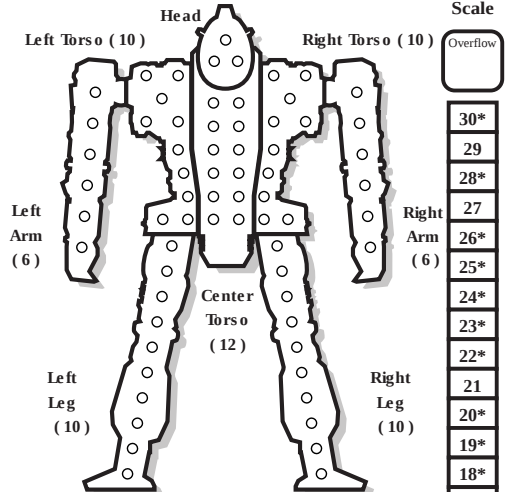
ARMOR DIAGRAM

Heavy Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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	○