

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: BattleMaster BLR-6X

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 425 XXL

Tonnage: 85

Tech Base: Inner Sphere

Rules Level: Experimental

Role: Skirmisher

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 PPC	LA	15	10 [DE]	—	7	14	23
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	3	6	9

Ammo: (Streak SRM 6) 15

BV: 1,966



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER PPC
- ER PPC

1-3

- ER PPC
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL 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
- Lower Arm Actuator
- Hand Actuator
- Heavy PPC
- Heavy PPC

1-3

- Heavy PPC
- Heavy PPC
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso (CASE)

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

- ER Medium Laser
- Streak SRM 6
- Streak SRM 6
- Ammo (Streak SRM 6) 15
- CASE
- Endo Steel

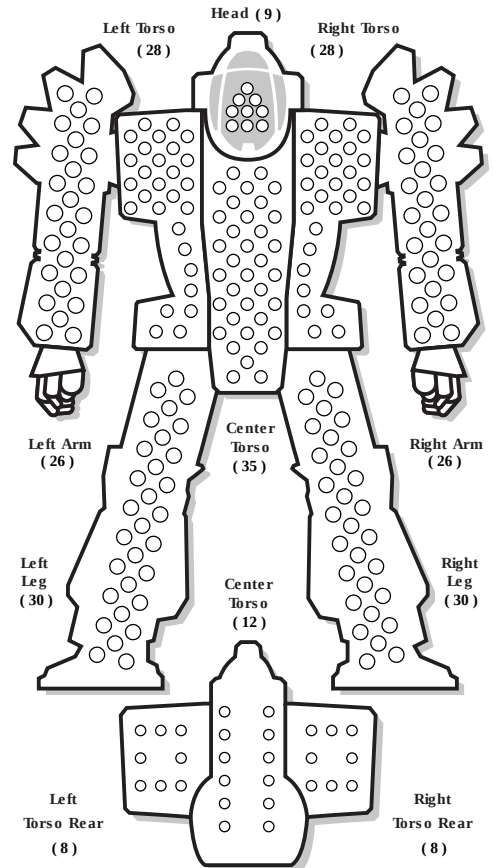
4-6

Right Leg

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

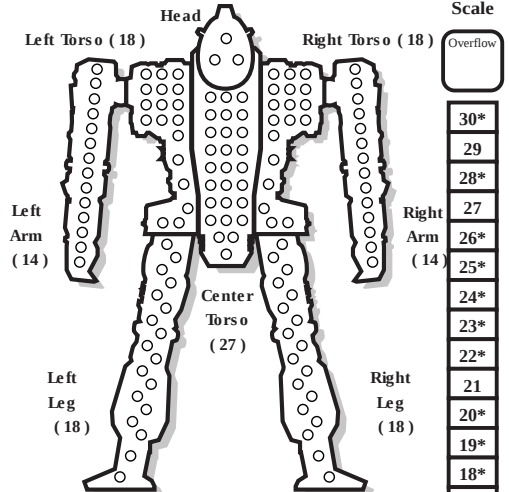
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 (32)
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	○○○