

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: BattleMaster BLR-M3

Movement Points: **Tonnage:** 85  
**Walking:** 4 **Tech Base:** Inner Sphere  
**Running:** 6 **Rules Level:** Standard  
**Jumping:** 0 **Role:** Sniper  
**Engine Type:** 340 Light

### Weapons & Equipment Inventory

| Qty | Type               | Loc | Ht | Dmg      | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|----------|-----|-----|-----|-----|
| 2   | Medium Pulse Laser | LA  | 4  | 6 [P]    | —   | 2   | 4   | 6   |
| 1   | Light Gauss Rifle  | RA  | 1  | 8 [DB,X] | 3   | 8   | 17  | 25  |
| 1   | Light PPC          | LT  | 5  | 5 [DE]   | 3   | 6   | 12  | 18  |
| 1   | MML 5              | LT  | 3  | [M,C,S]  |     |     |     |     |
|     | LRM                |     |    | 1/Msl    | 6   | 7   | 14  | 21  |
|     | SRM                |     |    | 2/Msl    | —   | 3   | 6   | 9   |
| 1   | Light PPC          | RT  | 5  | 5 [DE]   | 3   | 6   | 12  | 18  |
| 1   | C3 Computer        | RT  | —  | [E]      | —   | 5   | 9   | 15  |

Ammo: (Light Gauss) 16, (MML 5/LRM) 24, (MML 5/SRM) 20

BV: 1,674



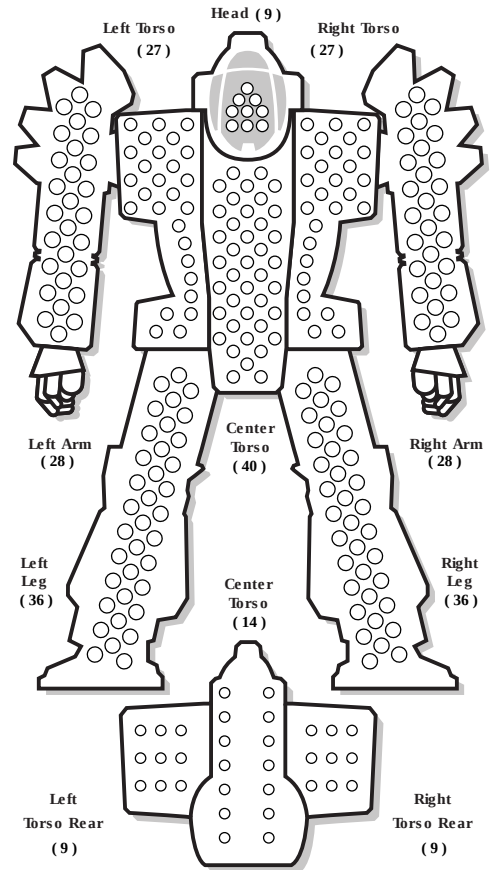
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness #

|   |   |   |    |    |      |
|---|---|---|----|----|------|
| 1 | 2 | 3 | 4  | 5  | 6    |
| 3 | 5 | 7 | 10 | 11 | Dead |

### ARMOR DIAGRAM

Heavy Ferro-Fibrous



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Medium Pulse Laser

1-3

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

4-6

#### Left Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- Light PPC
- Light PPC
- MML 5
- MML 5
- MML 5
- Ammo (MML 5/LRM) 24
- Ammo (MML 5/SRM) 20
- CASE
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

1-3

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

#### Head

- Life Support
- Sensors
- Cockpit
- Heavy Ferro-Fibrous
- Sensors
- Life Support

1-3

#### Center Torso

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

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle

1-3

- Light Gauss Rifle
- Light Gauss Rifle
- Ammo (Light Gauss) 16
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

#### Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Light PPC
- Light PPC
- C3 Master
- C3 Master
- C3 Master
- C3 Master
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

1-3

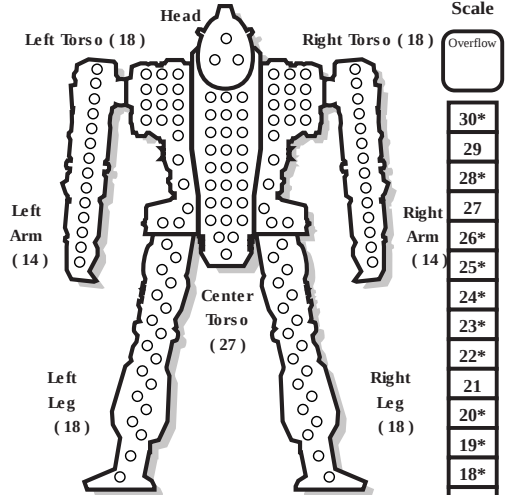
4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM

Standard Structure



### HEAT DATA

| Heat Level* | Effects                | Double Heat Sinks: 12 (24) |
|-------------|------------------------|----------------------------|
| 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        |



Damage Transfer Diagram