BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: BattleMaster C

Movement Points:
Walking: 4
Running: 6
Jumping: 0
Engine Type: 340 XL

Tonnage: 85
Tech Base: Clan
Rules Level: Standard
Role: Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG/30	RA	6	30 [C,F,X]	2	8	16	24
1	ATM 6	LT	4	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
2	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
2	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	Targeting Computer	RT	—	[E]	—	—	—	—

Ammo: (ATM 6) 10, (ATM 6 ER) 10, (ATM 6 HE) 10, (HAG/30) 16

BV: 2,961

WARRIOR DATA

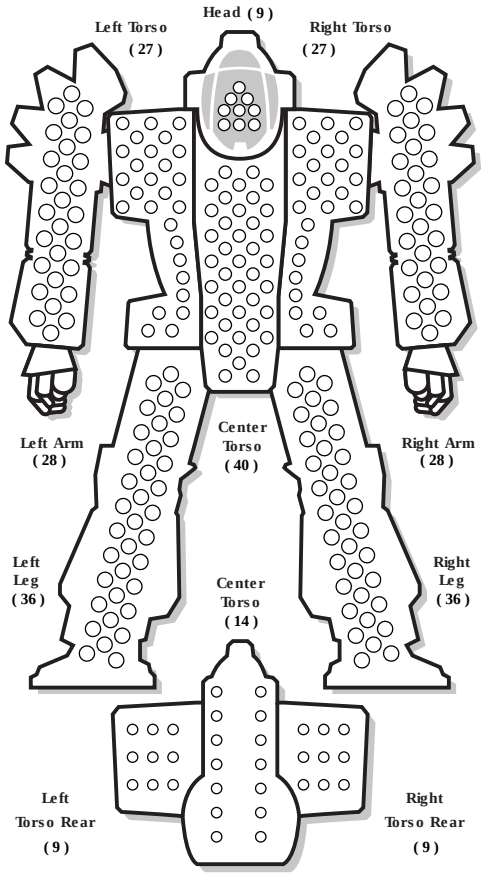
Name: _____

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

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

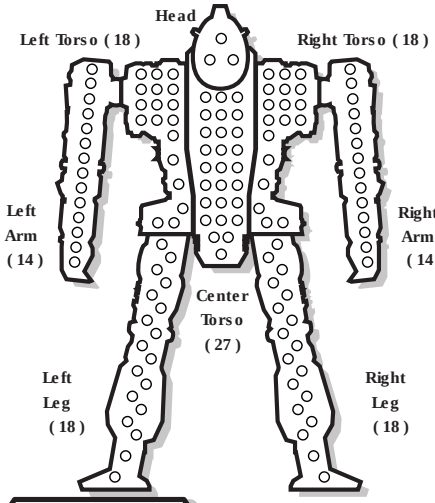
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. ATM 6
4. ATM 6
5. ATM 6
6. Medium Pulse Laser

4-6
1. Medium Pulse Laser
2. ER Medium Laser
3. Ammo (ATM 6) 10
4. Ammo (ATM 6 ER) 10
5. Ammo (ATM 6 HE) 10
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

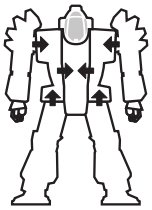
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (HAG/30) 4
6. Ammo (HAG/30) 4

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



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. HAG/30
6. HAG/30

4-6
1. HAG/30
2. HAG/30
3. HAG/30
4. HAG/30
5. HAG/30
6. HAG/30

Right Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Medium Pulse Laser
4. Medium Pulse Laser
5. ER Medium Laser
6. Ammo (HAG/30) 4

4-6
1. Ammo (HAG/30) 4
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

HEAT DATA

Double Heat Sinks: 15 (30)

Heat Level*	Effects	
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	

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