

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Thunderbolt TDR-7SE

Movement Points: **Tonnage:** 65
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Standard
Jumping: 4 **Role:** Skirmisher
Engine Type: 260 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
3	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	ECM Suite	CT	—	[E]	—	—	—	6

Ammo: (Gauss) 16

BV: 1,809

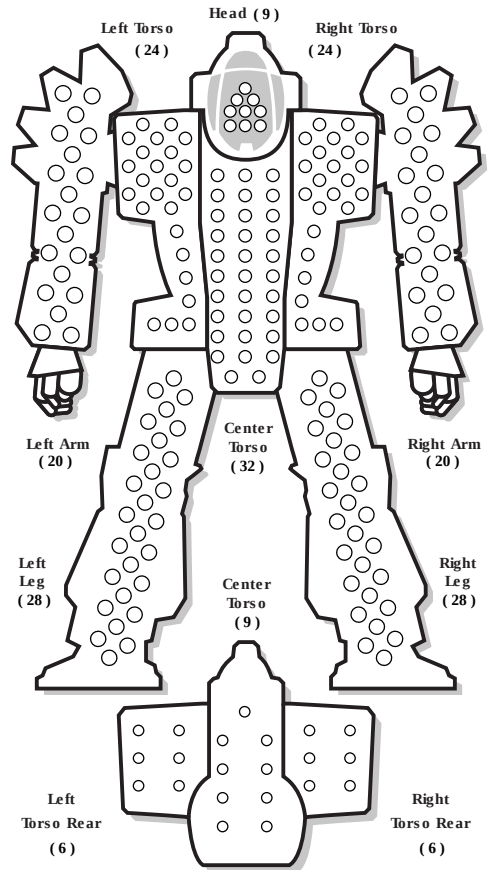
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

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

ARMOR DIAGRAM

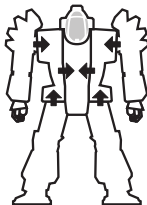
Ferro-Fibrous



CRITICAL TABLE

Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
4. Hand Actuator	4. Endo Steel	4. Hand Actuator
5. Medium Pulse Laser	5. Sensors	5. Gauss Rifle
6. Endo Steel	6. Life Support	6. Gauss Rifle
Center Torso	Left Torso	Right Torso
1. Fusion Engine	1. Medium Pulse Laser	1. Ammo (Gauss) 8
2. Fusion Engine	2. Medium Pulse Laser	2. Ammo (Gauss) 8
3. Fusion Engine	3. Medium Pulse Laser	3. Endo Steel
4. Gyro	4. Endo Steel	4. Endo Steel
5. Gyro	5. Endo Steel	5. Endo Steel
6. Gyro	6. Ferro-Fibrous	6. Ferro-Fibrous
Engine Hits	Left Leg	Right Leg
1. Gyro	1. Hip	1. Hip
2. Fusion Engine	2. Upper Leg Actuator	2. Upper Leg Actuator
3. Fusion Engine	3. Lower Leg Actuator	3. Lower Leg Actuator
4. Fusion Engine	4. Foot Actuator	4. Foot Actuator
5. ECM Suite (Guardian)	5. Jump Jet	5. Jump Jet
6. ECM Suite (Guardian)	6. Jump Jet	6. Jump Jet

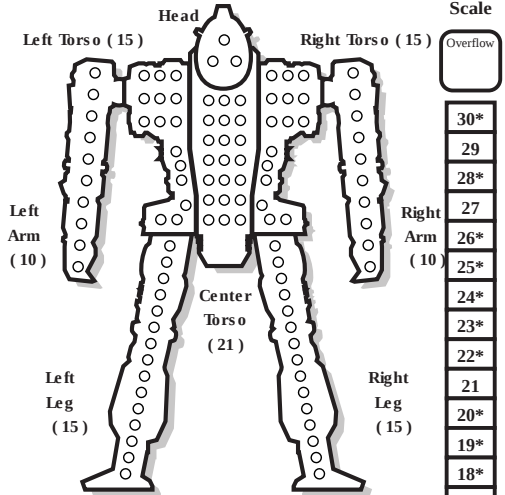
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



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	○

Heat Scale

Heat Scale
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