

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Gunsmith CH11-NG

Movement Points: **Tonnage:** 25
Walking: 10 **Tech Base:** Inner Sphere
Running: 15 [20] **Rules Level:** Advanced
Jumping: 0 **Role:** Striker
Engine Type: 250 XXL

Weapons & Equipment Inventory		(hexes)						
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9
Laser								
2	Medium X-Pulse Laser	RA	6	6 [P]	—	3	6	9
Laser								

BV: 1,465

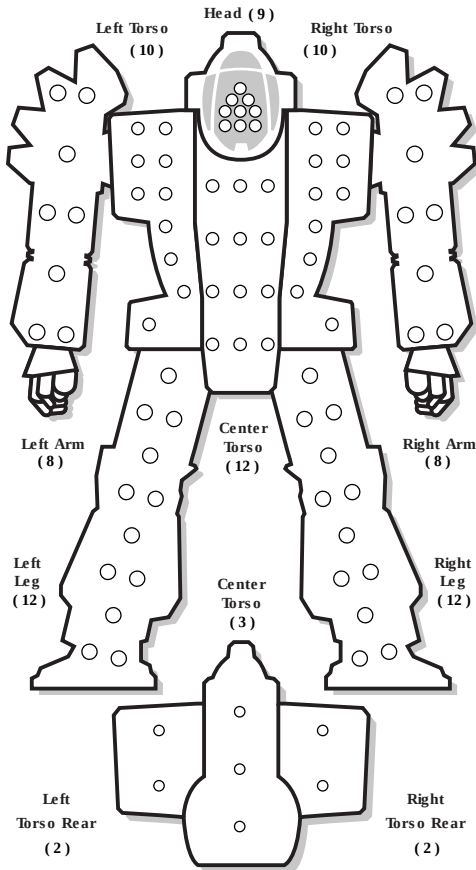
WARRIOR DATA

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

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

ARMOR DIAGRAM

Reflective



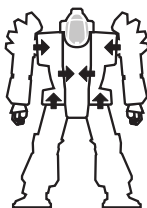
CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Medium X-Pulse Laser
 - Medium X-Pulse Laser
 - Endo Steel
- 1-3**
- 4-6**
- Left Torso**
- XXL Fusion Engine
 - XXL Fusion Engine
 - XXL Fusion Engine
 - XXL Fusion Engine
 - XXL Fusion Engine
 - XXL Fusion Engine
- 1-3**
- 4-6**
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Reflective
 - Sensors
 - Life Support
- Center Torso**
- XXL Fusion Engine
 - XXL Fusion Engine
 - XXL Fusion Engine
 - XL Gyro
 - XL Gyro
 - XL Gyro
- 1-3**
- 4-6**

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

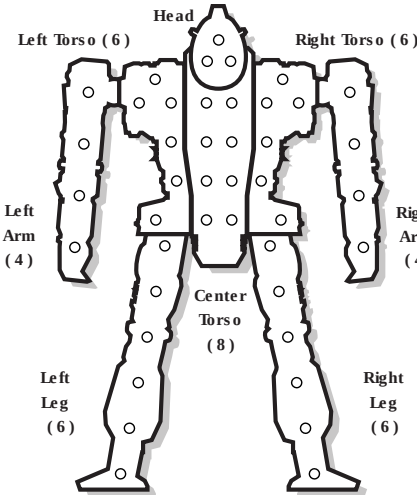
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Medium X-Pulse Laser
 - Medium X-Pulse Laser
 - Endo Steel
- 1-3**
- 4-6**
- Right Torso**
- XXL Fusion Engine
 - XXL Fusion Engine
 - XXL Fusion Engine
 - XXL Fusion Engine
 - XXL Fusion Engine
 - XXL Fusion Engine
- 1-3**
- 4-6**
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel



Damage Transfer Diagram

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

HEAT DATA

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

Double Heat Sinks:
10 (20)

