

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Emperor EMP-8L

Movement Points:

Walking: 3 [4]

Running: 5 [6]

Jumping: 0

Engine Type: 270 Fusion

Tonnage: 90

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Juggernaut

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	LB 10-X AC	LA	2	10	—	6	12	18
[DB,C/F/S]								
1	LB 10-X AC	RA	2	10	—	6	12	18
[DB,C/F/S]								
1	Plasma Rifle	LT	10	10 [DE,H]	—	5	10	15
2	Medium Re-engineered Laser	LT	6	6 [P]	—	3	6	9
1	ECM Suite (Guardian)	CT	—	[E]	—	—	—	6

Ammo: (LB 10-X) 20, (LB 10-X Cluster) 20, (Plasma Rifle) 20

BV: 2,385



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC

4-6

- Stealth
- Stealth
- Triple Strength Myomer
- Triple Strength Myomer

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Plasma Rifle
- Plasma Rifle
- Medium Re-engineered Laser

1-3

- Medium Re-engineered Laser
- Medium Re-engineered Laser
- Medium Re-engineered Laser
- Stealth
- Stealth
- Triple Strength Myomer

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

Head

- Life Support
- Sensors
- Cockpit
- Triple Strength Myomer
- Sensors
- Life Support

1-3

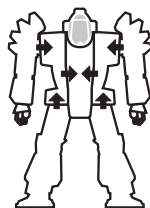
Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- ECM Suite (Guardian)
- ECM Suite (Guardian)

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC

4-6

- Stealth
- Stealth
- Triple Strength Myomer
- Triple Strength Myomer

Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo (LB 10-X) 10
- Ammo (LB 10-X) 10
- Ammo (LB 10-X Cluster) 10

1-3

- Ammo (LB 10-X Cluster) 10
- Ammo (Plasma Rifle) 10
- Ammo (Plasma Rifle) 10
- CASE
- Stealth
- Stealth

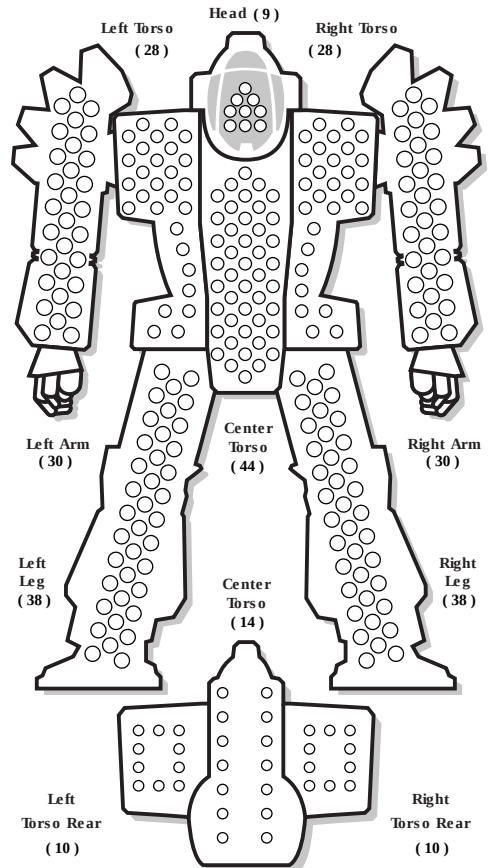
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

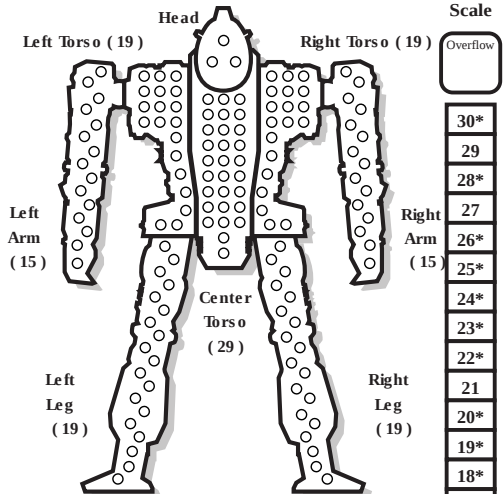
ARMOR DIAGRAM

Stealth



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	○○○