

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Morrigan 4
Movement Points:
Walking: 8
Running: 12
Jumping: 0
Engine Type: 280 XL
Tonnage: 35
Tech Base: Mixed
Rules Level: Advanced
Role: Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TSEMP Cannon	RA	10	0 [DE,X]	—	5	10	15
5	ER Small Laser (C)	LT	2	5 [DE]	—	2	4	6
5	ER Small Laser (C)	RT	2	5 [DE]	—	2	4	6

BV: 2,056

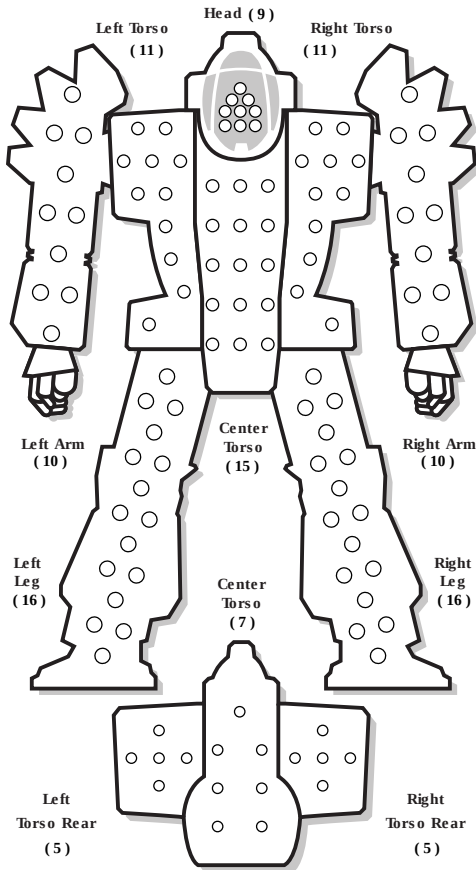
WARRIOR DATA

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

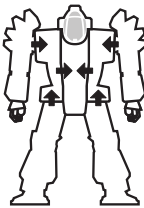
1	2	3	4	5	6
3	5	7	10	11	Dead

ARMOR DIAGRAM

Ferro-Fibrous

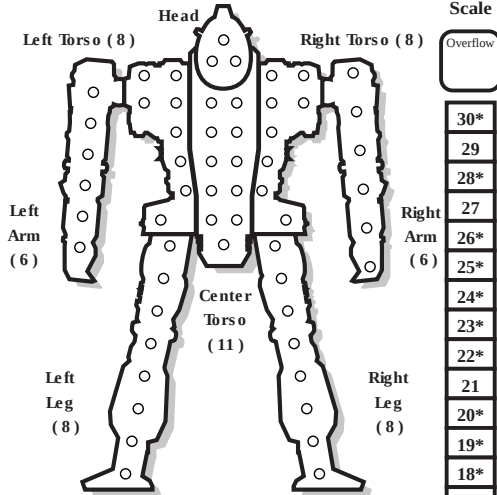


CRITICAL TABLE

Left Arm		Life Support		Right Arm (CASE)	
1-3	1. Shoulder	1-3	2. Sensors	1-3	1. Shoulder
	2. Upper Arm Actuator		3. Cockpit		2. Upper Arm Actuator
	3. Lower Arm Actuator		4. Ferro-Fibrous		3. Lower Arm Actuator
	4. Hand Actuator		5. Sensors		4. TSEMP Cannon [IS]
	5. Endo Steel		6. Life Support		5. TSEMP Cannon [IS]
	6. Ferro-Fibrous				6. TSEMP Cannon [IS]
Left Torso		Center Torso		Right Torso	
1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine	4-6	1. TSEMP Cannon [IS]
	2. XL Fusion Engine		2. XL Fusion Engine		2. TSEMP Cannon [IS]
	3. ER Small Laser		3. XL Fusion Engine		3. Endo Steel
	4. ER Small Laser		4. Gyro		4. Ferro-Fibrous
	5. ER Small Laser		5. Gyro		5. Roll Again
	6. ER Small Laser		6. Gyro		6. Roll Again
Left Leg		Damage Transfer Diagram		Right Leg	
4-6	1. ER Small Laser			4-6	1. Hip
	2. Endo Steel				2. Upper Leg Actuator
	3. Endo Steel				3. Lower Leg Actuator
	4. Ferro-Fibrous				4. Foot Actuator
	5. Roll Again				5. Endo Steel
	6. Roll Again				6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM

Endo Steel



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	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○