

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Lineholder KW2-LH10

Movement Points: 55
Walking: 5
Running: 8
Jumping: 0
Engine Type: 275 XL

Tonnage: 55
Tech Base: Inner Sphere
Rules Level: Advanced

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	LA	10	10 [DE,H]	—	5	10	15
1	AES	LA	—	[E]	—	—	—	—
1	MML 7	RA	4	[M,C,S]	—	—	—	—
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	AES	RA	—	[E]	—	—	—	—
1	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9
1	ECM Suite (Guardian)	LT	—	[E]	—	—	—	6
1	Medium X-Pulse Laser	RT	6	6 [P]	—	3	6	9
1	C3 Emergency Master	CT	—	[E]	—	—	—	—

Ammo: (MML 7/LRM) 17, (MML 7/SRM) 14, (Plasma Rifle) 20

WARRIOR DATA

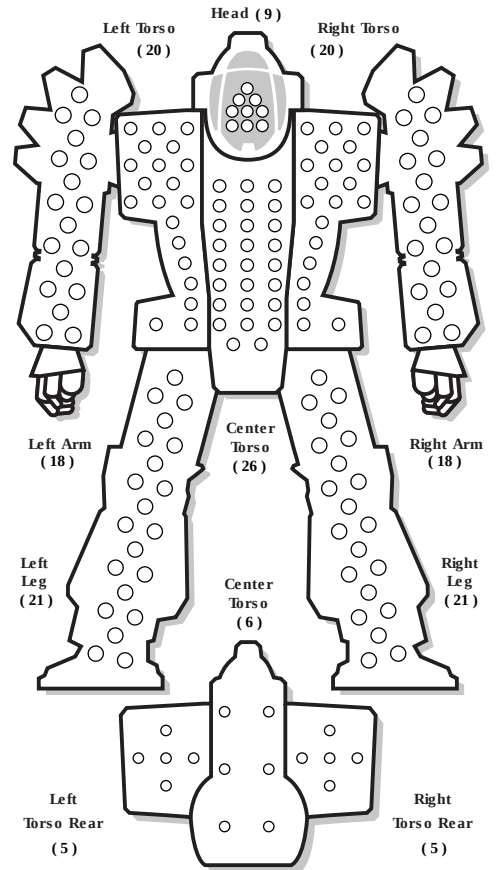
Name: _____
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken
Consciousness #

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

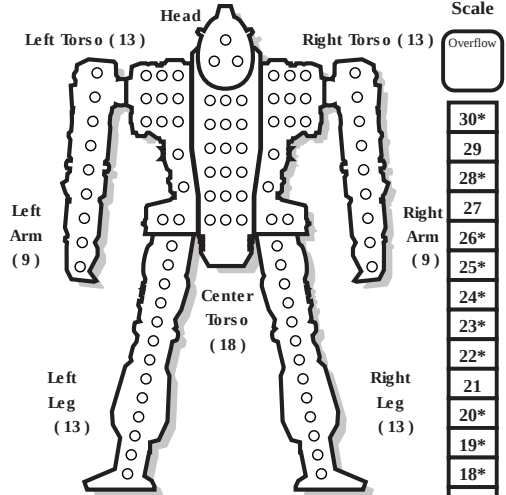
ARMOR DIAGRAM

Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



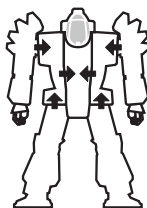
Heat Scale

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	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. Plasma Rifle	4. Endo Steel	4. MML 7
5. Plasma Rifle	5. Sensors	5. MML 7
6. AES	6. Life Support	6. MML 7
Center Torso	Left Torso	Right Torso (CASE II)
1. AES	1. XL Fusion Engine	1. XL Fusion Engine
2. Endo Steel	2. XL Fusion Engine	2. XL Fusion Engine
3. Endo Steel	3. XL Fusion Engine	3. XL Fusion Engine
4. Endo Steel	4. Gyro	4. Medium X-Pulse Laser
5. Light Ferro-Fibrous	5. Gyro	5. Ammo (MML 7/LRM) 17
6. Light Ferro-Fibrous	6. Gyro	6. Ammo (MML 7/SRM) 14
Left Leg	Right Leg	Engine Hits
1. Hip	1. Hip	3
2. Upper Leg Actuator	2. Upper Leg Actuator	3
3. Lower Leg Actuator	3. Lower Leg Actuator	3
4. Foot Actuator	4. Foot Actuator	3
5. Endo Steel	5. Endo Steel	3
6. Endo Steel	6. Endo Steel	3
Life Support	Damage Transfer Diagram	
1. Life Support		



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	11 (22)
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	