

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Tempest C

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 260 XL

Tonnage: 65

Tech Base: Mixed

Rules Level: Standard

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	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
	(C)							
1	Gauss Rifle (C)	RA	1	15 [DB,X]	2	7	15	22
1	ATM 9	LT	6	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Medium Laser	HD	3	5 [DE]	—	3	6	9

Ammo: (ATM 9) 14, (Gauss) 16

BV: 2,179



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Pulse Laser [Clan]
- Large Pulse Laser [Clan]
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 ATM 9 [Clan]
- ATM 9 [Clan]
- ATM 9 [Clan]

- ATM 9 [Clan]
- Ammo (ATM 9) 7
- Ammo (ATM 9) 7
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

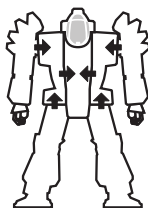
- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Medium Laser
- Medium Laser

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Gauss Rifle [Clan]
- Gauss Rifle [Clan]
- Gauss Rifle [Clan]

- Gauss Rifle [Clan]
- Gauss Rifle [Clan]
- Gauss Rifle [Clan]
- 4-6 Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

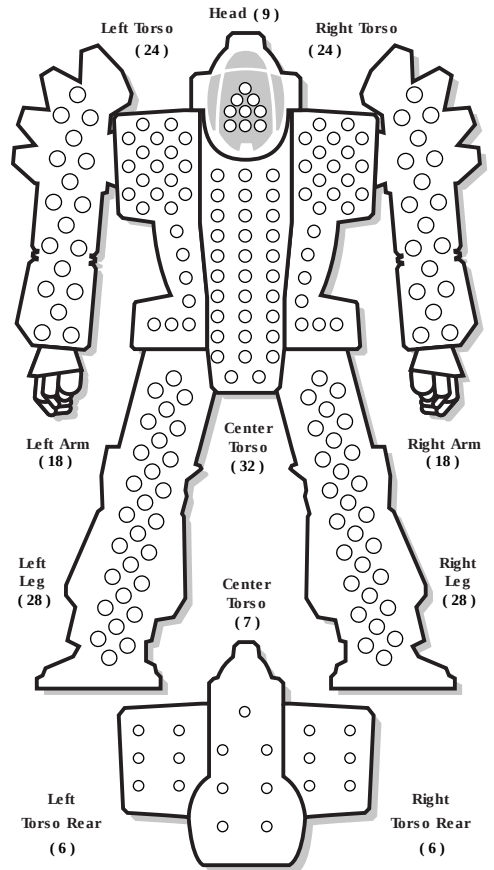
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

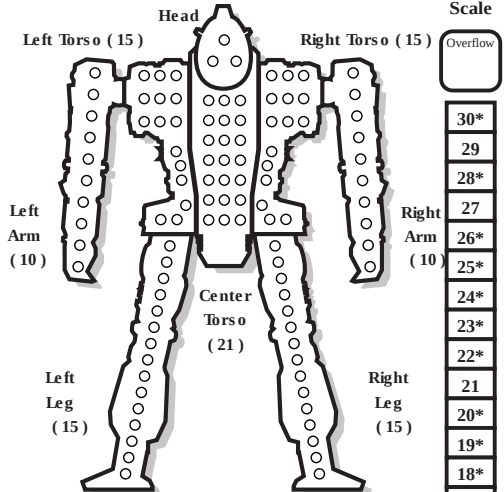
ARMOR DIAGRAM

Standard Armor



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	○○○

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