

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Tempest TMP-4M

Movement Points: **Tonnage:** 65
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Standard
Jumping: 5
Engine Type: 260 XL

Weapons & Equipment Inventory (hexes)								
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	LA	10	10/8/5 [DE,V]	—	9	13	15
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	HD	3	5 [DE]	—	3	6	9

Ammo: (Gauss) 16

BV: 1,937



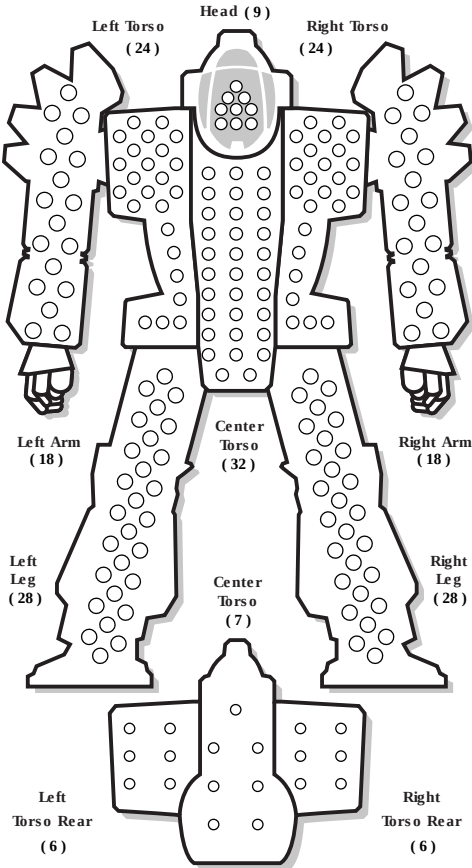
WARRIOR DATA

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

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

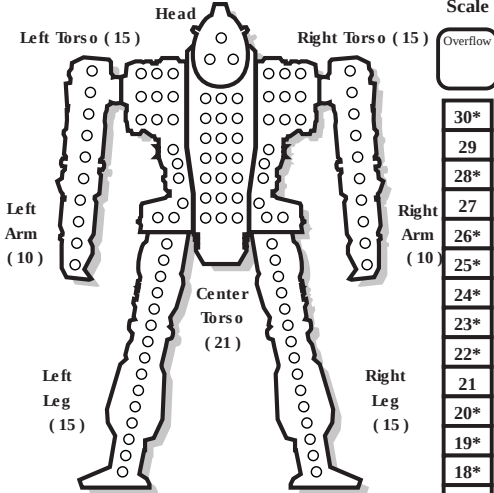
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



Heat Scale

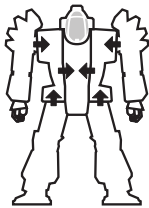
Overflow

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						
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder					
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator					
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator					
	4. Snub-Nose PPC		4. Medium Laser		4. Gauss Rifle					
	5. Snub-Nose PPC		5. Sensors		5. Gauss Rifle					
4-6	6. Endo Steel		6. Life Support		6. Gauss Rifle					
	1. Endo Steel	4-6	Center Torso		1. Gauss Rifle					
	2. Roll Again		1-3		2. Gauss Rifle					
	3. Roll Again				3. Gauss Rifle					
	4. Roll Again				4. Gauss Rifle					
	5. Roll Again				5. Ammo (Gauss) 8					
	6. Roll Again				6. Ammo (Gauss) 8					
1-3	Left Torso		4-6	Right Torso						
	1-3	4-6		1-3	1. XL Fusion Engine					
					2. XL Fusion Engine					
					3. XL Fusion Engine					
					4. Improved Jump Jet					
					5. Improved Jump Jet					
4-6					6. Medium Laser					
					1. Endo Steel					
					2. Endo Steel					
					3. Endo Steel					
					4. Endo Steel					
					5. Endo Steel					
					6. Endo Steel					
1-3	Left Leg		4-6	Right Leg						
	1-3	4-6		1-3	1. Hip					
					2. Upper Leg Actuator					
					3. Lower Leg Actuator					
					4. Foot Actuator					
					5. Improved Jump Jet					
4-6					6. Improved Jump Jet					
					1. Endo Steel					
					2. Endo Steel					
					3. Endo Steel					
					4. Endo Steel					
					5. Endo Steel					
					6. Endo Steel					

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



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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	○