

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Watchman WTC-4DM2

Movement Points: **Tonnage:** 40
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 **Rules Level:** Advanced
Jumping: 5
Engine Type: 200 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Re-engineered Laser	LA	9	9 [P]	—	5	10	15
	Laser							
2	ER Flamer	LA	4	2 [DE,H,AI]	—	3	5	7
2	Magshot	RA	1	2 [DB,X]	—	3	6	9

Ammo: (Magshot) 50

BV: 1,063



WARRIOR DATA

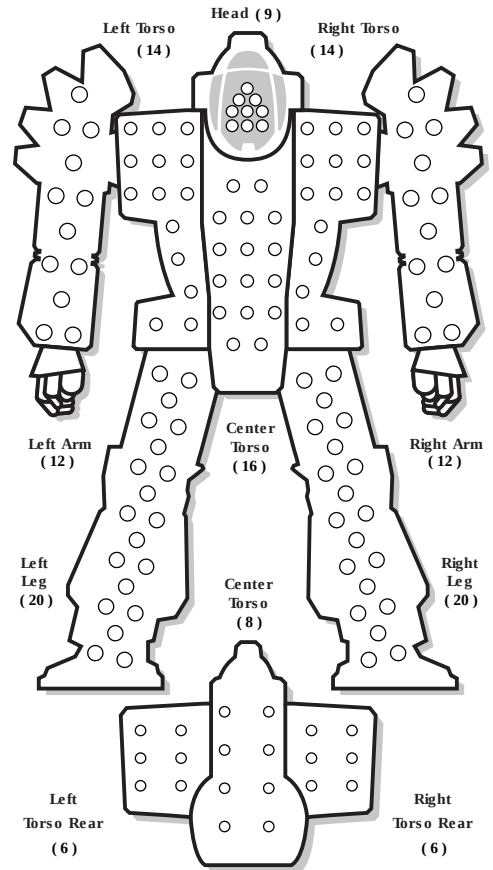
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

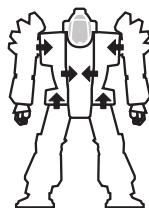
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

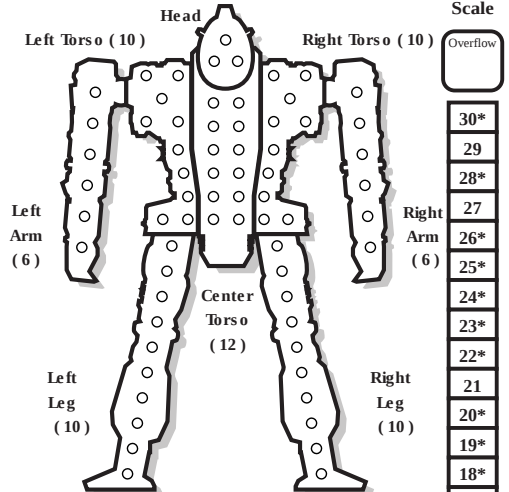
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Roll Again		4. Hand Actuator
	5. Large Re-engineered Laser		5. Sensors		5. Magshot
	6. Large Re-engineered Laser		6. Life Support		6. Magshot
Center Torso		Left Torso		Right Torso	
4-6	1. Large Re-engineered Laser	4-6	1. Fusion Engine	1-3	1. Magshot
	2. Large Re-engineered Laser		2. Fusion Engine		2. Magshot
	3. Large Re-engineered Laser		3. Fusion Engine		3. Ferro-Fibrous
	4. ER Flamer		4. Gyro		4. Ferro-Fibrous
	5. ER Flamer		5. Gyro		5. Roll Again
	6. Ferro-Fibrous		6. Gyro		6. Roll Again
Left Leg		Right Leg		Engine Hits	
1-3	1. Hip	4-6	1. Hip	○○○	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Gyro Hits ○○○	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Sensor Hits ○○○	
	4. Foot Actuator		4. Foot Actuator	Life Support ○	
	5. Jump Jet		5. Jump Jet		
	6. Jump Jet		6. Jump Jet		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



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	○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
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16
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