

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Titan TI-1Aj

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Engine Type: 300 Fusion

Tonnage: 100

Tech Base: Inner Sphere

Rules Level: Standard

Role: Juggernaut

### 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
3	Medium Laser	LA	3	5 [DE]	—	3	6	9
3	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	ER PPC	LT	15	10 [DE]	—	7	14	23
2	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9
1	ER PPC	RT	15	10 [DE]	—	7	14	23
2	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9
1	SRM 4	CT	3	2/Msl [M,C,S]	—	3	6	9
1	Medium Laser	HD	3	5 [DE]	—	3	6	9

Ammo: (SRM 4) 50

BV: 2,328



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Medium Laser
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again

4-6

#### Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- ER PPC

1-3

- SRM 4
- SRM 4
- Ammo (SRM 4) 25
- CASE
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- SRM 4

4-6

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Medium Laser
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again

4-6

#### Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- ER PPC

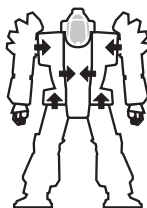
1-3

- SRM 4
- SRM 4
- Ammo (SRM 4) 25
- CASE
- Roll Again
- Roll Again

4-6

#### Right Leg

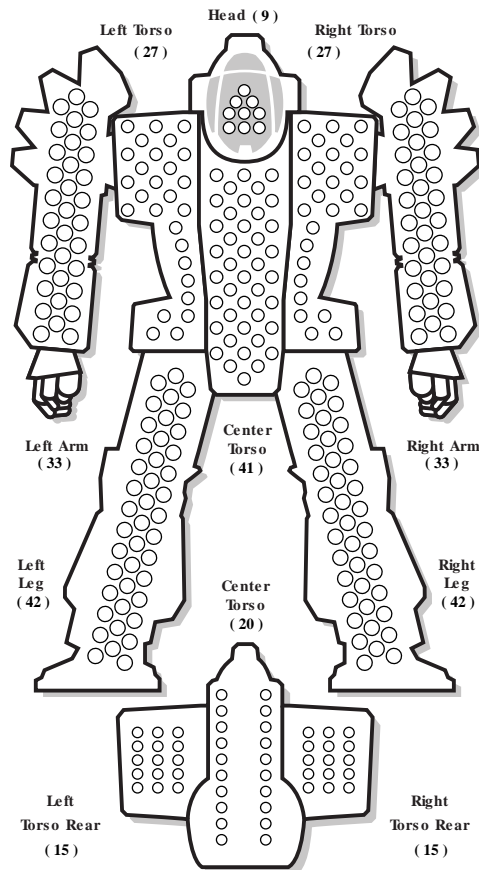
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again



Damage Transfer Diagram

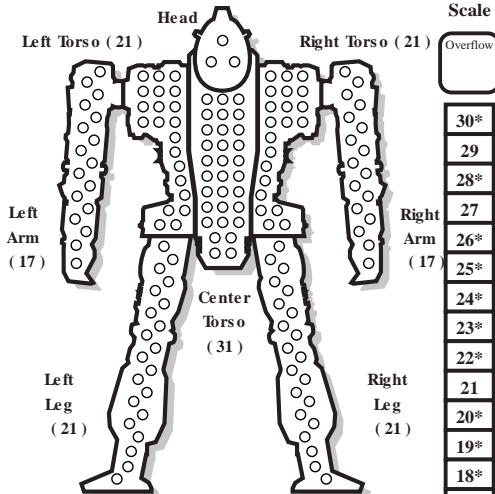
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



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

### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 (32)
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	○○○○○○○○○○○○○○○○○○○○