

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Osprey OSP-26 (Lawrence)

Movement Points: **Tonnage:** 55  
**Walking:** 4 **Tech Base:** Inner Sphere  
**Running:** 6 **Rules Level:** Standard  
**Jumping:** 5 **Role:** Skirmisher  
**Engine Type:** 220 XL

### Weapons & Equipment Inventory

| Qty      | Type                | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|----------|---------------------|-----|----|---------|-----|-----|-----|-----|
| 1        | Medium Pulse Laser  | LA  | 4  | 6 [P]   | —   | 2   | 4   | 6   |
| 1        | Medium Pulse Laser  | RA  | 4  | 6 [P]   | —   | 2   | 4   | 6   |
| 1        | Active Probe        | RA  | —  | [E]     | —   | —   | —   | 4   |
| (Beagle) |                     |     |    |         |     |     |     |     |
| 1        | MML 7               | LT  | 4  | [M,C,S] | —   | —   | —   | —   |
|          | LRM                 |     |    | 1/Msl   | 6   | 7   | 14  | 21  |
|          | SRM                 |     |    | 2/Msl   | —   | 3   | 6   | 9   |
| 1        | Heavy PPC           | RT  | 15 | 15 [DE] | 3   | 6   | 12  | 18  |
| 1        | C3 Computer (Slave) | CT  | —  | [E]     | —   | —   | —   | —   |

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

BV: 1,461



### WARRIOR DATA

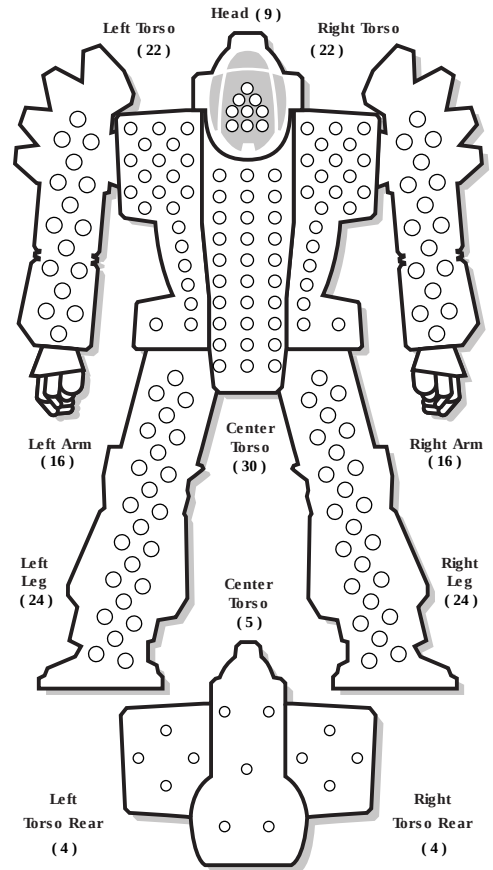
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

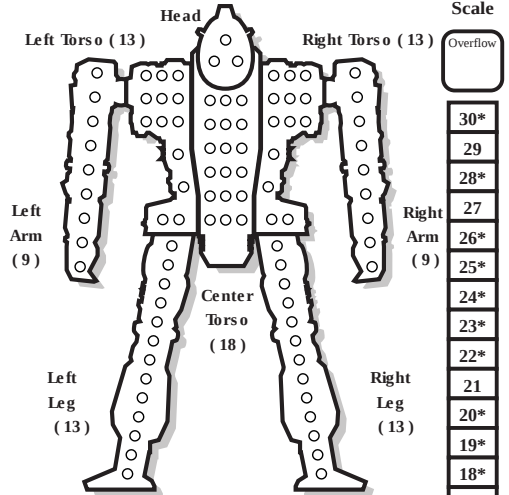
### ARMOR DIAGRAM

#### 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

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser

#### Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Compact Gyro
- Compact Gyro
- XL Fusion Engine

- Active Probe (Beagle)
- Active Probe (Beagle)
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- MML 7

- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- C3 Slave
- Roll Again

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Heavy PPC

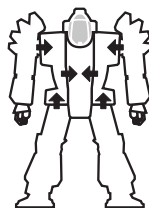
Engine Hits ○○○○  
 Gyro Hits ○○○○  
 Sensor Hits ○○○○  
 Life Support ○

#### Left Leg

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

#### Right Leg

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



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     | ○                          |