BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Drift Shag

Movement Points:
Walking: 7
Running: 11
Jumping: 6
Engine Type: 210 XL

Tonnage: 30
Tech Base: Clan
Rules Level: Standard
Role: Scout

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12

BV: 1,512

WARRIOR DATA

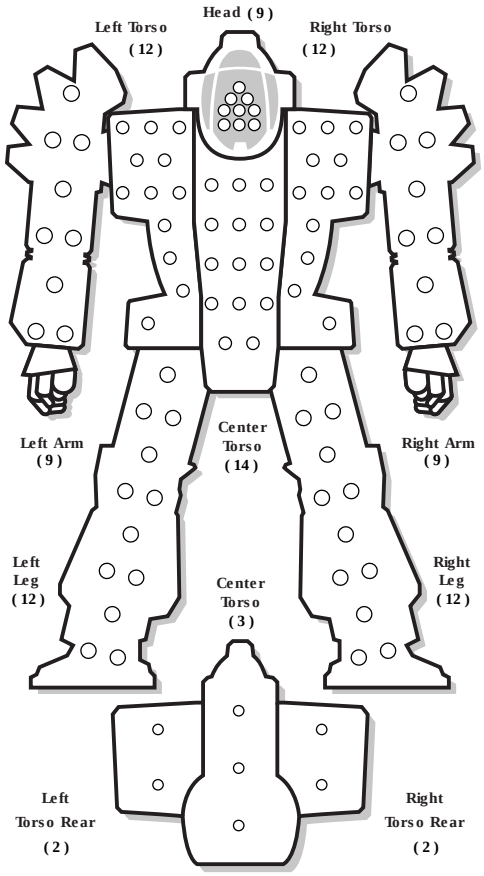
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

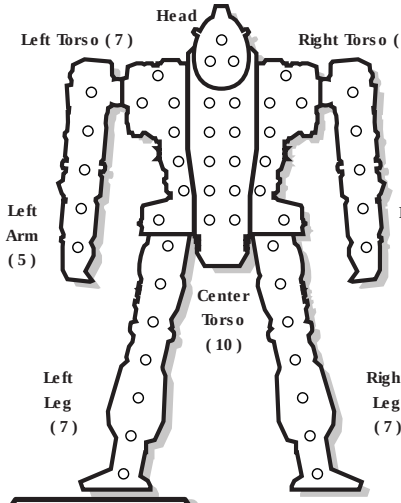
ARMOR DIAGRAM

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Small Laser
6. ER Small Laser

4-6
1. ER Small Laser
2. ER Small Laser
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

4-6
1. Jump Jet
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

Head

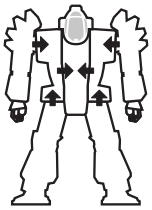
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Roll Again

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER Large Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

4-6
1. Jump Jet
2. Medium Pulse Laser
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

HEAT DATA

Double Heat Sinks: 11 (22)

Heat Level*	Effects	
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	

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