

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Thunderbolt TDR-5L

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 260 Fusion

Tonnage: 65

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

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
2	Small Pulse Laser	LA	2	3 [P,AI]	—	1	2	3
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
3	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21
1	Streak SRM 2	RT	2	2/Msl [M,C]	—	3	6	9

Ammo: (LRM 15 Artemis) 16, (Streak SRM 2) 50

BV: 1,515



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Small Pulse Laser
- Small Pulse Laser

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Medium Laser
- Medium Laser
- Medium Laser
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- ER Large Laser

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- LRM 15
- LRM 15
- LRM 15
- Streak SRM 2
- Artemis IV FCS
- Ammo (Streak SRM 2) 50

1-3

- Ammo (LRM 15 Artemis) 8
- Ammo (LRM 15 Artemis) 8
- CASE
- Roll Again
- Roll Again
- Roll Again

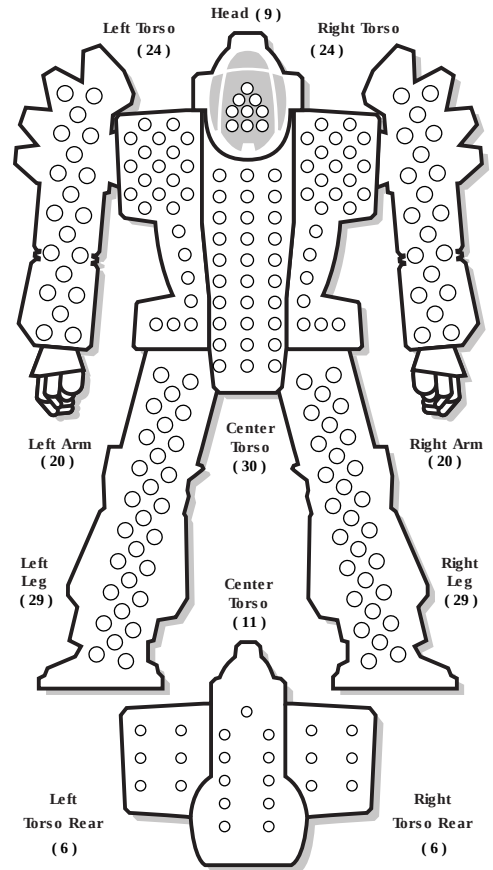
4-6

Right Leg

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

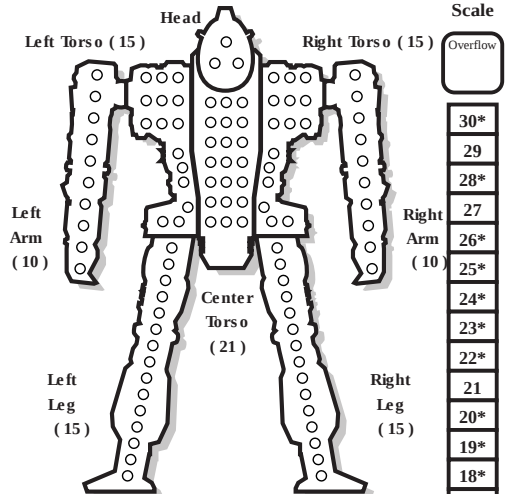
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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*
17*
16
15*
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13*
12
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4
3
2
1
0