

BATTLETECH™

LAND-AIR 'MECH RECORD SHEET

'MECH DATA

Type: Pwwka S-PW-1LAM

Tonnage: 30 Tech Base: Mixed
 Movement Points: Rules Level: Experimental
 BattleMech Role: Striker
 Walking: 6 AirMech Fighter
 Running: 9 Walking: 2 Cruising: 18 Safe Thrust: 6
 Jumping: 6 Running: 3 Flanking: 27 Max Thrust: 9
 Engine Type: 180 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
	(C)							
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
	(C)							
1	Bomb Bay	CT	—	[E]	—	—	—	—
1	ER Medium Laser	HD	5	7 [DE]	—	5	10	15
	(C)							

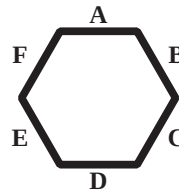
WARRIOR DATA

Name: _____

BattleMech
 Gunnery Skill: _____ Piloting Skill: _____
 Aerospace
 Gunnery Skill: _____ Piloting Skill: _____

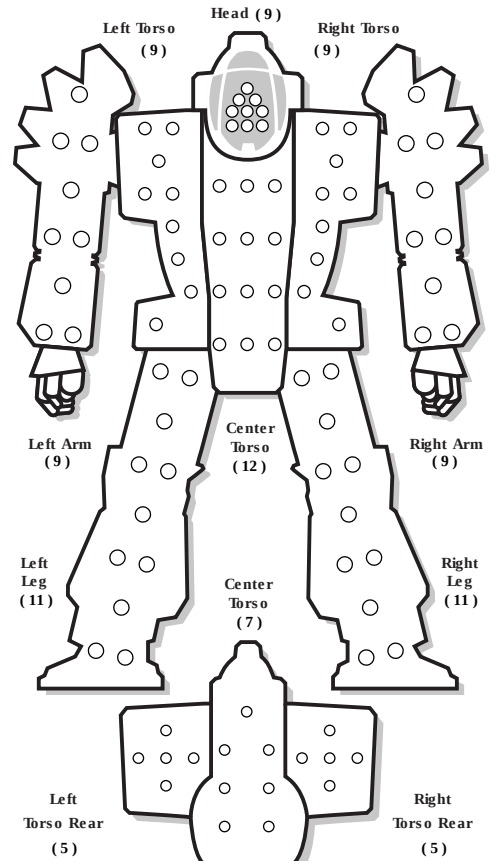
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Advanced
Movement
Compass



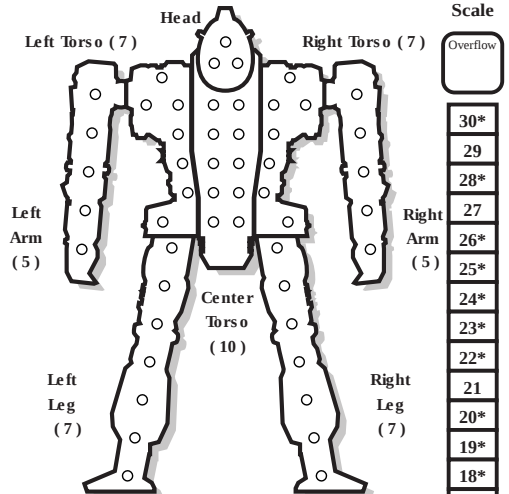
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser [Clan]
- Roll Again

1-3

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

4-6

Left Torso

- Landing Gear
- Avionics
- Jump Jet
- 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
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Small Cockpit
- Avionics
- Sensors
- ER Medium Laser [Clan]

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Landing Gear
- Bomb Bay

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser [Clan]
- Roll Again

1-3

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

4-6

Right Torso

- Landing Gear
- Avionics
- Jump Jet
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

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

4-6

Right Leg

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

Avionics Hits ○○○○
 Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Landing Gear ○
 Life Support ○
 Structural Integrity ○○○○○○



Damage Transfer
Diagram



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	10 (20)
28	Ammo Exp, avoid on 8+	(AirMech +3)
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
	/Rand. Movement 10+	
24	+4 Modifier to Fire	
23	Ammo Exp, avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
	/Rand. Movement 8+	
19	Ammo Exp, avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
	/Rand. Movement 7+	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
	/Rand. Movement 6+	
8	+1 Modifier to Fire	
5	-1 Movement Points	
	/Rand. Movement 5+	

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
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4
3
2
1
0