

BATTLETECH™

LAND-AIR 'MECH RECORD SHEET

'MECH DATA

Type: Screamer LAM SCR-1X-LAM

Tonnage: 55 Tech Base: Inner Sphere
 Movement Points: Rules Level: Experimental
 BattleMech Role: Striker
 Walking: 5 AirMech Fighter
 Running: 8 Walking: 2 Cruising: 12 Safe Thrust: 4
 Jumping: 4 Running: 3 Flanking: 18 Max Thrust: 6
 Engine Type: 275 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10 [DE]	—	7	14	23
2	Bomb Bay	LT	—	[E]	—	—	—	—
2	Bomb Bay	RT	—	[E]	—	—	—	—

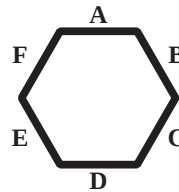
WARRIOR DATA

Name: _____

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

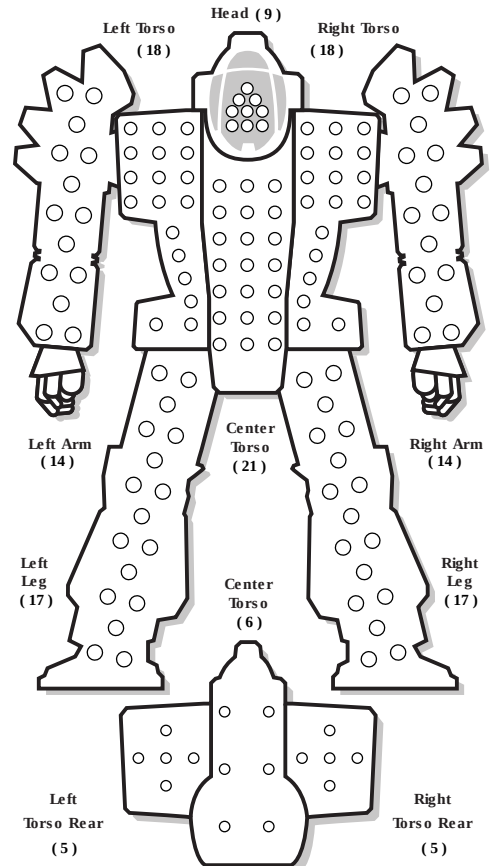
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Advanced
Movement
Compass



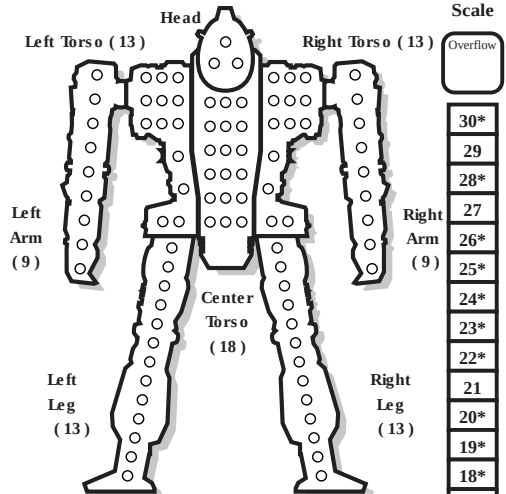
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- 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
- Jump Jet
- Bomb Bay
- Bomb Bay

1-3

- Roll Again
- Roll Again
- Roll Again
- 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
- Avionics
- 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
- Landing Gear
- Roll Again

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

CATALYST
game labs
Damage Transfer
Diagram



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER PPC
- ER PPC

1-3

- ER PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Landing Gear
- Avionics
- Jump Jet
- Jump Jet
- Bomb Bay
- Bomb Bay

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
- Roll Again
- Roll Again

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20) (AirMech +3)
30	Shutdown	○
28	Ammo Exp, avoid on 8+	○
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+	○