

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Grasshopper GHR-7P

Movement Points:

Walking: 4

Running: 6

Jumping: 6

Engine Type: 280 Light

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Experimental

Role: Skirmisher

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
1	Large X-Pulse Laser	LA	14	9 [P]	—	5	10	15
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Large X-Pulse Laser	RA	14	9 [P]	—	5	10	15
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	Bloodhound Active Probe	HD	—	[E]	—	—	—	8

Probe

BV: 1,806



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large X-Pulse Laser
- Large X-Pulse Laser

1-3

- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Life Support
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Endo Steel
- Endo Steel

4-6

Left Leg

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

Head

- Sensors
- Sensors
- ER Medium Laser
- Bloodhound Active Probe
- Bloodhound Active Probe
- Bloodhound Active Probe

1-3

Center Torso

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

1-3

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Torso-Mounted Cockpit
- Sensors

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large X-Pulse Laser
- Large X-Pulse Laser

1-3

- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Life Support
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Endo Steel
- Endo Steel

4-6

Right Leg

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

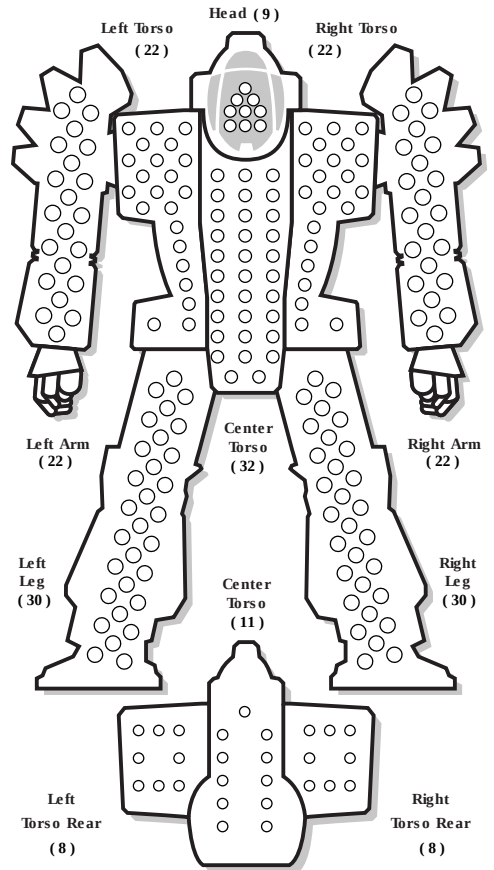


Damage Transfer Diagram



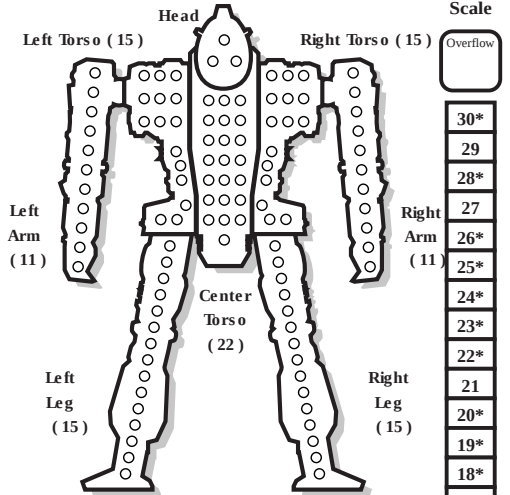
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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*
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