

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Thanatos TNS-4S (Felix)

Movement Points: **Tonnage:** 75
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 **Rules Level:** Standard
Jumping: 5 **Role:** Skirmisher
Engine Type: 375 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
9	Rocket Launcher 10	RA	3	1/Msl [M,C]	—	5	11	18
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ECM Suite (Guardian)	LT	—	[E]	—	—	—	6
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6

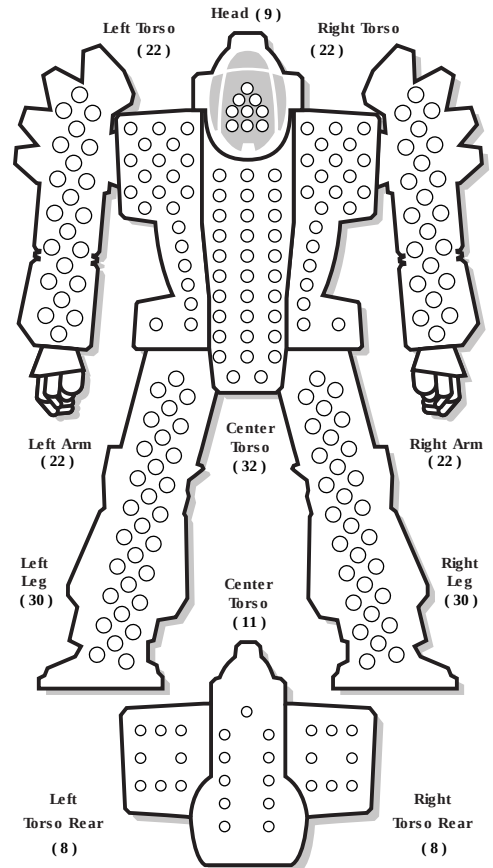
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

ARMOR DIAGRAM

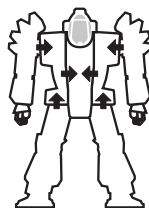
Standard Armor



BV: 2,122

CRITICAL TABLE

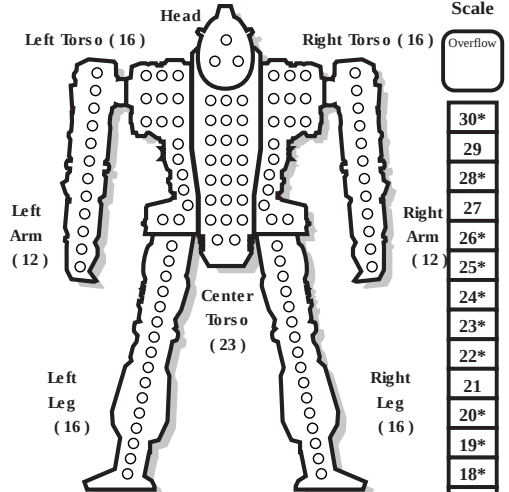
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. ER Large Laser		4. Endo Steel		4. Rocket Launcher 10
	5. ER Large Laser		5. Sensors		5. Rocket Launcher 10
	6. Medium Pulse Laser		6. Life Support		6. Rocket Launcher 10
Center Torso		Left Torso		Right Torso	
1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine
	2. XL Fusion Engine		2. XL Fusion Engine		2. XL Fusion Engine
	3. XL Fusion Engine		3. XL Fusion Engine		3. XL Fusion Engine
	4. Gyro		4. ER Medium Laser		4. ER Medium Laser
	5. Gyro		5. ECM Suite (Guardian)		5. Double Heat Sink
	6. Gyro		6. ECM Suite (Guardian)		6. Double Heat Sink
4-6	1. Gyro	4-6	1. Targeting Computer	4-6	1. Double Heat Sink
	2. XL Fusion Engine		2. Targeting Computer		2. Endo Steel
	3. XL Fusion Engine		3. Targeting Computer		3. Endo Steel
	4. XL Fusion Engine		4. Endo Steel		4. Endo Steel
	5. Jump Jet		5. Endo Steel		5. Endo Steel
	6. Medium Pulse Laser		6. Endo Steel		6. Endo Steel
Engine Hits ○○○○		Left Leg		Right Leg	
Gyro Hits ○○○○		1-3	1. Hip	1-3	1. Hip
Sensor Hits ○○○○			2. Upper Leg Actuator		2. Upper Leg Actuator
Life Support ○			3. Lower Leg Actuator		3. Lower Leg Actuator
			4. Foot Actuator		4. Foot Actuator
			5. Jump Jet		5. Jump Jet
			6. Jump Jet		6. Jump Jet



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 (32)
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

Heat Scale
30*
29
28*
27
26*
25*
24*
23*
22*
21
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19*
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17*
16
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0