

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Hermit Crab HMC-13

Movement Points: **Tonnage:** 25
Walking: 7 **Tech Base:** Inner Sphere
Running: 11 **Rules Level:** Standard
Jumping: 7 **Role:** Scout
Engine Type: 175 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12

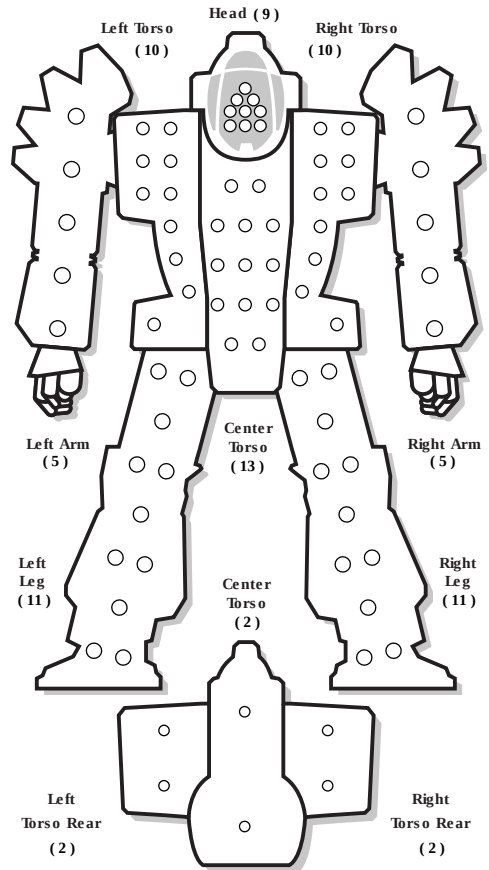
WARRIOR DATA

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

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

ARMOR DIAGRAM

Standard Armor



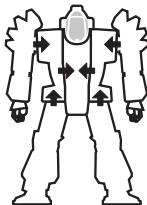
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CRITICAL TABLE

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. Hand Actuator		4. Roll Again		4. Hand Actuator		
	5. ER Medium Laser		5. Sensors		5. ER Medium Laser		
	6. Roll Again		6. Life Support		6. Roll Again		
Center Torso		Left Torso		Right Torso			
4-6	1. Fusion Engine	1-3	1. Double Heat Sink	1-3	1. Roll Again		
	2. Fusion Engine		2. Double Heat Sink		2. Roll Again		
	3. Fusion Engine		3. Double Heat Sink		3. Roll Again		
	4. Gyro		4. Double Heat Sink		4. Roll Again		
	5. Gyro		5. Double Heat Sink		5. Roll Again		
	6. Gyro		6. Double Heat Sink		6. Roll Again		
4-6	1. Gyro	4-6	1. Double Heat Sink	4-6	1. Roll Again		
	2. Fusion Engine		2. Double Heat Sink		2. Roll Again		
	3. Fusion Engine		3. Double Heat Sink		3. Roll Again		
	4. Fusion Engine		4. Double Heat Sink		4. Roll Again		
	5. Jump Jet		5. Double Heat Sink		5. Roll Again		
	6. Roll Again		6. Double Heat Sink		6. Roll Again		
Left Leg		Engine Hits		Right Leg			
4-6	1. Hip	Engine Hits ○○○○	Gyro Hits ○○○○	4-6	1. Hip		
	2. Upper Leg Actuator				2. Upper Leg Actuator		
	3. Lower Leg Actuator				3. Lower Leg Actuator		
	4. Foot Actuator				4. Foot Actuator		
	5. Roll Again	Sensor Hits ○○○○			5. Roll Again		
	6. Roll Again	Life Support ○			6. Roll Again		

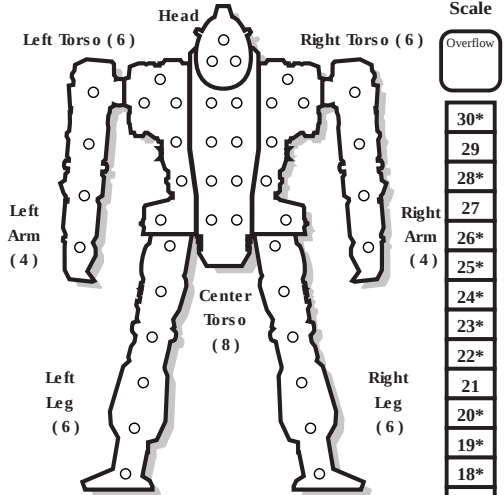
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Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	10 (20)
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*
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