BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Piranha 5

Movement Points:
Walking: 9
Running: 14 [18]
Jumping: 0
Engine Type: 180 XL

Tonnage: 20
Tech Base: Clan
Rules Level: Standard
Role: Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Imp. Heavy Medium Laser	LA	7	10 [DE,X]	—	3	6	9
1	Imp. Heavy Medium Laser	RA	7	10 [DE,X]	—	3	6	9
6	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
6	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6

Ammo: (Machine Gun) 200

BV: 1,081

WARRIOR DATA

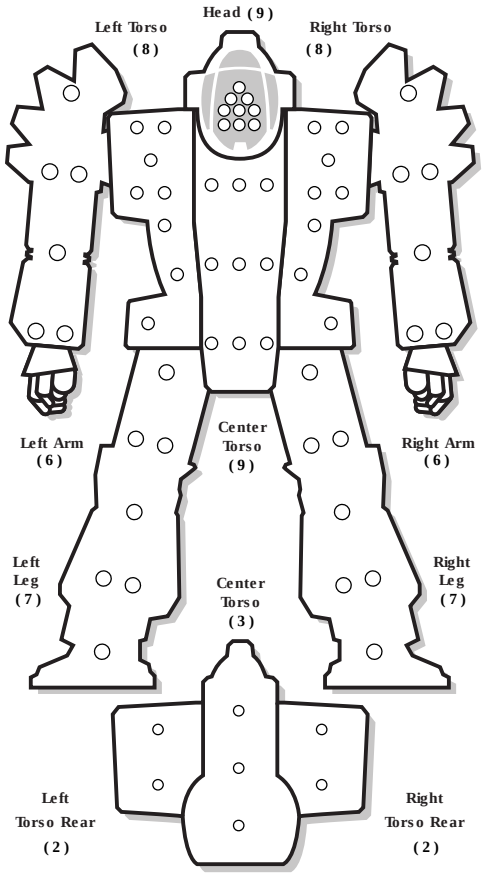
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

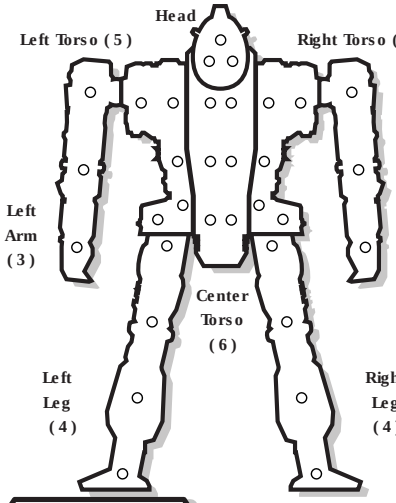
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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 (CASE)
- 1-3: 1. Shoulder; 2. Upper Arm Actuator; 3. Lower Arm Actuator; 4. Hand Actuator; 5. [Imp. Heavy Medium Laser; 6. Imp. Heavy Medium Laser]
- 4-6: 1. Endo Steel; 2. Endo Steel; 3. Ferro-Fibrous; 4. Ferro-Fibrous; 5. Ferro-Fibrous; 6. Roll Again

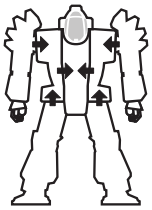
Left Torso (CASE)
- 1-3: 1. XL Fusion Engine; 2. XL Fusion Engine; 3. Machine Gun; 4. Machine Gun; 5. Machine Gun; 6. Machine Gun
- 4-6: 1. Machine Gun; 2. Machine Gun; 3. Ammo (Machine Gun) 100; 4. Endo Steel; 5. Endo Steel; 6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. [Double Heat Sink
6. Double Heat Sink]

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
- 1-3: 1. XL Fusion Engine; 2. XL Fusion Engine; 3. XL Fusion Engine; 4. Gyro; 5. Gyro; 6. Gyro
- 4-6: 1. Gyro; 2. XL Fusion Engine; 3. XL Fusion Engine; 4. XL Fusion Engine; 5. ER Small Laser; 6. Supercharger

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



Damage Transfer Diagram

Right Arm (CASE)
- 1-3: 1. Shoulder; 2. Upper Arm Actuator; 3. Lower Arm Actuator; 4. Hand Actuator; 5. [Imp. Heavy Medium Laser; 6. Imp. Heavy Medium Laser]
- 4-6: 1. Endo Steel; 2. Endo Steel; 3. Ferro-Fibrous; 4. Ferro-Fibrous; 5. Ferro-Fibrous; 6. Roll Again

Right Torso (CASE)
- 1-3: 1. XL Fusion Engine; 2. XL Fusion Engine; 3. [Double Heat Sink; 4. Double Heat Sink]; 5. Machine Gun; 6. Machine Gun
- 4-6: 1. Machine Gun; 2. Machine Gun; 3. Machine Gun; 4. Machine Gun; 5. Ammo (Machine Gun) 100; 6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. [Double Heat Sink
6. Double Heat Sink]

HEAT DATA

Double Heat Sinks: 10 (20)

Heat Level*	Effects	
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	

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