

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Gunslinger GUN-3ERD

Movement Points: **Tonnage:** 85
Walking: 3 **Tech Base:** Mixed
Running: 5 **Rules Level:** Advanced
Jumping: 2 **Role:** Juggernaut
Engine Type: 255 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small X-Pulse Laser (R)	LL	3	3 [P, AI]	—	2	4	5
1	Small X-Pulse Laser (R)	RL	3	3 [P, AI]	—	2	4	5
1	Gauss Rifle (IS)	LA	1	15 [DB, X]	2	7	15	22
1	Gauss Rifle (IS)	RA	1	15 [DB, X]	2	7	15	22
2	ER Medium Laser (C)	LT	5	7 [DE]	—	5	10	15
2	ER Medium Laser (C)	RT	5	7 [DE]	—	5	10	15
1	Small X-Pulse Laser	HD	3	3 [P, AI]	—	2	4	5

Ammo: (Gauss) 32

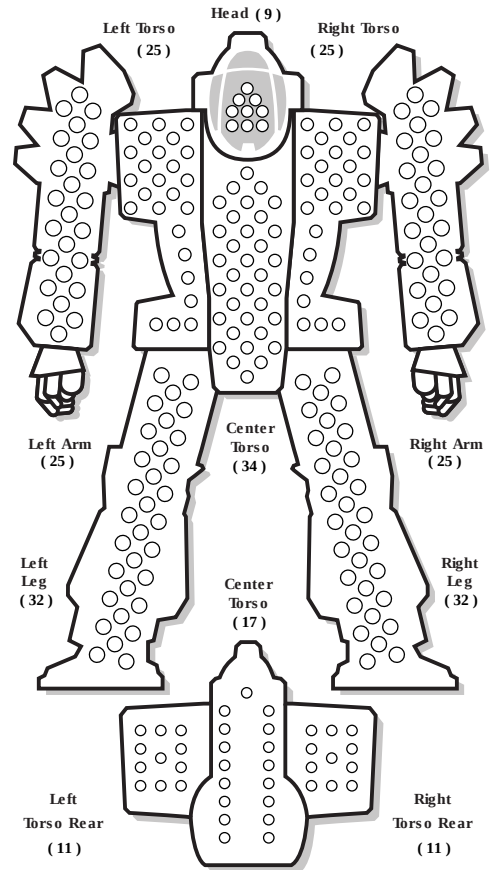
WARRIOR DATA

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

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

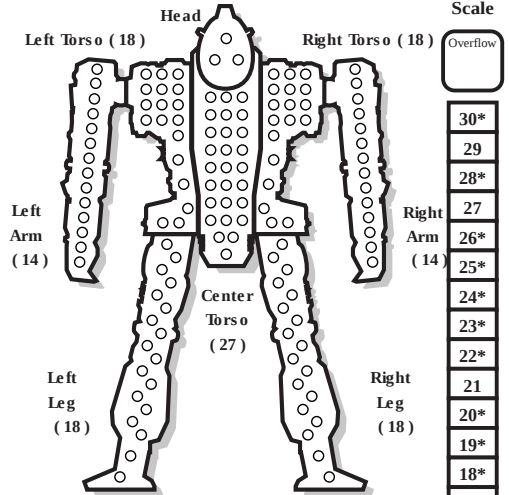
ARMOR DIAGRAM

Ballistic-Reinforced



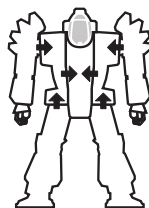
INTERNAL STRUCTURE DIAGRAM

Standard Structure



CRITICAL TABLE

Left Arm (CASE II)		Head		Right Arm (CASE II)	
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. Gauss Rifle		4. Small X-Pulse Laser		4. Gauss Rifle
	5. Gauss Rifle		5. Sensors		5. Gauss Rifle
	6. Gauss Rifle		6. Life Support		6. Gauss Rifle
Left Torso		Center Torso		Right Torso	
1-3	1. Gauss Rifle	1-3	1. XL Fusion Engine	1-3	1. Gauss Rifle
	2. Gauss Rifle		2. XL Fusion Engine		2. Gauss Rifle
	3. Gauss Rifle		3. XL Fusion Engine		3. Gauss Rifle
	4. Gauss Rifle		4. XL Gyro		4. Gauss Rifle
	5. CASE II		5. XL Gyro		5. CASE II
	6. Roll Again		6. XL Gyro		6. Roll Again
4-6	1. XL Fusion Engine	4-6	1. XL Gyro	4-6	1. XL Fusion Engine
	2. XL Fusion Engine		2. XL Gyro		2. XL Fusion Engine
	3. ER Medium Laser [Clan]		3. XL Gyro		3. ER Medium Laser [Clan]
	4. ER Medium Laser [Clan]		4. XL Fusion Engine		4. ER Medium Laser [Clan]
	5. Ammo (Gauss) 8		5. XL Fusion Engine		5. Ammo (Gauss) 8
	6. Ammo (Gauss) 8		6. XL Fusion Engine		6. Ammo (Gauss) 8
4-6	1. Ballistic-Reinforced	4-6	1. Ballistic-Reinforced	4-6	1. Ballistic-Reinforced
	2. Ballistic-Reinforced		2. Ballistic-Reinforced		2. Ballistic-Reinforced
	3. Ballistic-Reinforced		3. Ballistic-Reinforced		3. Ballistic-Reinforced
	4. Ballistic-Reinforced		4. Ballistic-Reinforced		4. Ballistic-Reinforced
	5. Ballistic-Reinforced		5. Ballistic-Reinforced		5. Ballistic-Reinforced
	6. Roll Again		6. Roll Again		6. Roll Again
Left Leg		Right Leg		Engine Hits	
1-3	1. Hip	1-3	1. Hip	Gyro Hits	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support	
	4. Foot Actuator		4. Foot Actuator		
	5. Jump Jet		5. Jump Jet		
	6. Small X-Pulse Laser (R)		6. Small X-Pulse Laser (R)		



Damage Transfer Diagram

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	