

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Penetrator PTR-8D

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 300 Fusion

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Brawler

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 Re-engineered Laser	LA	9	9 [P]	—	5	10	15
1	Large Re-engineered Laser	RA	9	9 [P]	—	5	10	15
3	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Coolant Pod	LT	—	[PE,OS,X]	—	—	—	—
3	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Laser AMS	CT	7	[PB]	—	1	—	—

BV: 2,130



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Re-engineered Laser
- Large Re-engineered Laser
- Large Re-engineered Laser

- Large Re-engineered Laser
- Large Re-engineered Laser
- Endo Steel
- Endo Steel
- Reflective
- Reflective

Left Torso

- Medium Laser
- Medium Laser
- Medium Laser
- Coolant Pod
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Reflective
- Reflective
- Reflective

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Compact Gyro
- Compact Gyro
- Fusion Engine

- Fusion Engine
- Fusion Engine
- Laser AMS
- Laser AMS
- Reflective
- Reflective

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Re-engineered Laser
- Large Re-engineered Laser
- Large Re-engineered Laser

- Large Re-engineered Laser
- Large Re-engineered Laser
- Endo Steel
- Endo Steel
- Reflective
- Reflective

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Laser
- Medium Laser
- Medium Laser

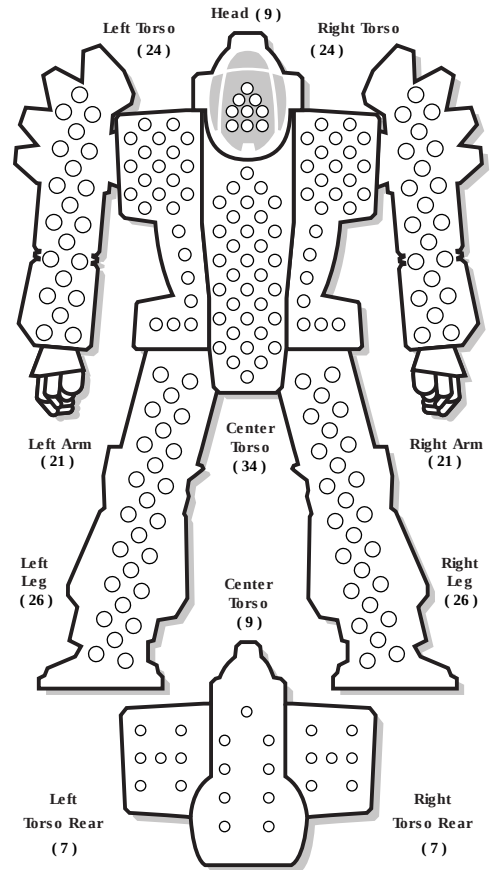
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Reflective

Right Leg

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

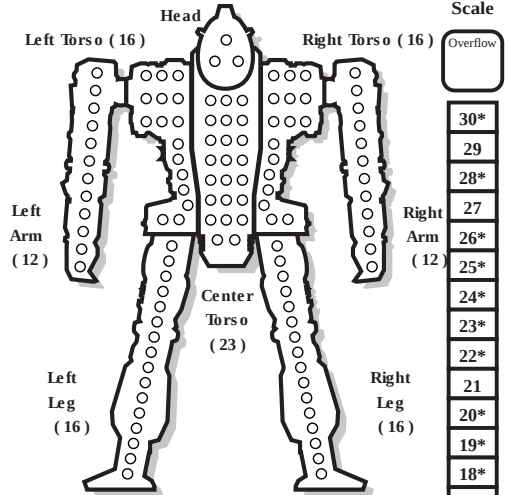
ARMOR DIAGRAM

Reflective



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*
27
26*
25*
24*
23*
22*
21
20*
19*
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16
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12
11
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3
2
1
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