

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Pillager PLG-6Z

Movement Points:

Walking: 3 [4]

Running: 5 [6]

Jumping: 3

Engine Type: 300 Light

Tonnage: 100

Tech Base: Mixed

Rules Level: Standard

Role: Juggernaut

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
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
(IS)								
1	ER Large Laser (IS)	RA	12	8 [DE]	—	7	14	19
1	LB 20-X AC (C)	LT	6	20	—	4	8	12
[DB,C/F/S]								
1	LB 20-X AC (C)	RT	6	20	—	4	8	12
[DB,C/F/S]								
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
(IS)								
1	Medium Pulse Laser	HD	4	6 [P]	—	2	4	6
(IS)								

Ammo: (LB-20X) 15, (LB-20X Cluster) 15

BV: 2,714



CRITICAL TABLE

Left Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- Ammo (LB-20X) 5
- Ammo (LB-20X Cluster) 5
- Ammo (LB-20X Cluster) 5
- CASE II
- Triple Strength Myomer
- Triple Strength Myomer

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- LB 20-X AC [Clan]
- LB 20-X AC [Clan]
- LB 20-X AC [Clan]
- LB 20-X AC [Clan]

1-3

- LB 20-X AC [Clan]
- LB 20-X AC [Clan]
- LB 20-X AC [Clan]
- LB 20-X AC [Clan]
- LB 20-X AC [Clan]
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Triple Strength Myomer

Head

- Life Support
- Sensors
- Cockpit
- Medium Pulse Laser
- Sensors
- Life Support

1-3

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- ER Medium Laser

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



Damage Transfer Diagram

Right Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- ER Large Laser

1-3

- Ammo (LB-20X) 5
- Ammo (LB-20X) 5
- Ammo (LB-20X Cluster) 5
- CASE II
- Triple Strength Myomer
- Triple Strength Myomer

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- LB 20-X AC [Clan]
- LB 20-X AC [Clan]
- LB 20-X AC [Clan]
- LB 20-X AC [Clan]

1-3

- LB 20-X AC [Clan]
- LB 20-X AC [Clan]
- LB 20-X AC [Clan]
- LB 20-X AC [Clan]
- LB 20-X AC [Clan]
- Roll Again

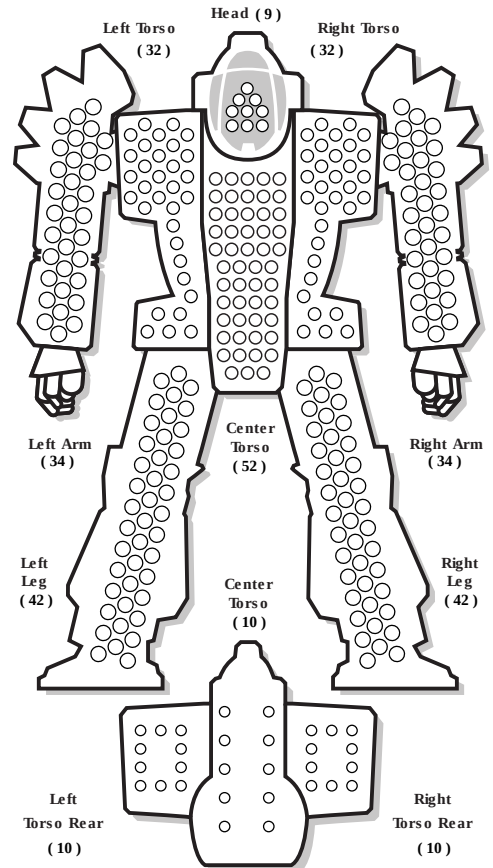
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Triple Strength Myomer

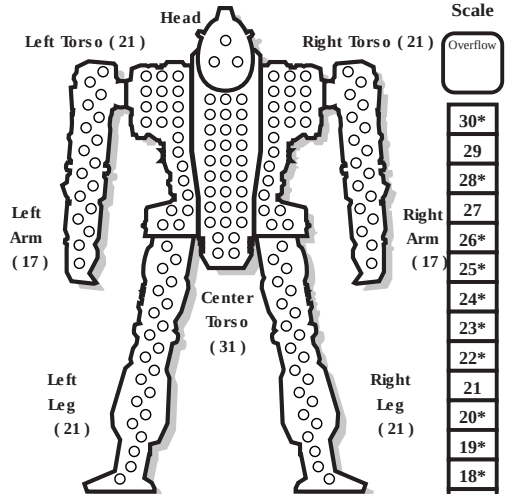
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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*
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20*
19*
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16
15*
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3
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