BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Hellhound (Conjurer)

Movement Points:		**Tonnage:**	50
Walking:	6	**Tech Base:**	Clan
Running:	9	**Rules Level:**	Standard
Jumping:	6	**Role:**	Skirmisher
Engine Type:	300 Fusion		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
2	Streak SRM 2	LT	2	2/Msl [M,C]	—	4	8	12
2	ER Medium Laser	RT	5	7 [DE]	—	5	10	15

Ammo: (Streak SRM 2) 50

BV: 1,793

WARRIOR DATA

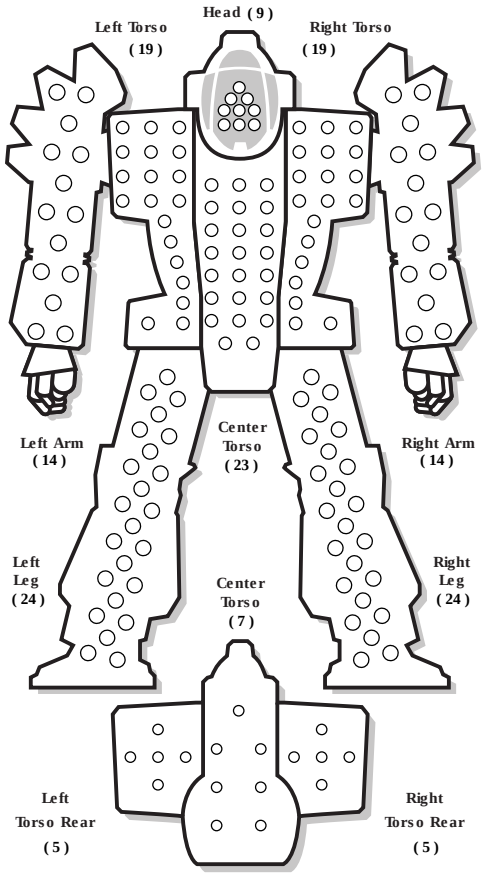
Name: _____

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

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

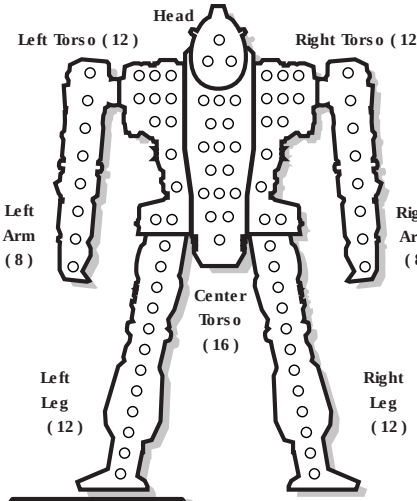
ARMOR DIAGRAM

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

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	

CRITICAL TABLE

Left Arm

1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **Lower Arm Actuator**
4. **Hand Actuator**
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. **Jump Jet**
2. **Jump Jet**
3. **Streak SRM 2**
4. **Streak SRM 2**
5. **Ammo (Streak SRM 2) 50**
6. Endo Steel

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. Endo Steel
6. Endo Steel

Head

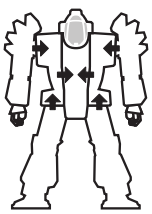
1. **Life Support**
2. **Sensors**
3. **Cockpit**
4. Roll Again
5. **Sensors**
6. **Life Support**

Center Torso

1-3
1. **Fusion Engine**
2. **Fusion Engine**
3. **Fusion Engine**
4. **Gyro**
5. **Gyro**
6. **Gyro**

4-6
1. **Gyro**
2. **Fusion Engine**
3. **Fusion Engine**
4. **Fusion Engine**
5. **Jump Jet**
6. **Jump Jet**

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



Damage Transfer Diagram

Right Arm

1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **Lower Arm Actuator**
4. **Hand Actuator**
5. **Large Pulse Laser**
6. **Large Pulse Laser**

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1-3
1. **Jump Jet**
2. **Jump Jet**
3. **ER Medium Laser**
4. **ER Medium Laser**
5. Endo Steel
6. Endo Steel

4-6
1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. Endo Steel
6. Endo Steel

© 2023 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.