

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Baboon (Howler) 5

Movement Points: 5
Walking: 7
Running: 11
Jumping: 0
Engine Type: 140 Fusion

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

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
3	ER Medium Laser	RT	5	7 [DE]	—	5	10	15

WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

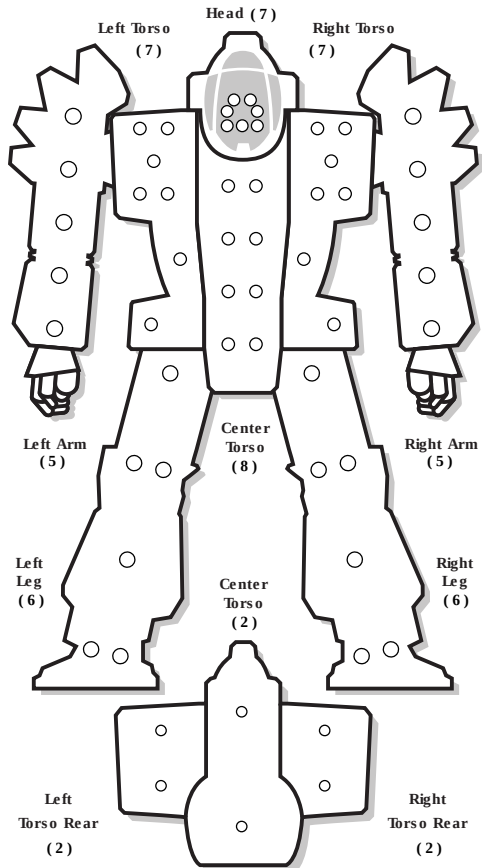
1	2	3	4	5	6
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Consciousness #

3	5	7	10	11	Dead
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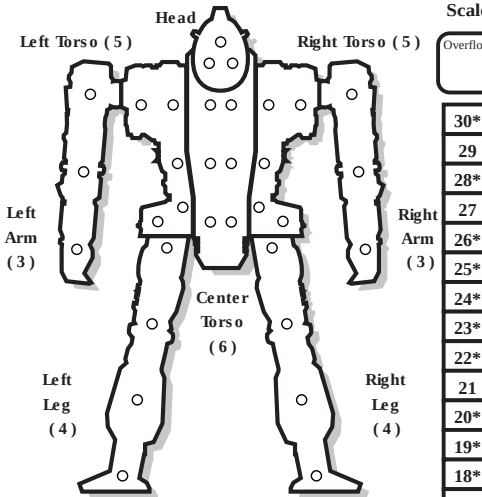
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



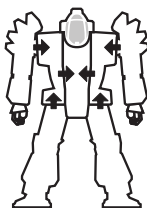
Heat Scale

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		Head		Right Arm	
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. Hand Actuator		4. Roll Again		4. Hand Actuator
	5. Double Heat Sink		5. Sensors		5. Roll Again
	6. Double Heat Sink		6. Life Support		6. Roll Again
Center Torso		Left Torso		Right Torso	
4-6	1. Double Heat Sink	1-3	1. Fusion Engine	1-3	1. Roll Again
	2. Double Heat Sink		2. Fusion Engine		2. Roll Again
	3. Double Heat Sink		3. Fusion Engine		3. Roll Again
	4. Double Heat Sink		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	1. Gyro	1. Ferro-Fibrous	
	2. Upper Leg Actuator		2. Fusion Engine	2. Ferro-Fibrous	
	3. Lower Leg Actuator		3. Fusion Engine	3. Ferro-Fibrous	
	4. Foot Actuator		4. Fusion Engine	4. Roll Again	
	5. Double Heat Sink		5. Endo Steel	5. Roll Again	
	6. Double Heat Sink		6. Ferro-Fibrous	6. Roll Again	
Gyro Hits		Sensor Hits		Life Support	
1. Ferro-Fibrous		1. Ferro-Fibrous		1. Ferro-Fibrous	
2. Ferro-Fibrous		2. Ferro-Fibrous		2. Ferro-Fibrous	
3. Ferro-Fibrous		3. Ferro-Fibrous		3. Ferro-Fibrous	
4. Roll Again		4. Roll Again		4. Roll Again	
5. Roll Again		5. Roll Again		5. Roll Again	
6. Roll Again		6. Roll Again		6. Roll Again	



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	○