

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: SuburbanMech UM-R100

Movement Points: **Tonnage:** 30
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Standard
Jumping: 4 **Role:** Sniper
Engine Type: 120 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	LA	1	3 [DE]	—	1	2	3
1	ER PPC	RA	15	10 [DE]	—	7	14	23
2	Medium Laser	LT	3	5 [DE]	—	3	6	9

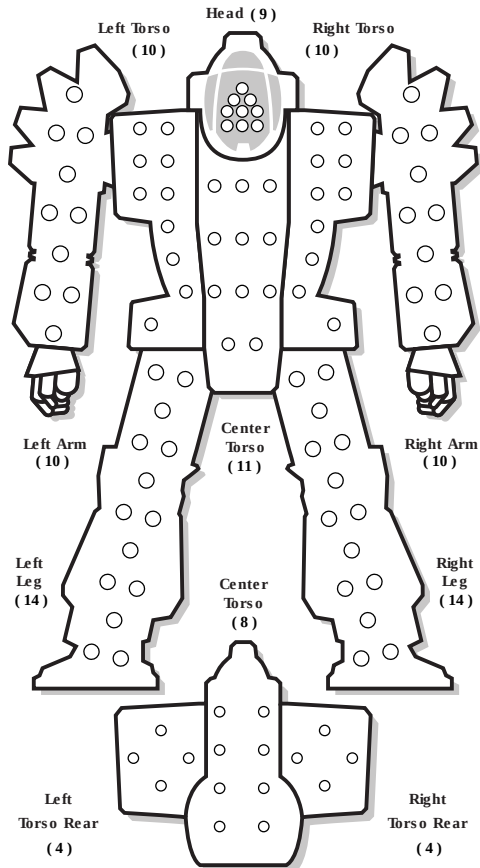
WARRIOR DATA

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

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

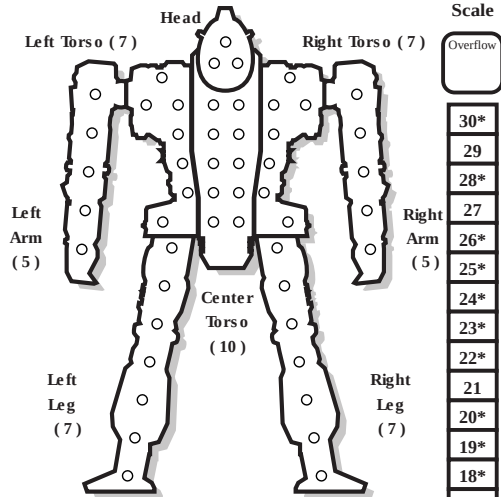
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



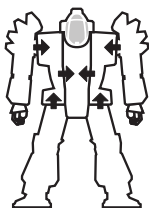
Heat Scale

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. Small Laser		3. Cockpit		3. ER PPC
	4. Roll Again		4. Roll Again		4. ER PPC
	5. Roll Again		5. Sensors		5. LER PPC
	6. Roll Again		6. Life Support		6. Roll Again
Center Torso		Left Torso		Right Torso	
4-6	1. Roll Again	1-3	1. Fusion Engine	4-6	1. Roll Again
	2. Roll Again		2. Fusion Engine		2. Roll Again
	3. Roll Again		3. Fusion Engine		3. Roll Again
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
1-3	1. Double Heat Sink	4-6	1. Gyro	1-3	1. Double Heat Sink
	2. Double Heat Sink		2. Fusion Engine		2. Double Heat Sink
	3. Double Heat Sink		3. Fusion Engine		3. Double Heat Sink
	4. Double Heat Sink		4. Fusion Engine		4. Double Heat Sink
	5. Double Heat Sink		5. Jump Jet		5. Double Heat Sink
	6. Double Heat Sink		6. Jump Jet		6. Double Heat Sink
4-6	1. Double Heat Sink	1-3	1. Double Heat Sink	4-6	1. Double Heat Sink
	2. Double Heat Sink		2. Double Heat Sink		2. Double Heat Sink
	3. Double Heat Sink		3. Double Heat Sink		3. Double Heat Sink
	4. Jump Jet		4. Jump Jet		4. Jump Jet
	5. Medium Laser		5. Medium Laser		5. Roll Again
	6. Medium Laser		6. Medium Laser		6. Roll Again
Left Leg		Right Leg		Engine Hits	
1-3	1. Hip	1-3	1. Hip	1-3	1. Double Heat Sink
	2. Upper Leg Actuator		2. Upper Leg Actuator		2. Double Heat Sink
	3. Lower Leg Actuator		3. Lower Leg Actuator		3. Double Heat Sink
	4. Foot Actuator		4. Foot Actuator		4. Jump Jet
	5. Roll Again		5. Roll Again		5. Roll Again
	6. Roll Again		6. Roll Again		6. Roll Again
Gyro Hits		Life Support		Heat Data	
Sensor Hits		Life Support		Double Heat Sinks:	
Life Support		Life Support		10 (20)	
Life Support		Life Support		Heat Level*	
Life Support		Life Support		Effects	
Life Support		Life Support		30 Shutdown	
Life Support		Life Support		28 Ammo Exp, avoid on 8+	
Life Support		Life Support		26 Shutdown, avoid on 10+	
Life Support		Life Support		25 -5 Movement Points	
Life Support		Life Support		24 +4 Modifier to Fire	
Life Support		Life Support		23 Ammo Exp, avoid on 6+	
Life Support		Life Support		22 Shutdown, avoid on 8+	
Life Support		Life Support		20 -4 Movement Points	
Life Support		Life Support		19 Ammo Exp, avoid on 4+	
Life Support		Life Support		18 Shutdown, avoid on 6+	
Life Support		Life Support		17 +3 Modifier to Fire	
Life Support		Life Support		15 -3 Movement Points	
Life Support		Life Support		14 Shutdown, avoid on 4+	
Life Support		Life Support		13 +2 Modifier to Fire	
Life Support		Life Support		10 -2 Movement Points	
Life Support		Life Support		8 +1 Modifier to Fire	
Life Support		Life Support		5 -1 Movement Points	



Damage Transfer Diagram