

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Jenner JR7-K (Grace II)

Movement Points: **Tonnage:** 35
Walking: 7 **Tech Base:** Inner Sphere
Running: 11 **Rules Level:** Standard
Jumping: 0 **Role:** Scout
Engine Type: 245 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	LA	5	5 [DE]	3	6	12	18
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Narc	LT	—	[M]	—	3	6	9
1	C3 Computer (Slave)	CT	—	[E]	—	—	—	—

Ammo: (Narc) 6

BV: 787

WARRIOR DATA

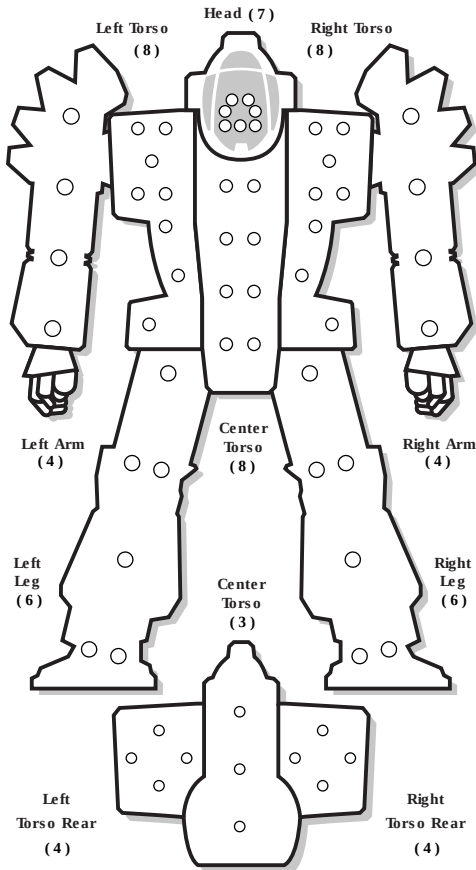
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Light PPC
 - Light PPC

- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Left Torso (CASE)**
- Narc
 - Narc
 - Ammo (Narc) 6
 - CASE
 - Ferro-Fibrous
 - Ferro-Fibrous

- 1-3**
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Ferro-Fibrous
 - Ferro-Fibrous

Head

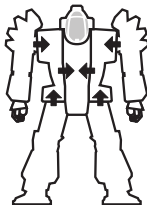
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- 1-3**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- 4-6**
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - C3 Slave
 - Endo Steel

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Light PPC
- Light PPC

- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

- Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

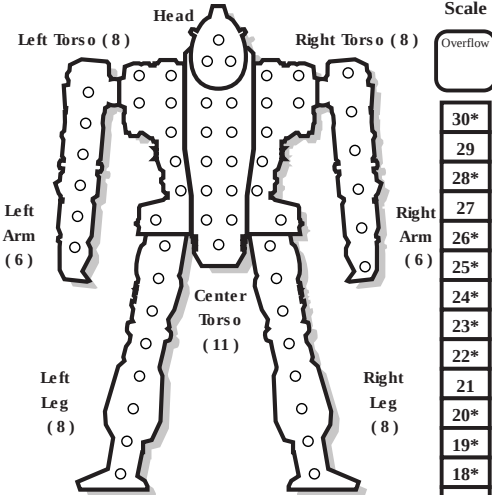
- 1-3**
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

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

Heat Sinks: 10



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