

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Grasshopper (Reynolds)
Movement Points: **Tonnage:** 70
Walking: 4 **Tech Base:** Mixed
Running: 6 **Rules Level:** Standard
Jumping: 4 **Role:** Skirmisher
Engine Type: 280 Fusion

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15	
(C)									
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15	
(C)									
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15	
(C)									
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15	
(C)									
2	ER Large Laser (C)	CT	12	10 [DE]	—	8	15	25	
1	ER Large Laser (C)	HD	12	10 [DE]	—	8	15	25	

BV: 2,344



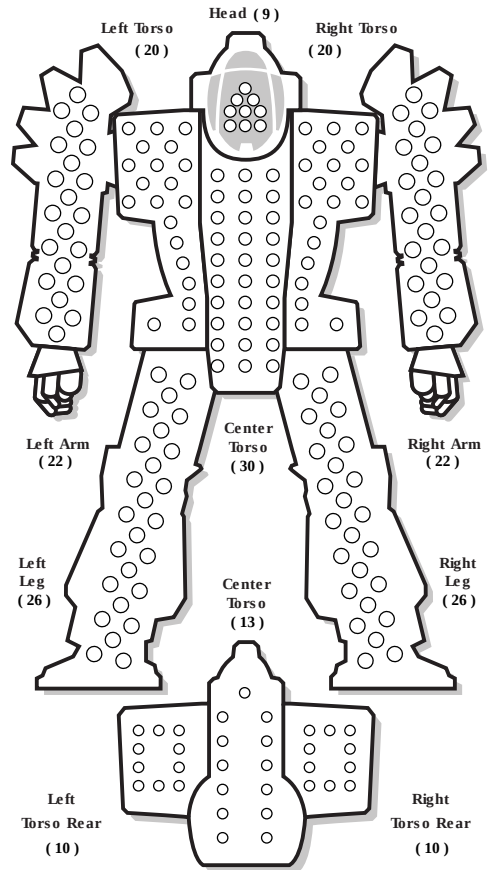
WARRIOR DATA

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

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

ARMOR DIAGRAM

Standard Armor

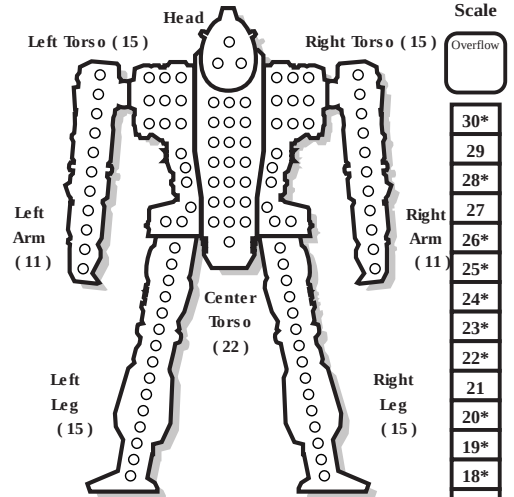


CRITICAL TABLE

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. ER Large Laser [Clan]		4. Hand Actuator
	5. Double Heat Sink		5. Sensors		5. ER Medium Laser [Clan]
	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. Gyro	1-3	1. Roll Again
	2. ER Medium Laser [Clan]		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. ER Large Laser [Clan]		5. Double Heat Sink
	6. Double Heat Sink		6. ER Large Laser [Clan]		6. Double Heat Sink
4-6	1. Double Heat Sink	Engine Hits ○○○○ Gyro Hits ○○○○ Sensor Hits ○○○○ Life Support ○		4-6	1. Double Heat Sink
	2. Double Heat Sink				2. Double Heat Sink
	3. Double Heat Sink				3. Double Heat Sink
	4. ER Medium Laser [Clan]				4. ER Medium Laser [Clan]
	5. Roll Again				5. Roll Again
	6. Roll Again				6. Roll Again
Left Leg		Right Leg		Damage Transfer Diagram	
1-3	1. Hip	1-3	1. Hip		
	2. Upper Leg Actuator		2. Upper Leg Actuator		
	3. Lower Leg Actuator		3. Lower Leg Actuator		
	4. Foot Actuator		4. Foot Actuator		
	5. Jump Jet		5. Jump Jet		
	6. Jump Jet		6. Jump Jet		

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 18 (36)
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*
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19*
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16
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