

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: BattleMaster BLR-3M (Rogers)
Movement Points: **Tonnage:** 85
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Standard
Jumping: 0 **Role:** Brawler
Engine Type: 340 Fusion

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
2	Medium Laser	LA	3	5 [DE]	—	3	6	9	
1	ER PPC	RA	15	10 [DE]	—	7	14	23	
2	Medium Laser	LT	3	5 [DE]	—	3	6	9	
5	Streak SRM 2	LT	2	2/Msl [M,C]	—	3	6	9	
2	Medium Laser	RT	3	5 [DE]	—	3	6	9	
2	Streak SRM 2	RT	2	2/Msl [M,C]	—	3	6	9	

Ammo: (Streak SRM 2) 50

BV: 1,819



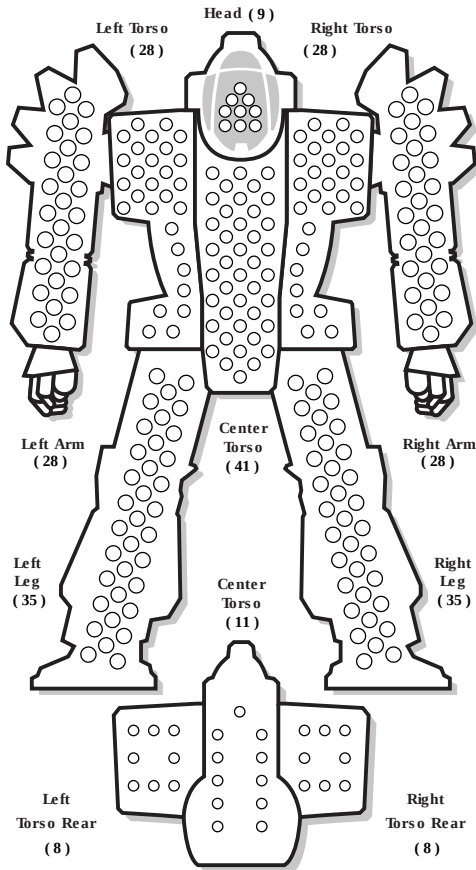
WARRIOR DATA

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

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

ARMOR DIAGRAM

Ferro-Fibrous

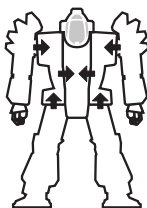


CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - Medium Laser
- 1-3**
- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- Left Torso (CASE)**
- Medium Laser
 - Streak SRM 2
 - Streak SRM 2
 - Streak SRM 2
 - Streak SRM 2
 - Streak SRM 2
- 1-3**
- Right Torso**
- Medium Laser
 - Streak SRM 2
 - Streak SRM 2
 - Medium Laser
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3**
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again
- 4-6**

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Ferro-Fibrous
 - Sensors
 - Life Support
- 1-3**
- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER PPC
 - ER PPC
- 1-3**
- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- Right Torso**
- Medium Laser
 - Streak SRM 2
 - Streak SRM 2
 - Medium Laser
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3**
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again
- 4-6**

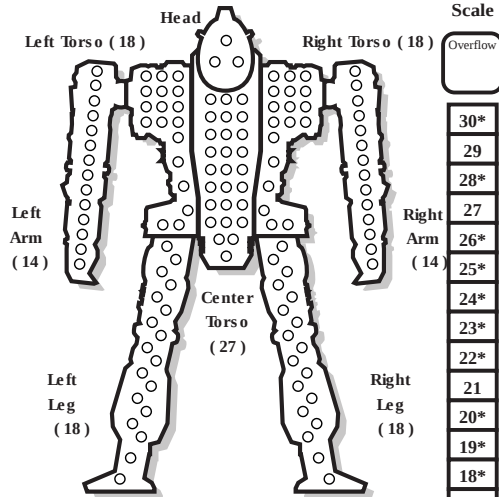
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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*
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