

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Lament LMT-2R (Manes)

Movement Points: **Tonnage:** 65
Walking: 5 **Tech Base:** Mixed
Running: 8 **Rules Level:** Advanced
Jumping: 0 **Role:** Brawler
Engine Type: 325 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC (C)	LA	15	15 [DE]	—	7	14	23
1	ER PPC (C)	RA	15	15 [DE]	—	7	14	23
1	Imp. Heavy Medium Laser	LT	7	10 [DE,X]	—	3	6	9
1	Imp. Heavy Medium Laser	RT	7	10 [DE,X]	—	3	6	9
1	Radical Heat Sink System	RT	—	[E]	—	—	—	—
1	C3 Computer (Slave)	HD	—	[E]	—	—	—	—

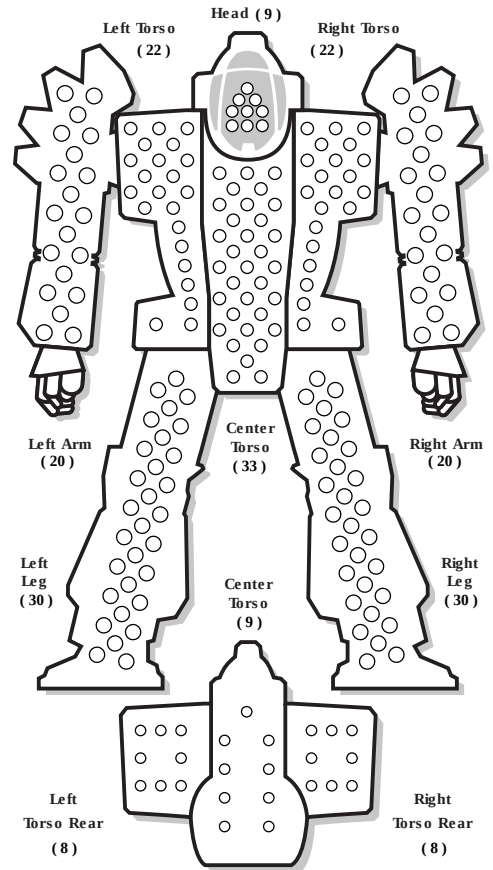
WARRIOR DATA

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

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

ARMOR DIAGRAM

Light Ferro-Fibrous



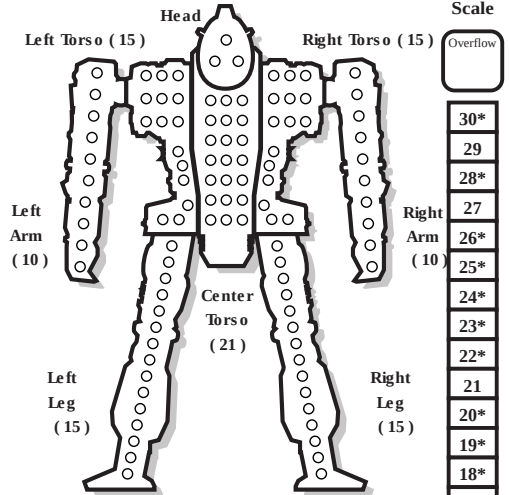
BV: 2,297

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. Double Heat Sink [Clan]		4. C3 Slave		4. Double Heat Sink [Clan]
	5. Double Heat Sink [Clan]		5. Sensors		5. Double Heat Sink [Clan]
	6. ER PPC [Clan]		6. Life Support		6. ER PPC [Clan]
Left Torso		Center Torso		Right Torso	
4-6	1. ER PPC [Clan]	4-6	1. XL Fusion Engine	4-6	1. ER PPC [Clan]
	2. Endo Steel		2. XL Fusion Engine		2. Endo Steel
	3. Endo Steel		3. XL Fusion Engine		3. Endo Steel
	4. Endo Steel		4. Compact Gyro		4. Endo Steel
	5. Endo Steel		5. Compact Gyro		5. Endo Steel
	6. Endo Steel		6. XL Fusion Engine		6. Endo Steel
1-3	1. XL Fusion Engine	4-6	1. XL Fusion Engine	1-3	1. XL Fusion Engine
	2. XL Fusion Engine		2. XL Fusion Engine		2. XL Fusion Engine
	3. XL Fusion Engine		3. Double Heat Sink [Clan]		3. XL Fusion Engine
	4. Double Heat Sink [Clan]		4. Double Heat Sink [Clan]		4. Double Heat Sink [Clan]
	5. Double Heat Sink [Clan]		5. Light Ferro-Fibrous		5. Double Heat Sink [Clan]
	6. Double Heat Sink [Clan]		6. Light Ferro-Fibrous		6. Imp. Heavy Medium Laser [Clan]
4-6	1. Double Heat Sink [Clan]	Engine Hits ○○○○ Gyro Hits ○○○○ Sensor Hits ○○○○ Life Support ○		4-6	1. Imp. Heavy Medium Laser [Clan]
	2. Imp. Heavy Medium Laser [Clan]				2. Radical Heat Sink System
	3. Imp. Heavy Medium Laser [Clan]				3. Radical Heat Sink System
	4. Light Ferro-Fibrous				4. Radical Heat Sink System
	5. Light Ferro-Fibrous				5. Light Ferro-Fibrous
	6. Light Ferro-Fibrous				6. Light Ferro-Fibrous
Left Leg		Right Leg		Damage Transfer Diagram	
	1. Hip		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. Endo Steel		5. Endo Steel		
	6. Endo Steel		6. Endo Steel		

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 19 (38)
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

Heat Scale
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
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12
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3
2
1
0