

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Corsair COR-BR Broadside

Movement Points: **Tonnage:** 95
 Walking: 3 **Tech Base:** Inner Sphere
 Running: 5 **Rules Level:** Standard
 Jumping: 0
 Engine Type: 285 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
2	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9
1	SRM 4	CT	3	2/Msl [M,C,S]	—	3	6	9
1	SRM 4	HD	3	2/Msl [M,C,S]	—	3	6	9

Ammo: (Gauss) 16, (SRM 4) 75

BV: 2,124

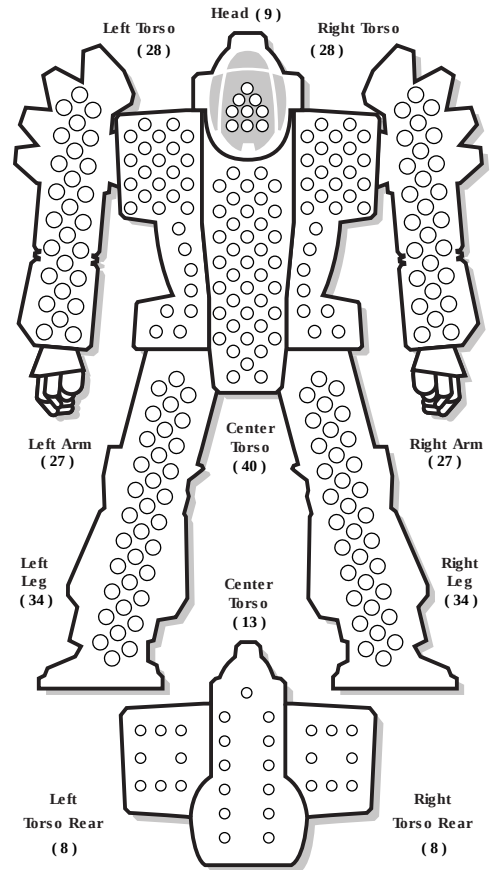
WARRIOR DATA

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

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

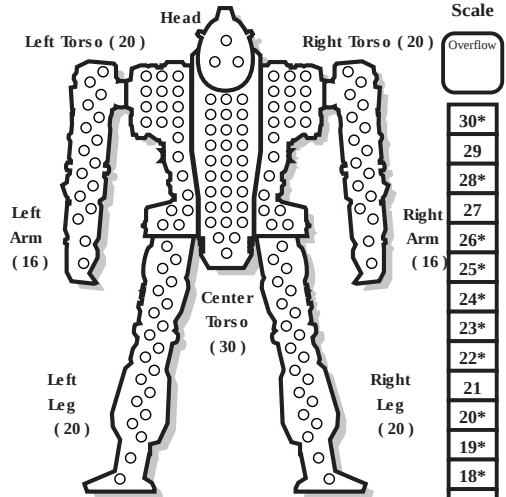
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

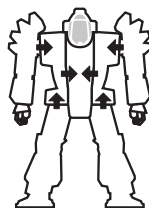
Standard Structure



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. SRM 4		4. Hand Actuator
	5. Gauss Rifle		5. Sensors		5. Large Laser
	6. Gauss Rifle		6. Life Support		6. Large Laser
Center Torso		Left Torso		Right Torso	
4-6	1. Gauss Rifle	1-3	1. XL Fusion Engine	4-6	1. Large Laser
	2. Gauss Rifle		2. XL Fusion Engine		2. Large Laser
	3. Gauss Rifle		3. XL Fusion Engine		3. Roll Again
	4. Gauss Rifle		4. Gyro		4. Roll Again
	5. Gauss Rifle		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
Left Leg		Engine Hits		Right Leg	
1-3	1. XL Fusion Engine	4-6	1. Gyro	1-3	1. XL Fusion Engine
	2. XL Fusion Engine		2. XL Fusion Engine		2. XL Fusion Engine
	3. XL Fusion Engine		3. XL Fusion Engine		3. XL Fusion Engine
	4. Gauss Rifle		4. SRM 4		4. Double Heat Sink
	5. Gauss Rifle		5. Roll Again		5. Double Heat Sink
	6. Gauss Rifle				6. Double Heat Sink
Right Leg		Gyro Hits		Left Torso	
4-6	1. Hip	4-6	1. Double Heat Sink	1-3	1. Gauss Rifle
	2. Upper Leg Actuator		2. Double Heat Sink		2. Gauss Rifle
	3. Lower Leg Actuator		3. Double Heat Sink		3. Gauss Rifle
	4. Foot Actuator		4. Medium Laser		4. Gauss Rifle
	5. Ammo (SRM 4) 25		5. SRM 4		5. Ammo (Gauss) 8
	6. Roll Again		6. Ammo (SRM 4) 25		6. Ammo (Gauss) 8

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



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	13 (26)
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	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	○