

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Ha Otoko-HR

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 260 Light

Tonnage: 65

Tech Base: Mixed

Rules Level: Standard

Role: Missile Boat

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	'Mech Mortar 8 (C)	LA	10	2/Msl [M,C,S]	6	7	14	21
1	'Mech Mortar 8 (C)	RA	10	2/Msl [M,C,S]	6	7	14	21
1	LRM 20 (C)	LT	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20 (C)	RT	6	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 20) 24, (Mortar SC 8) 16

BV: 1,416



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- 'Mech Mortar 8
- 'Mech Mortar 8

1-3

- 'Mech Mortar 8
- Ammo (Mortar SC 8) 4
- Ammo (Mortar SC 8) 4
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink [IS]
- Double Heat Sink [IS]
- Double Heat Sink [IS]
- LRM 20

1-3

- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Roll Again
- Roll Again

1-3

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- 'Mech Mortar 8
- 'Mech Mortar 8

1-3

- 'Mech Mortar 8
- Ammo (Mortar SC 8) 4
- Ammo (Mortar SC 8) 4
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink [IS]
- Double Heat Sink [IS]
- Double Heat Sink [IS]
- LRM 20

1-3

- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Roll Again

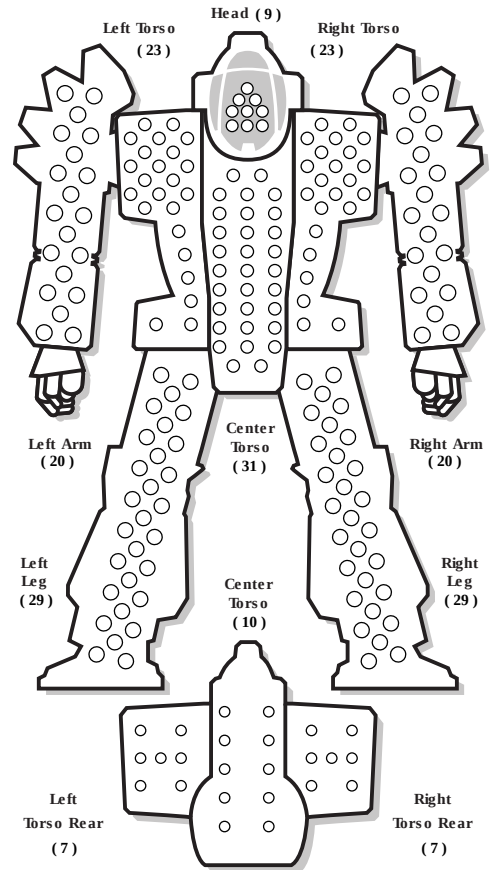
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

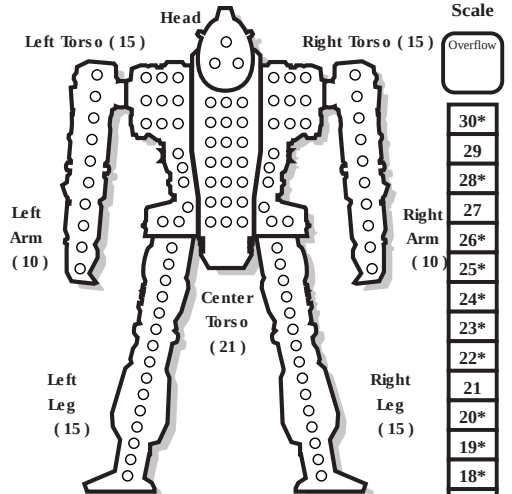
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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