

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Ursus PR

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 200 Fusion

Tonnage: 50

Tech Base: Mixed

Rules Level: Standard

Role: Brawler

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
3	AP Gauss Rifle	LA	1	3 [DB,AI,X]	—	3	6	9
2	ProtoMech AC/8	RA	2	8 [DB,S]	—	3	7	10
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	C3i	CT	—	[E]	—	—	—	—
1	ER Flamer (C)	HD	4	2 [DE,H,AI]	—	3	5	7

Ammo: (AP Gauss) 80, (Proto AC/8) 20

BV: 1,191



CRITICAL TABLE

Left Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- AP Gauss Rifle
- AP Gauss Rifle

1-3

- AP Gauss Rifle
- Ammo (AP Gauss) 40
- Ammo (AP Gauss) 40
- CASE II
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso (CASE)

- Imp. Heavy Medium Laser
- Imp. Heavy Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- ER Flamer
- Sensors
- Life Support

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- C3i [IS]
- C3i [IS]

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ProtoMech AC/8
- ProtoMech AC/8
- ProtoMech AC/8

1-3

- ProtoMech AC/8
- ProtoMech AC/8
- ProtoMech AC/8
- ProtoMech AC/8
- ProtoMech AC/8
- Ferro-Fibrous

4-6

Right Torso (CASE II)

- Imp. Heavy Medium Laser
- Imp. Heavy Medium Laser
- Ammo (Proto AC/8) 10
- Ammo (Proto AC/8) 10
- CASE II
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

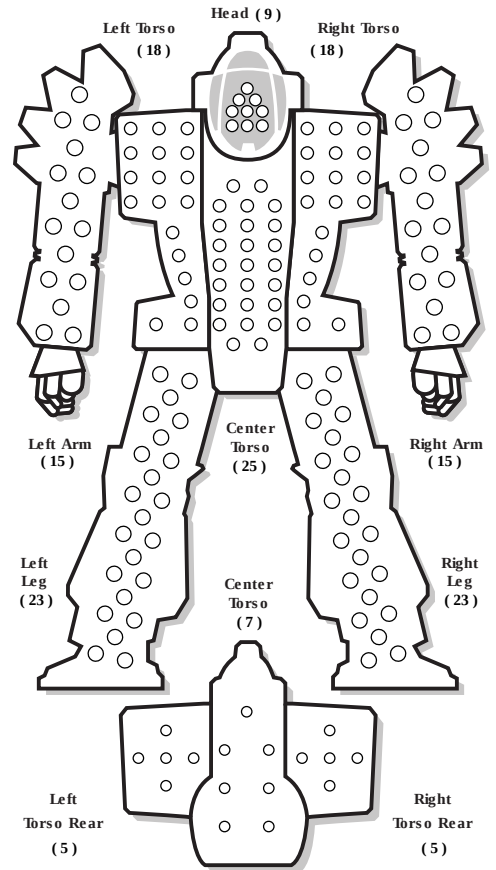
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink



Damage Transfer Diagram

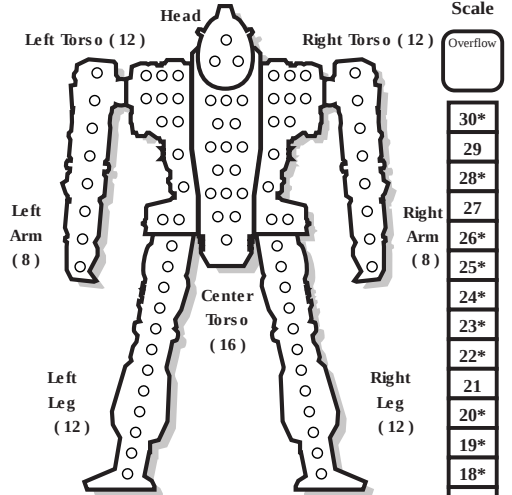
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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*
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4
3
2
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0