BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Tessen TSN-X-4

Movement Points:		**Tonnage:**	50
Walking:	6	**Tech Base:**	Inner Sphere
Running:	9	**Rules Level:**	Experimental
Jumping:	0	**Role:**	Skirmisher
Engine Type:	300 XL		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C3 Remote Sensor Launcher	LA	—	[M,E]	—	3	6	9
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Bloodhound Active Probe	RT	—	[E]	—	—	—	8
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
1	TAG	HD	—	[E]	—	5	9	15

Ammo: (C3 Remote Sensor) 16

BV: 1,341

WARRIOR DATA

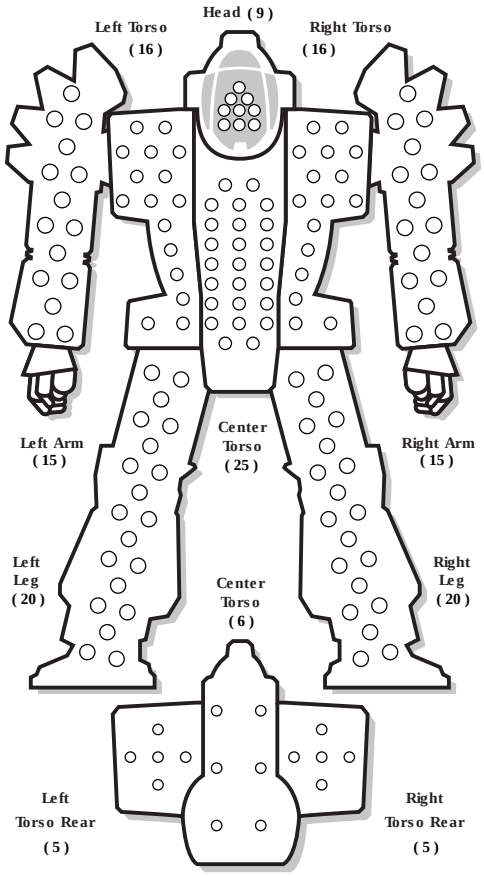
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

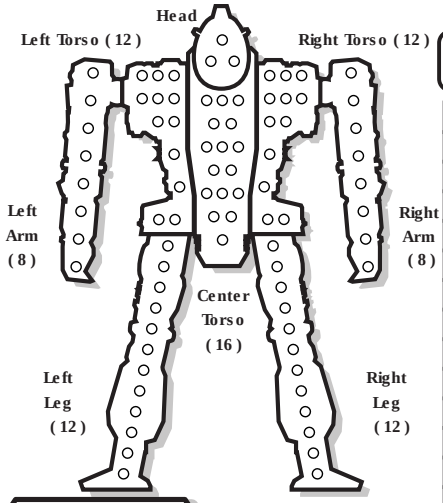
ARMOR DIAGRAM

Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. C3 Remote Sensor Launcher
6. C3 Remote Sensor Launcher

4-6
1. C3 Remote Sensor Launcher
2. Ammo (C3 Remote Sensor) 4
3. Ammo (C3 Remote Sensor) 4
4. Ammo (C3 Remote Sensor) 4
5. Ammo (C3 Remote Sensor) 4
6. Endo Steel

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. TAG
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Angel ECM Suite
6. Angel ECM Suite

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

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. ER PPC

4-6
1. Medium Pulse Laser
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

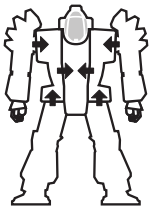
Right Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Bloodhound Active Probe
5. Bloodhound Active Probe
6. Bloodhound Active Probe

4-6
1. Light Ferro-Fibrous
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Light Ferro-Fibrous
6. Light Ferro-Fibrous



Damage Transfer Diagram

HEAT DATA

Double Heat Sinks: 11 (22)

Heat Level*	Effects	
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	

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