

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Jenner JR10-X

Movement Points:

Walking: 7

Running: 11

Jumping: 7

Engine Type: 245 XL

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Experimental

Role: Striker

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	Null Signature System	*	10	[E]	—	—	—	—
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Angel ECM Suite	RT	—	[E]	—	—	—	6
2	Medium Laser	HD	3	5 [DE]	—	3	6	9

BV: 1,269



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Medium Laser
- Light Ferro-Fibrous
- Light Ferro-Fibrous

1-3

- Null Signature System
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Life Support
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet
- Light Ferro-Fibrous
- Null Signature System

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Null Signature System
- Roll Again

Head

- Sensors
- Sensors
- Medium Laser
- Medium Laser
- Light Ferro-Fibrous
- Roll Again

1-3

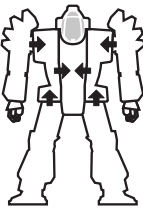
Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Compact Gyro
- Compact Gyro
- XL Fusion Engine

4-6

- XL Fusion Engine
- XL Fusion Engine
- Torso-Mounted Cockpit
- Sensors
- Jump Jet
- Null Signature System

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Medium Laser
- Light Ferro-Fibrous
- Light Ferro-Fibrous

1-3

- Null Signature System
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Life Support
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Angel ECM Suite
- Angel ECM Suite

1-3

- Jump Jet
- Jump Jet
- Jump Jet
- Light Ferro-Fibrous
- Null Signature System
- Roll Again

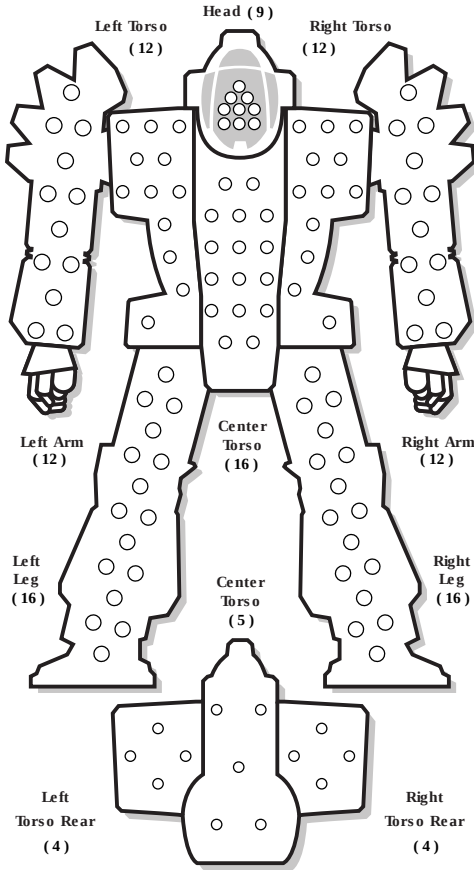
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Null Signature System
- Roll Again

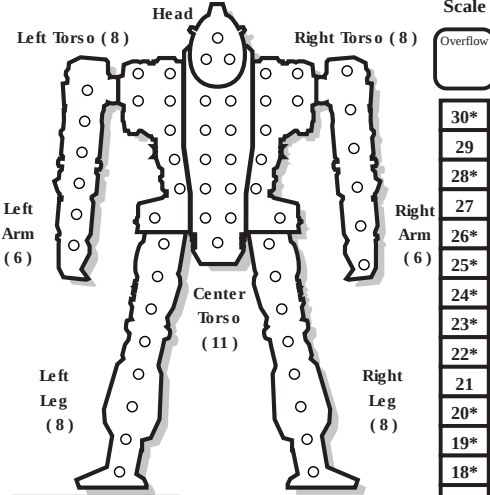
ARMOR DIAGRAM

Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Composite



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

HEAT DATA

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

Double Heat Sinks: 10 (20)

