

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Hermes II HER-7S
Movement Points: Tonnage: 40
Walking: 8 Tech Base: Mixed
Running: 12 Rules Level: Advanced
Jumping: 8 Role: Sniper
Engine Type: 320 XXL

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Flamer (C)	LA	4	2 [DE,H,AI]	—	3	5	7
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Large Pulse Laser (C)	RT	10	10 [P]	—	6	14	20
1	Targeting Computer (C)	CT	—	[E]	—	—	—	—

BV: 1,525



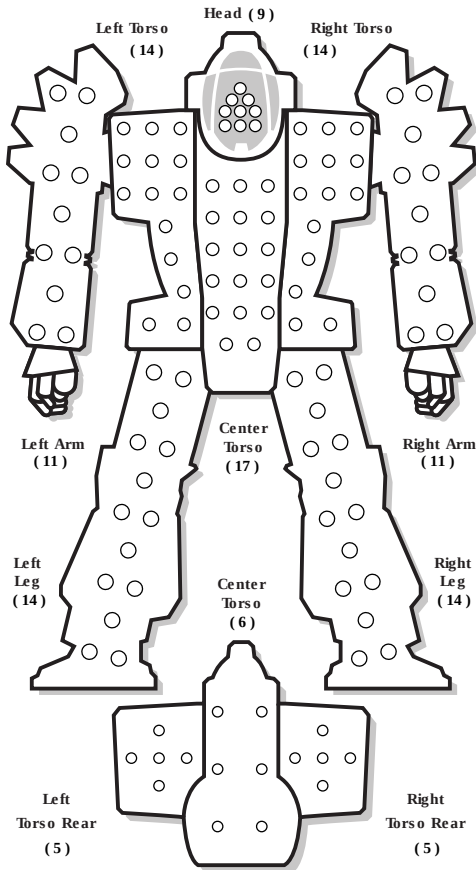
WARRIOR DATA

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

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

ARMOR DIAGRAM

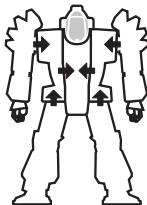
Standard Armor



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. ER Flamer [Clan]		4. Roll Again		4. Hand Actuator
	5. Roll Again		5. Sensors		5. Light PPC
	6. Roll Again		6. Life Support		6. Light PPC
Center Torso		Left Torso		Right Torso	
4-6	1. Roll Again	1-3	1. XXL Fusion Engine	4-6	1. Roll Again
	2. Roll Again		2. XXL Fusion Engine		2. Roll Again
	3. Roll Again		3. XXL Fusion Engine		3. Roll Again
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
Left Leg		Engine Hits		Right Leg	
4-6	1. XXL Fusion Engine	4-6	1. Gyro	4-6	1. Jump Jet
	2. XXL Fusion Engine		2. XXL Fusion Engine		2. Jump Jet
	3. XXL Fusion Engine		3. XXL Fusion Engine		3. Jump Jet
	4. XXL Fusion Engine		4. XXL Fusion Engine		4. Jump Jet
	5. XXL Fusion Engine		5. Targeting Computer [Clan]		5. Large Pulse Laser [Clan]
	6. XXL Fusion Engine		6. Targeting Computer [Clan]		6. Large Pulse Laser [Clan]
Left Leg		Gyro Hits		Right Leg	
4-6	1. Jump Jet	4-6	1. Jump Jet	4-6	1. Hip
	2. Jump Jet		2. Jump Jet		2. Upper Leg Actuator
	3. Jump Jet		3. Jump Jet		3. Lower Leg Actuator
	4. Jump Jet		4. Jump Jet		4. Foot Actuator
	5. Roll Again		5. Roll Again		5. Roll Again
	6. Roll Again		6. Roll Again		6. Roll Again

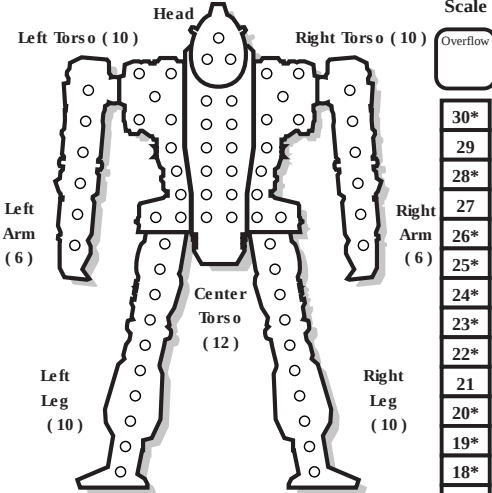
Engine Hits
Gyro Hits
Sensor Hits
Life Support



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Composite



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*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0