

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Trebuchet TBT-7MM 'Merida'

Movement Points: **Tonnage:** 50
Walking: 5 **Tech Base:** Mixed
Running: 8 **Rules Level:** Advanced
Jumping: 0 **Role:** Sniper
Engine Type: 250 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Vibroblade (Small)	LA	—	7	—	—	—	—
2	ER Medium Laser (IS)	RA	5	5 [DE]	—	4	8	12
1	Streak LRM 15	LT	5	1/Msl [M,C]	—	7	14	21
1	Streak LRM 15	RT	5	1/Msl [M,C]	—	7	14	21

Ammo: (Streak LRM 15) 32

BV: 2,024



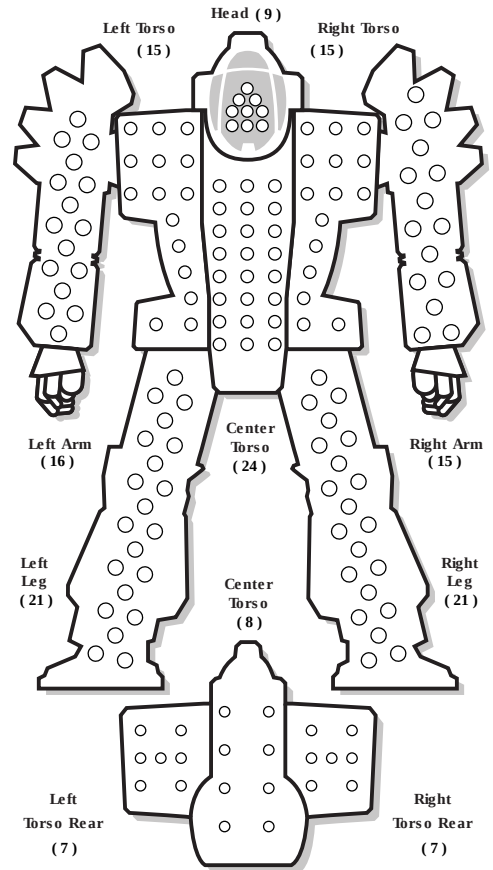
WARRIOR DATA

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

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

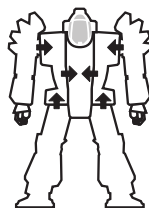
ARMOR DIAGRAM

Reflective



CRITICAL TABLE

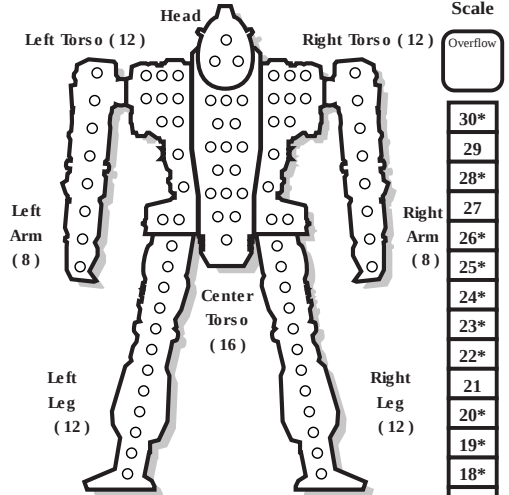
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Roll Again		4. Hand Actuator
	5. Vibroblade (Small)		5. Sensors		5. ER Medium Laser
	6. Endo Steel		6. Life Support		6. ER Medium Laser
Center Torso		Left Torso (CASE II)		Right Torso (CASE II)	
4-6	1. Endo Steel	4-6	1. XL Fusion Engine	4-6	1. XL Fusion Engine
	2. Reflective		2. XL Fusion Engine		2. XL Fusion Engine
	3. Reflective		3. XL Fusion Engine		3. XL Fusion Engine
	4. Reflective		4. Streak LRM 15 [Clan]		4. Streak LRM 15 [Clan]
	5. Reflective		5. Streak LRM 15 [Clan]		5. Streak LRM 15 [Clan]
	6. Roll Again		6. Streak LRM 15 [Clan]		6. Streak LRM 15 [Clan]
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	1. Hip	Gyro Hits ○○○○	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits ○○○○	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support ○	
	4. Foot Actuator		4. Foot Actuator		
	5. Endo Steel		5. Endo Steel		
	6. Endo Steel		6. Endo Steel		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



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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13*
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3
2
1
0