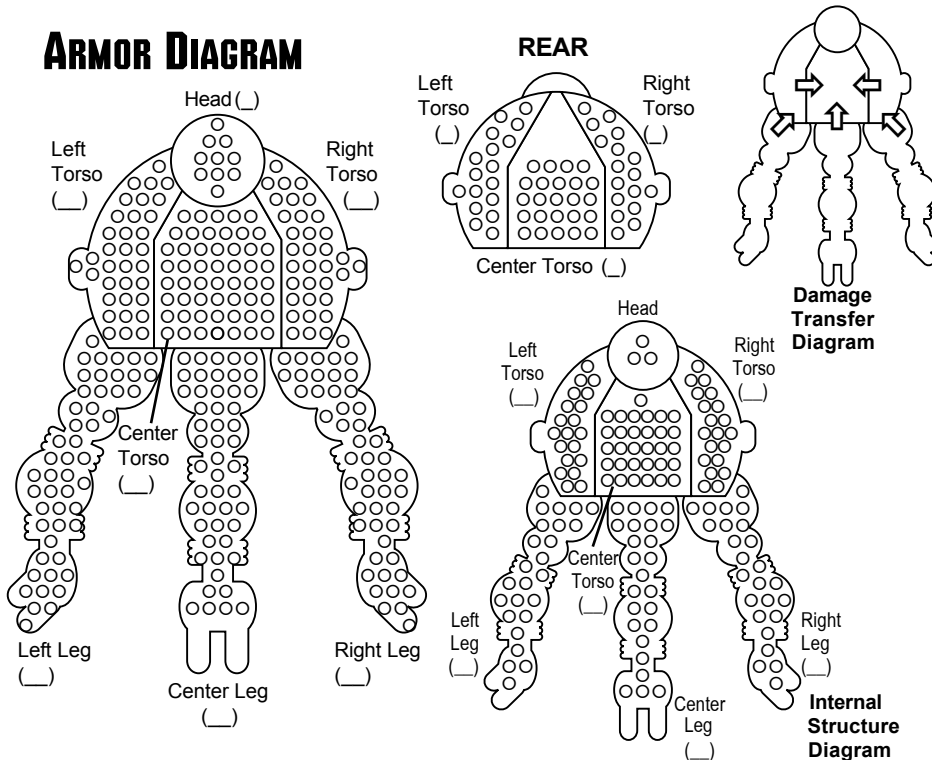


BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



'MECH DATA

Type: _____ Tonnage: _____

Movement Points:

Walking: _____

Running: _____

Jumping: _____

Technology Base:

☐ Clan

☐ Inner Sphere

☐ Goldfish

Weapons Inventory: (hexes)

Qty Type Loc Ht Dmg Min Sht Med Lng

Total Heat Sinks: _____ ()

Single ☐

Double ☐

Auto Eject:

☐ Operational ☐ Disabled

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

CRITICAL HIT TABLE

Engine Hits ○ ○ ○

Gyro Hits ○ ○

Sensor Hits ○ ○

Life Support ○

Head

- Life Support
- Sensors
- Cockpit
- _____
- Sensors
- Life Support

Battle Value: _____

Cost: _____

Year: _____

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Right Torso

- _____
- _____
- _____
- _____
- _____
- _____

1-3

4-6

Left Torso

- _____
- _____
- _____
- _____
- _____
- _____

1-3

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- _____
- _____

Center Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- _____
- _____

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- _____
- _____

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	