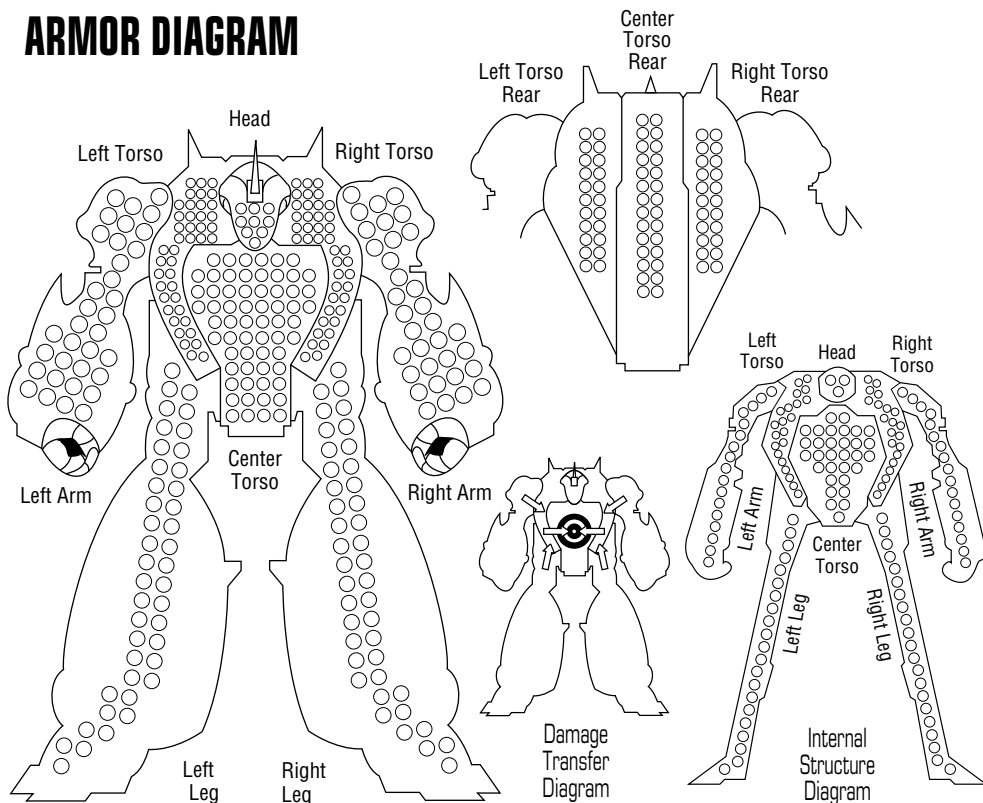


BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: _____ Tonnage: _____
 Movement Points: _____ Technology Base: _____
 Walking: _____ Clan
 Running: _____ Inner Sphere
 Jumping: _____ Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long

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

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
- 1-3 _____
- 4-6 _____
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
- Left Torso**
- _____
 - _____
 - _____
 - _____
 - _____
 - _____
- 1-3 _____
- 4-6 _____
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
5. _____
6. _____

- Head**
- Life Support
 - Sensors
 - Cockpit
 - _____
 - Sensors
 - Life Support
- Center Torso**
- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3 _____
- 4-6 _____
- Gyro
 - Engine
 - Engine
 - Engine
 - _____
 - _____

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

Battle Value _____
 Cost _____

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
- 1-3 _____
- 4-6 _____
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
- Right Torso**
- _____
 - _____
 - _____
 - _____
 - _____
 - _____
- 1-3 _____
- 4-6 _____
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
5. _____
6. _____

Heat Scale

Heat Overflow	
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	-2 Movement Points
10	
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	