

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Grasshopper GHR-5H

Movement Points: **Tonnage:** 70  
**Walking:** 4 **Tech Base:** Inner Sphere  
**Running:** 6 **Rules Level:** Introductory  
**Jumping:** 4 **Role:** Skirmisher  
**Engine Type:** 280 Fusion

### Weapons & Equipment Inventory

| Qty | Type         | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|--------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | Medium Laser | LA  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |
| 1   | Medium Laser | RA  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |
| 1   | Medium Laser | LT  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |
| 1   | Medium Laser | RT  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |
| 1   | Large Laser  | CT  | 8  | 8 [DE]        | —   | 5   | 10  | 15  |
| 1   | LRM 5        | HD  | 2  | 1/Msl [M,C,S] | 6   | 7   | 14  | 21  |

Ammo: (LRM 5) 24

BV: 1,427

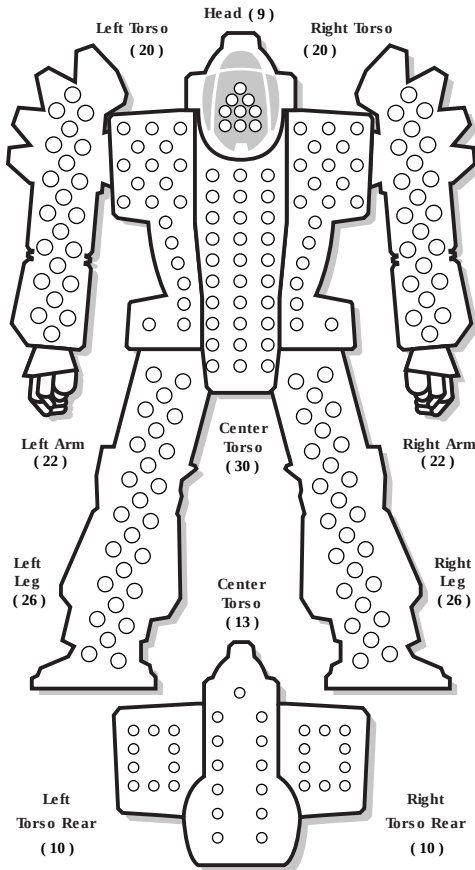
### WARRIOR DATA

Name: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
Hits Taken  
Consciousness #

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

### ARMOR DIAGRAM

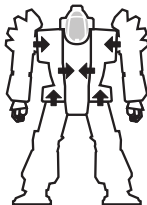
#### Standard Armor



### 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. Hand Actuator      |             | 4. LRM 5              |           | 4. Hand Actuator      |
|              | 5. Heat Sink          |             | 5. Sensors            |           | 5. Heat Sink          |
|              | 6. Medium Laser       |             | 6. Life Support       |           | 6. Medium Laser       |
| Center Torso |                       | Right Torso |                       |           |                       |
| 4-6          | 1. Roll Again         | 4-6         | 1. Roll Again         | 1-3       | 1. Heat Sink          |
|              | 2. Roll Again         |             | 2. Roll Again         |           | 2. Heat Sink          |
|              | 3. Roll Again         |             | 3. Roll Again         |           | 3. Heat Sink          |
|              | 4. Roll Again         |             | 4. Roll Again         |           | 4. Heat Sink          |
|              | 5. Roll Again         |             | 5. Roll Again         |           | 5. Medium Laser       |
|              | 6. Roll Again         |             | 6. Roll Again         |           | 6. Ammo (LRM 5) 24    |
| Left Torso   |                       | Right Torso |                       |           |                       |
| 1-3          | 1. Heat Sink          | 1-3         | 1. Heat Sink          | 4-6       | 1. Roll Again         |
|              | 2. Heat Sink          |             | 2. Heat Sink          |           | 2. Roll Again         |
|              | 3. Heat Sink          |             | 3. Heat Sink          |           | 3. Roll Again         |
|              | 4. Heat Sink          |             | 4. Heat Sink          |           | 4. Roll Again         |
|              | 5. Heat Sink          |             | 5. Roll Again         |           | 5. Roll Again         |
|              | 6. Medium Laser       |             | 6. Roll Again         |           | 6. Roll Again         |
| Left Leg     |                       | Right Leg   |                       |           |                       |
| 4-6          | 1. Hip                | 4-6         | 1. Hip                |           |                       |
|              | 2. Upper Leg Actuator |             | 2. Upper Leg Actuator |           |                       |
|              | 3. Lower Leg Actuator |             | 3. Lower Leg Actuator |           |                       |
|              | 4. Foot Actuator      |             | 4. Foot Actuator      |           |                       |
|              | 5. Jump Jet           |             | 5. Jump Jet           |           |                       |
|              | 6. Jump Jet           |             | 6. Jump Jet           |           |                       |

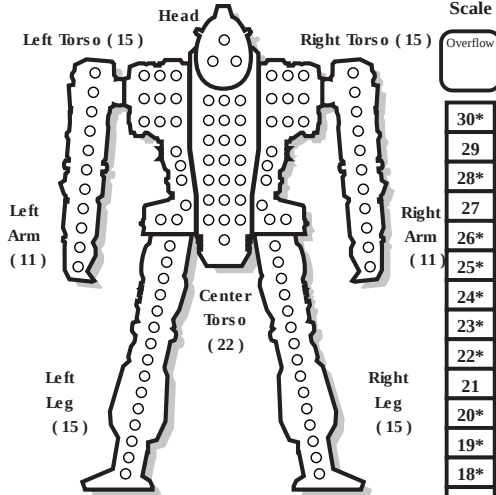
Engine Hits ○○○○  
Gyro Hits ○○○○  
Sensor Hits ○○○○  
Life Support ○



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: |
|-------------|------------------------|-------------|
| 30          | Shutdown               | 22          |
| 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   |