

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Grand Dragon DRG-9KC

Movement Points: **Tonnage:** 60
Walking: 6 **Tech Base:** Inner Sphere
Running: 9 **Rules Level:** Standard
Jumping: 0 **Role:** Skirmisher
Engine Type: 360 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Snub-Nose PPC	RA	10	10/8/5 [DE,V]	—	9	13	15
1	MML 5	LT	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Medium Laser (R)	LT	3	5 [DE]	—	3	6	9
1	C3 Computer (Master)	RT	—	[E]	—	5	9	15

Ammo: (MML 5/LRM) 24, (MML 5/SRM) 20

BV: 1,147



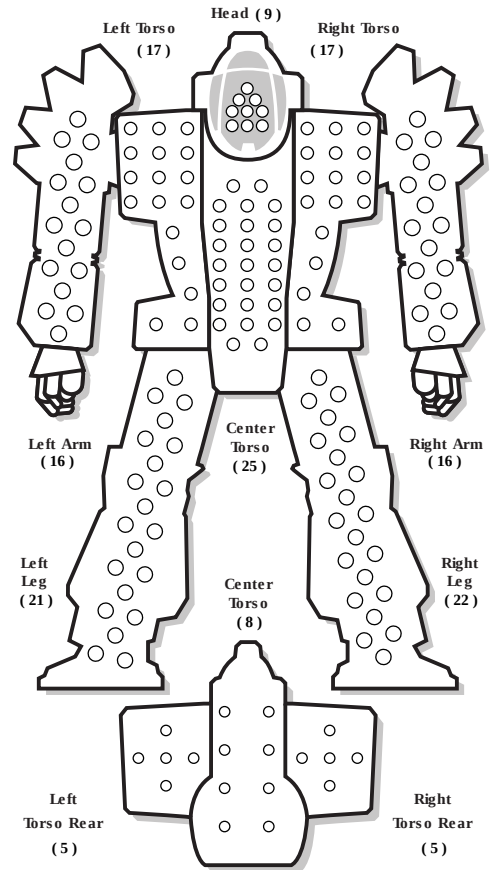
WARRIOR DATA

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

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

ARMOR DIAGRAM

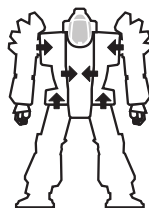
Light Ferro-Fibrous



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. Light Ferro-Fibrous		4. Snub-Nose PPC
	5. Medium Laser		5. Sensors		5. Snub-Nose PPC
	6. Light Ferro-Fibrous		6. Life Support		6. Light Ferro-Fibrous
4-6	1. Roll Again	4-6		4-6	1. Roll Again
	2. Roll Again				2. Roll Again
	3. Roll Again				3. Roll Again
	4. Roll Again				4. Roll Again
	5. Roll Again				5. Roll Again
	6. Roll Again				6. Roll Again
Left Torso		Center Torso		Right Torso	
1-3	1. XL Fusion Engine	1-3	1. Gyro	1-3	1. XL Fusion Engine
	2. XL Fusion Engine		2. XL Fusion Engine		2. XL Fusion Engine
	3. XL Fusion Engine		3. XL Fusion Engine		3. XL Fusion Engine
	4. MML 5		4. Gyro		4. C3 Master
	5. MML 5		5. Gyro		5. C3 Master
	6. MML 5		6. Roll Again		6. C3 Master
4-6	1. Medium Laser (R)	4-6	1. Gyro	4-6	1. C3 Master
	2. Ammo (MML 5/SRM) 20		2. XL Fusion Engine		2. C3 Master
	3. Ammo (MML 5/LRM) 24		3. XL Fusion Engine		3. Light Ferro-Fibrous
	4. Light Ferro-Fibrous		4. Roll Again		4. Roll Again
	5. Roll Again		5. Roll Again		5. Roll Again
	6. Roll Again		6. Roll Again		6. Roll Again
Left Leg		Right Leg			
1-3	1. Hip	1-3	1. Hip	1-3	1. Hip
	2. Upper Leg Actuator		2. Upper Leg Actuator		2. Upper Leg Actuator
	3. Lower Leg Actuator		3. Lower Leg Actuator		3. Lower Leg Actuator
	4. Foot Actuator		4. Foot Actuator		4. Foot Actuator
	5. Light Ferro-Fibrous		5. Light Ferro-Fibrous		5. Light Ferro-Fibrous
	6. Roll Again		6. Roll Again		6. Roll Again

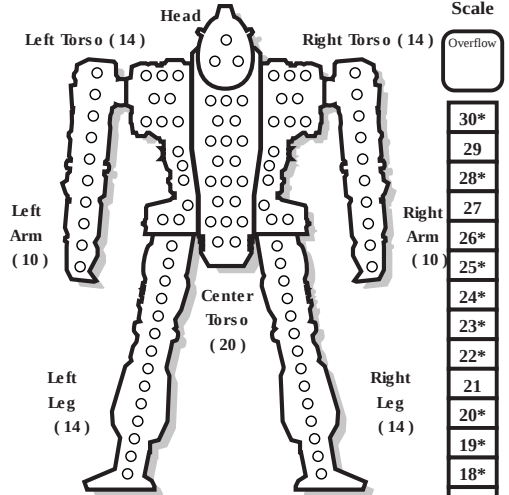
Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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*
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8*
7
6
5*
4
3
2
1
0