

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Hermes HER-4WB

Movement Points: **Tonnage:** 30
Walking: 9 **Tech Base:** Inner Sphere
Running: 14 [18] **Rules Level:** Standard
Jumping: 0 **Role:** Striker
Engine Type: 270 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	ECM Suite (Guardian)	RT	—	[E]	—	—	—	6
1	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6

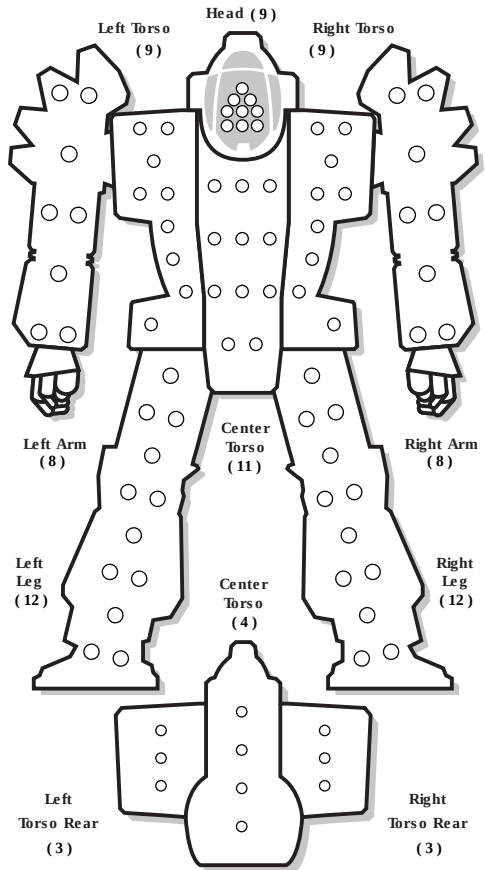
WARRIOR DATA

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

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

ARMOR DIAGRAM

Stealth

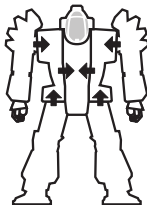


BV: 1,042



CRITICAL TABLE

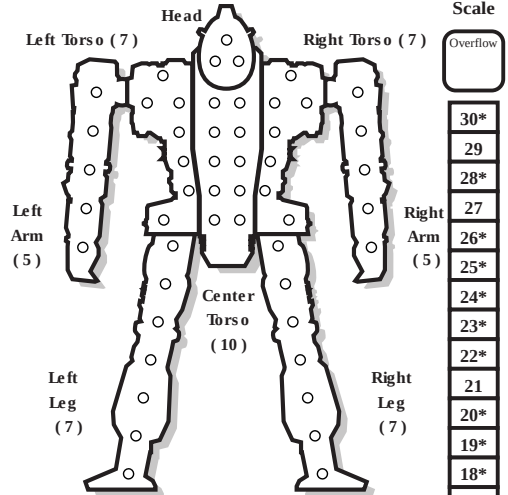
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Endo Steel		4. Roll Again		4. Hand Actuator
	5. Endo Steel		5. Sensors		5. Endo Steel
	6. Stealth		6. Life Support		6. Endo Steel
Center Torso		Left Torso		Right Torso	
4-6	1. Stealth	1-3	1. XL Fusion Engine	1-3	1. Stealth
	2. Medium Pulse Laser		2. XL Fusion Engine		2. Stealth
	3. Roll Again		3. XL Fusion Engine		3. Medium Pulse Laser
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	1. Gyro	1-3	
	2. Upper Leg Actuator		2. XL Fusion Engine	4-6	
	3. Lower Leg Actuator		3. XL Fusion Engine	4-6	
	4. Foot Actuator		4. XL Fusion Engine	4-6	
	5. Stealth		5. Medium Pulse Laser	4-6	
	6. Stealth		6. Roll Again	4-6	
Right Leg		Engine Hits		Gyro Hits	
4-6	1. Hip	4-6	1. Endo Steel	1-3	
	2. Upper Leg Actuator		2. Endo Steel	4-6	
	3. Lower Leg Actuator		3. Endo Steel	4-6	
	4. Foot Actuator		4. Endo Steel	4-6	
	5. Stealth		5. Stealth	4-6	
	6. Stealth		6. Stealth	4-6	



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*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0