

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Hussar HSR-400-D

Movement Points: 30
Walking: 8
Running: 12
Jumping: 0
Engine Type: 240 XL

Tonnage: 30
Tech Base: Inner Sphere
Rules Level: Standard
Role: Scout

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	LT	2	10	—	6	12	18

[DB,C/F/S]

Ammo: (LB 10-X Cluster) 10

BV: 611

WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____

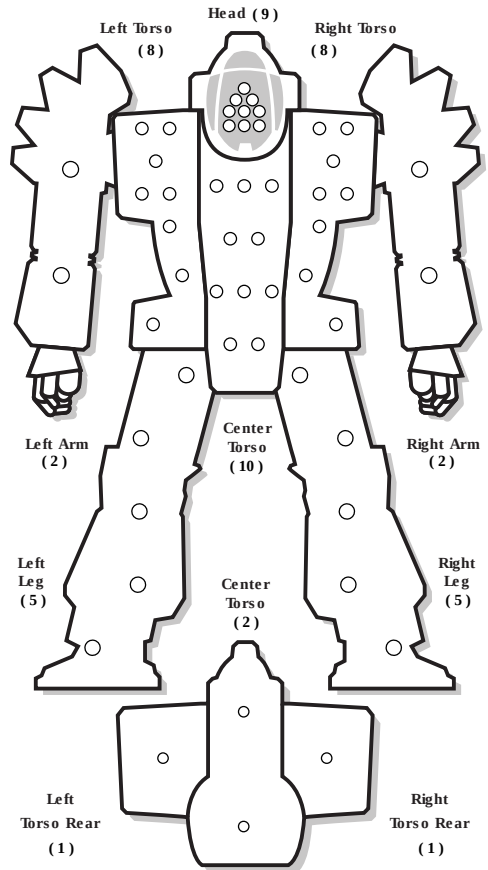
Hits Taken

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

Consciousness #

ARMOR DIAGRAM

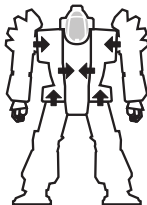
Ferro-Fibrous



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. Ferro-Fibrous		4. Hand Actuator
	5. Roll Again		5. Sensors		5. Roll Again
	6. Roll Again		6. Life Support		6. Roll Again
Center Torso		Right Torso			
4-6	1. Roll Again	4-6	1. XL Fusion Engine	1-3	1. Roll Again
	2. Roll Again		2. XL Fusion Engine		2. Roll Again
	3. Roll Again		3. XL Fusion Engine		3. Roll Again
	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 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. LB 10-X AC		4. XL Fusion Engine		4. Ferro-Fibrous
	5. LB 10-X AC		5. Ammo (LB 10-X Cluster) 10		5. Ferro-Fibrous
	6. LB 10-X AC		6. Ferro-Fibrous		6. Ferro-Fibrous
Left Leg		Right Leg			
4-6	1. LB 10-X AC	4-6	1. Ferrous	4-6	1. Ferrous
	2. LB 10-X AC		2. Ferrous		2. Ferrous
	3. LB 10-X AC		3. Ferrous		3. Ferrous
	4. Ferrous		4. Ferrous		4. Ferrous
	5. Ferrous		5. Ferrous		5. Ferrous
	6. Ferrous		6. Ferrous		6. Ferrous

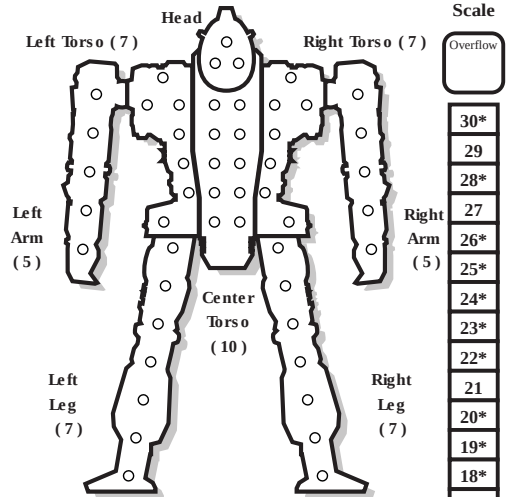
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
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*
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16
15*
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