

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Hussar HSR-950-D

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

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Snub-Nose PPC	CT	10	10/8/5 [DE,V]	—	9	13	15

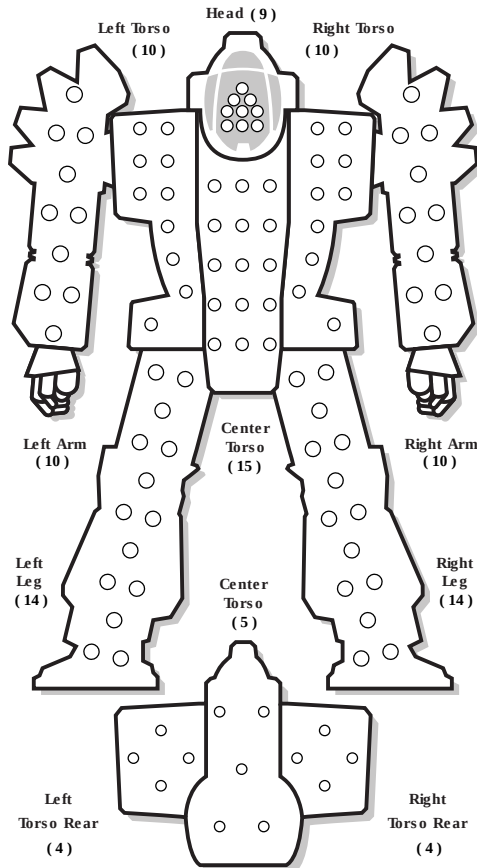
WARRIOR DATA

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

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

ARMOR DIAGRAM

Heavy Ferro-Fibrous

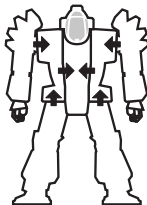


BV: 1,131



CRITICAL TABLE

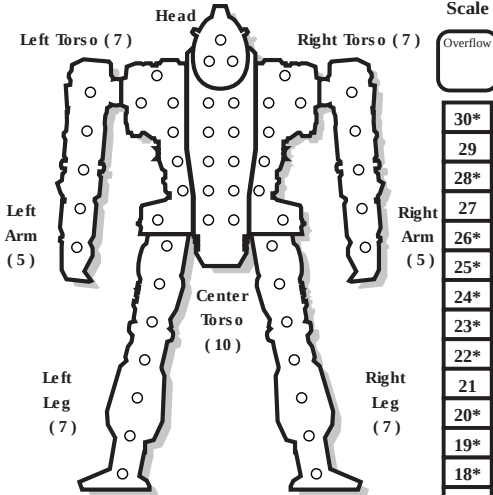
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Heavy Ferro-Fibrous		4. Hand Actuator
	5. ER Medium Laser		5. Sensors		5. ER Medium Laser
	6. Heavy Ferro-Fibrous		6. Life Support		6. Heavy Ferro-Fibrous
Center Torso		Left Torso		Right Torso	
4-6	1. Heavy Ferro-Fibrous	1-3	1. XL Fusion Engine	1-3	1. Heavy Ferro-Fibrous
	2. Heavy Ferro-Fibrous		2. XL Fusion Engine		2. Heavy Ferro-Fibrous
	3. Heavy Ferro-Fibrous		3. XL Fusion Engine		3. Heavy Ferro-Fibrous
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
4-6	1. Heavy Ferro-Fibrous	4-6	1. Gyro	4-6	1. Heavy Ferro-Fibrous
	2. Roll Again		2. XL Fusion Engine		2. XL Fusion Engine
	3. Roll Again		3. XL Fusion Engine		3. XL Fusion Engine
	4. Roll Again		4. XL Fusion Engine		4. Heavy Ferro-Fibrous
	5. Roll Again		5. Snub-Nose PPC		5. Heavy Ferro-Fibrous
	6. Roll Again		6. Snub-Nose PPC		6. Heavy Ferro-Fibrous
Left Leg		Engine Hits		Right Leg	
4-6	1. Hip	4-6	Gyro Hits	4-6	1. Heavy Ferro-Fibrous
	2. Upper Leg Actuator		Sensor Hits		2. Roll Again
	3. Lower Leg Actuator		Life Support		3. Roll Again
	4. Foot Actuator				4. Roll Again
	5. Heavy Ferro-Fibrous				5. Roll Again
	6. Heavy Ferro-Fibrous				6. Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



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*
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3
2
1
0