BATTLETECH

BATTLEMECH RECORD SHEET

'MECH DATA

Type: UrbanMech UM-R70

Movement Points:		**Tonnage:**	30
Walking:	2	**Tech Base:**	Inner Sphere
Running:	3	**Rules Level:**	Standard
Jumping:	2	**Role:**	Ambusher
Engine Type:	60 Fusion		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	LA	2	3 [DE]	—	2	4	5
1	Rotary AC/5	RA	1	5/Sht [DB,R/C]	—	5	10	15
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12

Ammo: (RAC/5) 40

BV: 724

WARRIOR DATA

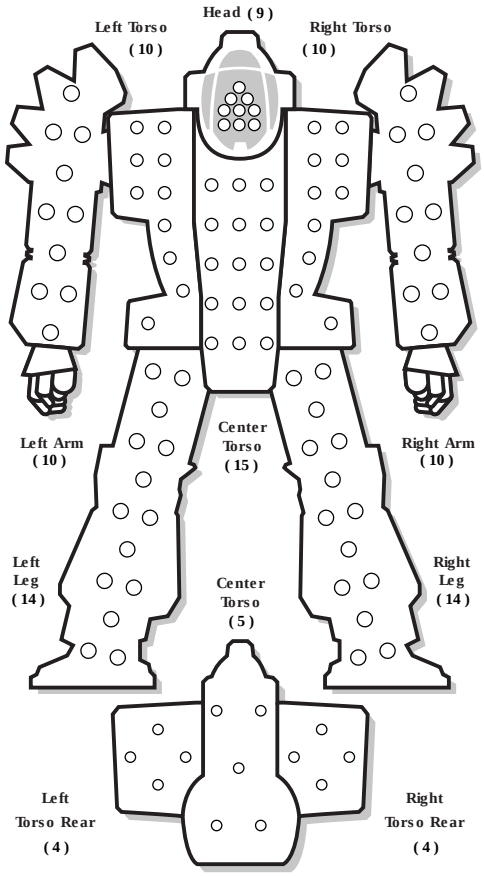
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

Left Arm

1-3:
1. **Shoulder**
2. **Upper Arm Actuator**
3. **ER Small Laser**
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6:
1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3:
1. **Heat Sink**
2. **Heat Sink**
3. **ER Medium Laser**
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6:
1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. **Heat Sink**
6. **Heat Sink**

Head

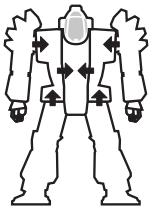
1. **Life Support**
2. **Sensors**
3. **Cockpit**
4. **Heat Sink**
5. **Sensors**
6. **Life Support**

Center Torso

1-3:
1. **Fusion Engine**
2. **Fusion Engine**
3. **Fusion Engine**
4. **Gyro**
5. **Gyro**
6. **Gyro**

4-6:
1. **Gyro**
2. **Fusion Engine**
3. **Fusion Engine**
4. **Fusion Engine**
5. **Jump Jet**
6. **Jump Jet**

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



Damage Transfer Diagram

Right Arm

1-3:
1. **Shoulder**
2. **Upper Arm Actuator**
3. **Rotary AC/5**
4. **Rotary AC/5**
5. **Rotary AC/5**
6. **Rotary AC/5**

4-6:
1. **Rotary AC/5**
2. **Rotary AC/5**
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Torso

1-3:
1. **Heat Sink**
2. **Heat Sink**
3. **Ammo (RAC/5) 20**
4. **Ammo (RAC/5) 20**
5. Ferro-Fibrous
6. Ferro-Fibrous

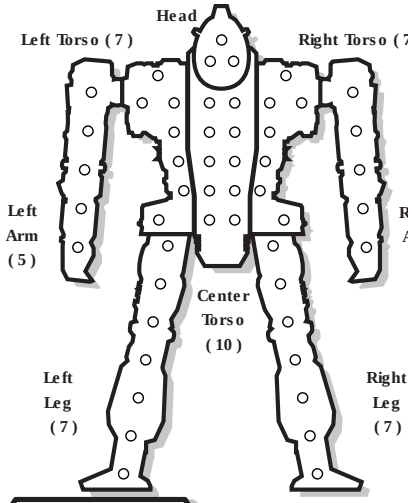
4-6:
1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. **Heat Sink**
6. **Heat Sink**

INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

HEAT DATA

Heat Sinks: 11 ○ ○

Heat Level*	Effects
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

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