

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: UrbanMech UM-R69

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

### Weapons & Equipment Inventory

| Qty | Type              | Loc | Ht | Dmg      | Min | Sht | Med | Lng |
|-----|-------------------|-----|----|----------|-----|-----|-----|-----|
| 1   | ER Small Laser    | LA  | 2  | 3 [DE]   | —   | 2   | 4   | 5   |
| 1   | Ultra AC/10       | RA  | 4  | 10/Sht   | —   | 6   | 12  | 18  |
|     |                   |     |    | [DB,R/C] |     |     |     |     |
| 1   | Small Pulse Laser | LT  | 2  | 3 [P,AI] | —   | 1   | 2   | 3   |

Ammo: (Ultra AC/10) 10

BV: 589

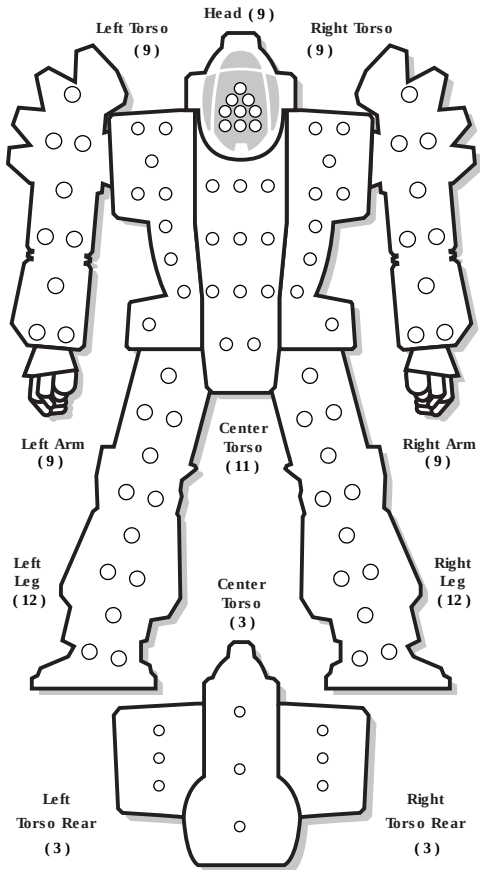
### WARRIOR DATA

Name: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
Hits Taken  
Consciousness #

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

### ARMOR DIAGRAM

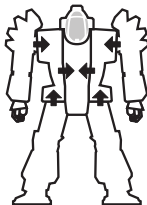
#### Ferro-Fibrous



### 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. ER Small Laser     |             | 3. Cockpit       |             | 3. Ultra AC/10           |
|              | 4. Roll Again         |             | 4. Roll Again    |             | 4. Ultra AC/10           |
|              | 5. Roll Again         |             | 5. Sensors       |             | 5. Ultra AC/10           |
|              | 6. Roll Again         |             | 6. Life Support  |             | 6. Ultra AC/10           |
| Center Torso |                       | Left Torso  |                  | Right Torso |                          |
| 4-6          | 1. Roll Again         | 1-3         | 1. Fusion Engine | 4-6         | 1. Ultra AC/10           |
|              | 2. Roll Again         |             | 2. Fusion Engine |             | 2. Ultra AC/10           |
|              | 3. Roll Again         |             | 3. Fusion Engine |             | 3. Ultra AC/10           |
|              | 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     |                       | Engine Hits |                  | Right Leg   |                          |
| 1-3          | 1. Heat Sink          | 4-6         | 1. Gyro          | 1-3         | 1. Heat Sink             |
|              | 2. Heat Sink          |             | 2. Fusion Engine |             | 2. Heat Sink             |
|              | 3. Small Pulse Laser  |             | 3. Fusion Engine |             | 3. Ammo (Ultra AC/10) 10 |
|              | 4. Ferro-Fibrous      |             | 4. Fusion Engine |             | 4. Ferro-Fibrous         |
|              | 5. Ferro-Fibrous      | 4-6         | 5. Jump Jet      |             | 5. Ferro-Fibrous         |
|              | 6. Ferro-Fibrous      |             | 6. Jump Jet      |             | 6. Ferro-Fibrous         |
| Right Leg    |                       | Gyro Hits   |                  | Heat Sinks  |                          |
| 4-6          | 1. Ferro-Fibrous      | 4-6         | 1. Ferro-Fibrous | 10          | 30                       |
|              | 2. Ferro-Fibrous      |             | 2. Ferro-Fibrous |             | 29                       |
|              | 3. Ferro-Fibrous      |             | 3. Ferro-Fibrous |             | 28*                      |
|              | 4. Ferro-Fibrous      |             | 4. Ferro-Fibrous |             | 27                       |
|              | 5. Roll Again         | 4-6         | 5. Roll Again    |             | 26*                      |
|              | 6. Roll Again         |             | 6. Roll Again    |             | 25*                      |

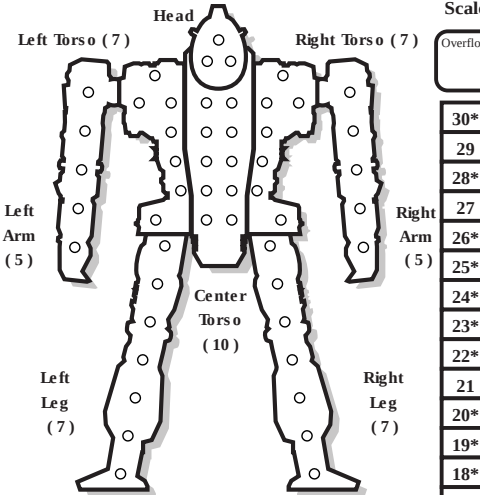
Engine Hits ○○○○  
Gyro Hits ○○○○  
Sensor Hits ○○○○  
Life Support ○



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### HEAT DATA

| 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     |

Heat Sinks: 10

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   |