

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Grim Reaper GRM-R-PR30

Movement Points: **Tonnage:** 55
Walking: 5 [6] **Tech Base:** Inner Sphere
Running: 8 [9] **Rules Level:** Standard
Jumping: 0 **Role:** Skirmisher
Engine Type: 275 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	3	6	9
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21
1	C3 Computer (Slave)	CT	—	[E]	—	—	—	—

Ammo: (LRM 15 Artemis) 16, (Streak SRM 6) 15

BV: 1,632

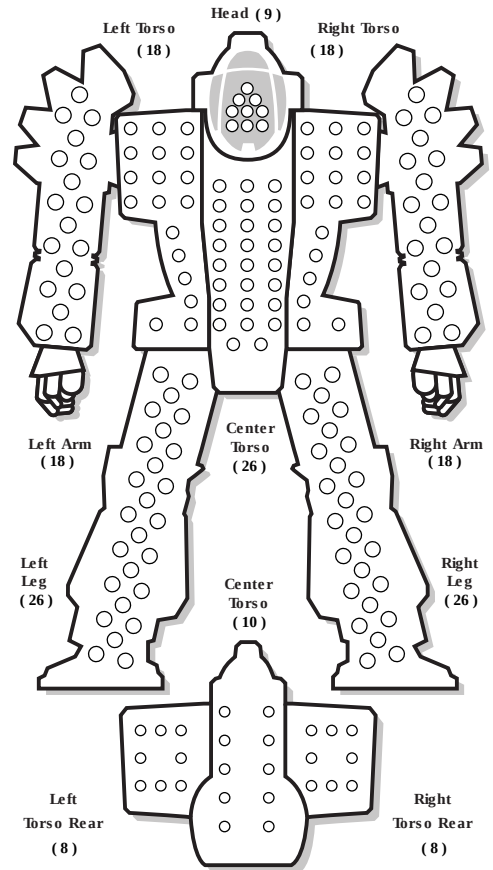
WARRIOR DATA

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

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

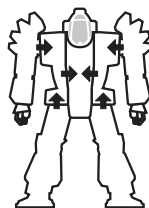
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

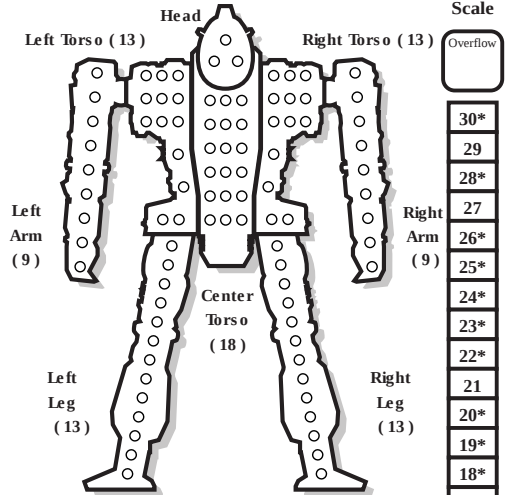
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Roll Again		4. Hand Actuator
	5. Streak SRM 6		5. Sensors		5. ER PPC
4-6	6. Streak SRM 6	4-6	6. Life Support		6. ER PPC
	1. ER Medium Laser				1. ER PPC
	2. Ferro-Fibrous				2. Ferro-Fibrous
	3. Ferro-Fibrous				3. Ferro-Fibrous
	4. Ferro-Fibrous				4. Ferro-Fibrous
1-3	5. Roll Again	1-3			5. Roll Again
	6. Roll Again				6. Roll Again
Center Torso		Right Torso			
4-6	1. XL Fusion Engine	4-6	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. Gyro		4. XL Fusion Engine		4. LRM 15
	5. Gyro		5. C3 Slave		5. LRM 15
1-3	6. Roll Again	1-3	6. Ferro-Fibrous		6. LRM 15
Left Torso (CASE)		Engine Hits ○○○○		Right Torso	
1-3	1. XL Fusion Engine	4-6	Gyro Hits ○○○○	1-3	1. XL Fusion Engine
	2. XL Fusion Engine		Sensor Hits ○○○○		2. XL Fusion Engine
	3. XL Fusion Engine		Life Support ○		3. XL Fusion Engine
	4. Ammo (LRM 15 Artemis) 8				4. LRM 15
	5. Ammo (LRM 15 Artemis) 8				5. LRM 15
4-6	6. Ammo (Streak SRM 6) 15				6. LRM 15
Left Leg		Right Leg			
1-3	1. Hip	4-6		1-3	1. Hip
	2. Upper Leg Actuator				2. Upper Leg Actuator
	3. Lower Leg Actuator				3. Lower Leg Actuator
	4. Foot Actuator				4. Foot Actuator
	5. Ferro-Fibrous				5. Ferro-Fibrous
4-6	6. Ferro-Fibrous				6. Ferro-Fibrous



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