

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Huron Warrior HUR-WO-R4N

Movement Points: **Tonnage:** 50
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 **Rules Level:** Standard
Jumping: 0 **Role:** Missile Boat
Engine Type: 250 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	ECM Suite (Guardian)	CT	—	[E]	—	—	—	6

Ammo: (LRM 15) 32

BV: 1,489

WARRIOR DATA

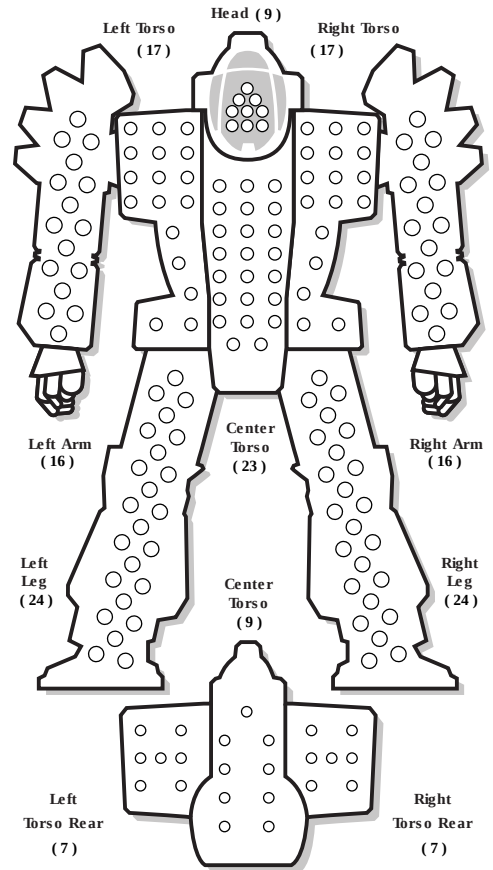
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Stealth



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 15
- LRM 15
- LRM 15

- Medium Laser
- Medium Laser
- Endo Steel
- Endo Steel
- Stealth
- Stealth

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

- Ammo (LRM 15) 8
- CASE
- Endo Steel
- Endo Steel
- Stealth
- Stealth

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ECM Suite (Guardian)
- ECM Suite (Guardian)

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 15
- LRM 15
- LRM 15

- Medium Laser
- Medium Laser
- Endo Steel
- Endo Steel
- Stealth
- Stealth

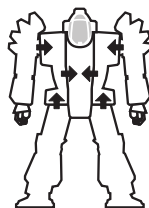
Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Stealth
- Stealth

Right Leg

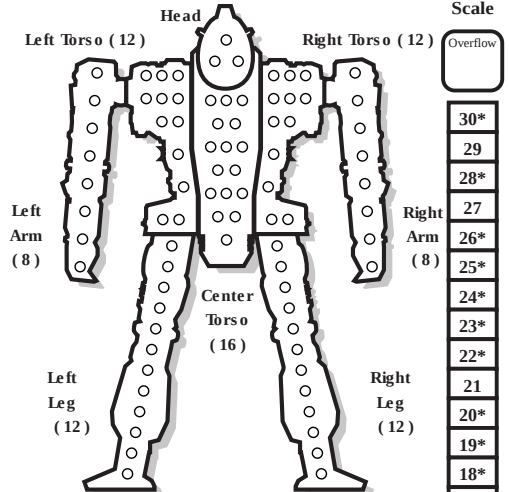
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

Double Heat Sinks:
10 (20)

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