BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Thunder THR-3L

Movement Points:		**Tonnage:**	70
Walking:	5 [6]	**Tech Base:**	Inner Sphere
Running:	8 [9]	**Rules Level:**	Advanced
Jumping:	0	**Role:**	Missile Boat
Engine Type:	350 XL		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite (Guardian)	LA	—	[E]	—	—	—	6
1	Arrow IV	RT/RA	10	20[AE,S,F]	—	1	2	8
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12

Ammo: (Arrow IV) 5, (Arrow IV Homing) 5, (Streak SRM 6) 15

BV: 1,904

WARRIOR DATA

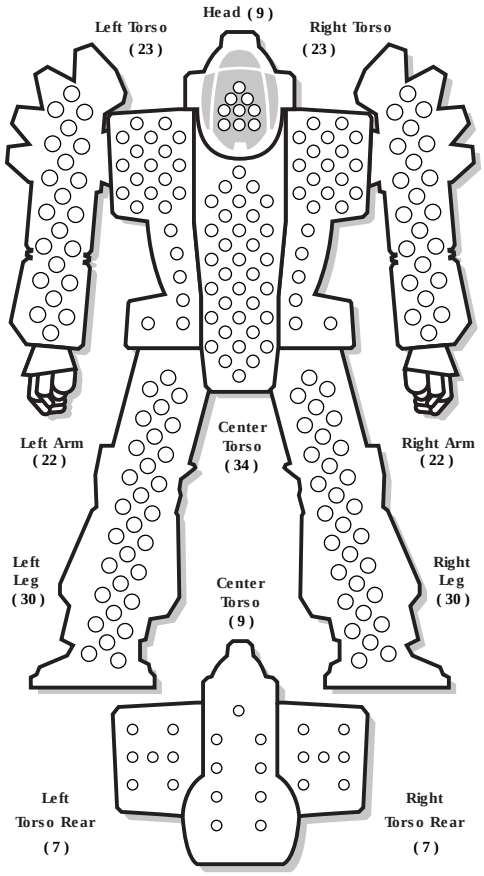
Name: _____

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

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

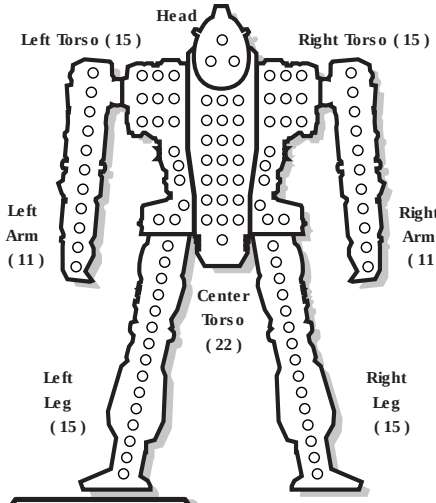
ARMOR DIAGRAM

Stealth



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

CRITICAL TABLE

Left Arm

1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **Lower Arm Actuator**
4. **Hand Actuator**
5. **ECM Suite (Guardian)**
6. **ECM Suite (Guardian)**

4-6
1. Stealth
2. Stealth
3. Triple Strength Myomer
4. Triple Strength Myomer
5. Triple Strength Myomer
6. Triple Strength Myomer

Left Torso (CASE)

1-3
1. **XL Fusion Engine**
2. **XL Fusion Engine**
3. **XL Fusion Engine**
4. **Streak SRM 6**
5. **Streak SRM 6**
6. **ER Medium Laser**

4-6
1. **Ammo (Arrow IV) 5**
2. **Ammo (Arrow IV Homing) 5**
3. **Ammo (Streak SRM 6) 15**
4. CASE
5. Stealth
6. Stealth

Left Leg

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

Head

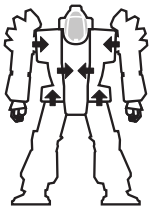
1. **Life Support**
2. **Sensors**
3. **Cockpit**
4. Triple Strength Myomer
5. **Sensors**
6. **Life Support**

Center Torso

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

4-6
1. **Gyro**
2. **XL Fusion Engine**
3. **XL Fusion Engine**
4. **XL Fusion Engine**
5. **ER Medium Laser**
6. Triple Strength Myomer

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



Damage Transfer Diagram

Right Arm

1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **Arrow IV**
4. **Arrow IV**
5. **Arrow IV**
6. **Arrow IV**

4-6
1. **Arrow IV**
2. **Arrow IV**
3. **Arrow IV**
4. **Arrow IV**
5. Stealth
6. Stealth

Right Torso

1-3
1. **XL Fusion Engine**
2. **XL Fusion Engine**
3. **XL Fusion Engine**
4. **Arrow IV**
5. **Arrow IV**
6. **Arrow IV**

4-6
1. **Arrow IV**
2. **Arrow IV**
3. **Arrow IV**
4. **Arrow IV**
5. Stealth
6. Stealth

Right Leg

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

HEAT DATA

Double Heat Sinks: 11 (22)

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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