

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Dragon Fire DGR-4F

Movement Points: **Tonnage:** 75
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Standard
Jumping: 0 **Role:** Brawler
Engine Type: 300 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	LB 10-X AC	RA	2	10	—	6	12	18
[DB,C/F/S]								
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	ECM Suite (Guardian)	LT	—	[E]	—	—	—	6
1	ER Large Laser	CT	12	8 [DE]	—	7	14	19
1	Medium Pulse Laser	HD	4	6 [P]	—	2	4	6

Ammo: (Gauss) 16, (LB 10-X) 10, (LB 10-X Cluster) 10

BV: 1,900



WARRIOR DATA

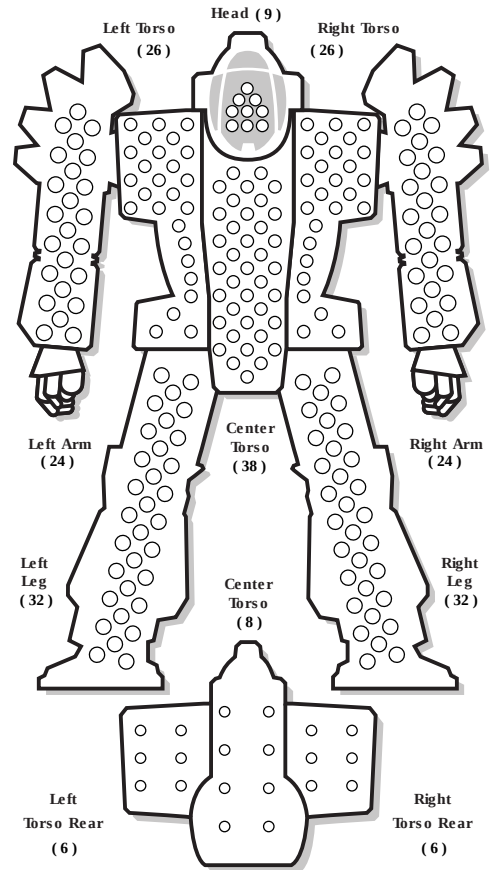
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

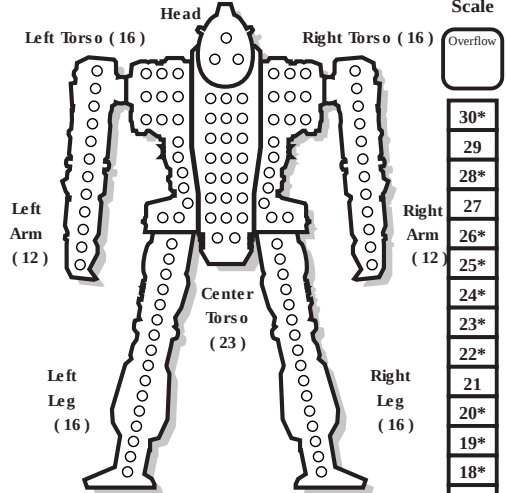
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

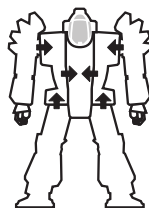
Endo Steel



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. Gauss Rifle		3. Cockpit		3. LB 10-X AC
	4. Gauss Rifle		4. Medium Pulse Laser		4. LB 10-X AC
	5. Gauss Rifle		5. Sensors		5. LB 10-X AC
	6. Gauss Rifle		6. Life Support		6. LB 10-X AC
Center Torso		Left Torso		Right Torso (CASE)	
4-6	1. Gauss Rifle	4-6	1. XL Fusion Engine	1-3	1. XL Fusion Engine
	2. Gauss Rifle		2. XL Fusion Engine		2. XL Fusion Engine
	3. Gauss Rifle		3. XL Fusion Engine		3. XL Fusion Engine
	4. Endo Steel		4. Medium Pulse Laser		4. Ammo (LB 10-X) 10
	5. Roll Again		5. Ammo (Gauss) 8		5. Ammo (LB 10-X Cluster) 10
	6. Roll Again		6. Ammo (Gauss) 8		6. CASE
Left Leg		Engine Hits		Right Leg	
4-6	1. Hip	4-6	1. Gyro	4-6	1. Hip
	2. Upper Leg Actuator		2. XL Fusion Engine		2. Upper Leg Actuator
	3. Lower Leg Actuator		3. XL Fusion Engine		3. Lower Leg Actuator
	4. Foot Actuator		4. XL Fusion Engine		4. Foot Actuator
	5. Endo Steel		5. ER Large Laser		5. Endo Steel
	6. Roll Again		6. ER Large Laser		6. Roll Again

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



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	10 (20)
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

Heat Scale
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