

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Emperor EMP-6D

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Engine Type: 270 XL

Tonnage: 90

Tech Base: Inner Sphere

Rules Level: Standard

Role: Juggernaut

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/5	LA	1	5/Sht	—	5	10	15
				[DB,R/C]				
1	Rotary AC/5	RA	1	5/Sht	—	5	10	15
				[DB,R/C]				
1	ER Large Laser	LT	12	8 [DE]	—	7	14	19
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Large Laser	RT	12	8 [DE]	—	7	14	19
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12

Ammo: (RAC/5) 120

BV: 2,382



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER Large Laser
- ER Large Laser
- ER Medium Laser
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- CASE

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ammo (RAC/5) 20

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

1-3

Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- ER Large Laser
- ER Large Laser
- ER Medium Laser
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- CASE

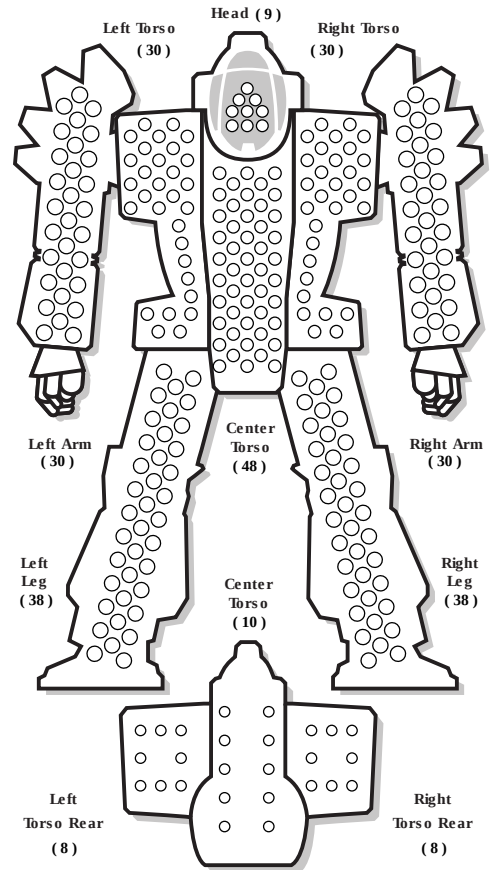
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ammo (RAC/5) 20

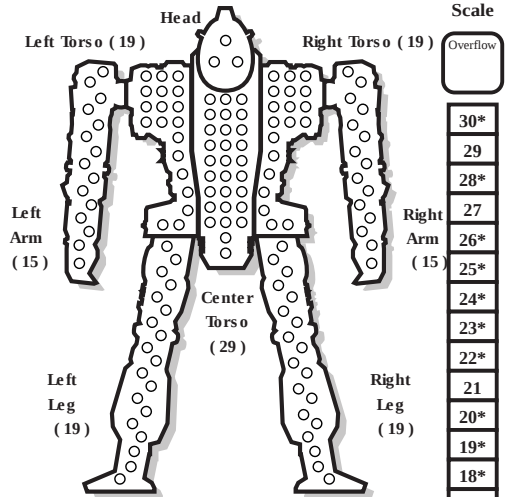
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	14 (28)
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*
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16
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12
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4
3
2
1
0