

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Emperor EMP-6M

Movement Points: _____
Walking: 3 [4] **Tonnage:** 90
Running: 5 [6] **Tech Base:** Inner Sphere
Jumping: 3 **Rules Level:** Standard
Engine Type: 270 Light **Role:** Sniper

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

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light Gauss Rifle	LA	1	8 [DB,X]	3	8	17	25
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	Light Gauss Rifle	RA	1	8 [DB,X]	3	8	17	25
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	C3i	RT	—	[E]	—	—	—	—
1	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12

Ammo: (Light Gauss) 32

BV: 2,090

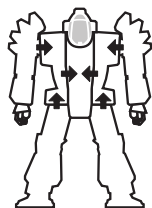


CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Light Gauss Rifle
 - Light Gauss Rifle
 - Light Gauss Rifle
- 1-3**
- Light Gauss Rifle
 - Light Gauss Rifle
 - ER Large Laser
 - ER Large Laser
 - Ammo (Light Gauss) 16
 - Triple Strength Myomer
- 4-6**
- Left Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Medium Pulse Laser
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 1-3**
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Triple Strength Myomer

- Head**
- Life Support
 - Sensors
 - Cockpit
 - ER Medium Laser
 - Sensors
 - Life Support
- Center Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- Gyro
 - Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Jump Jet
 - Medium Pulse Laser

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



Damage Transfer Diagram

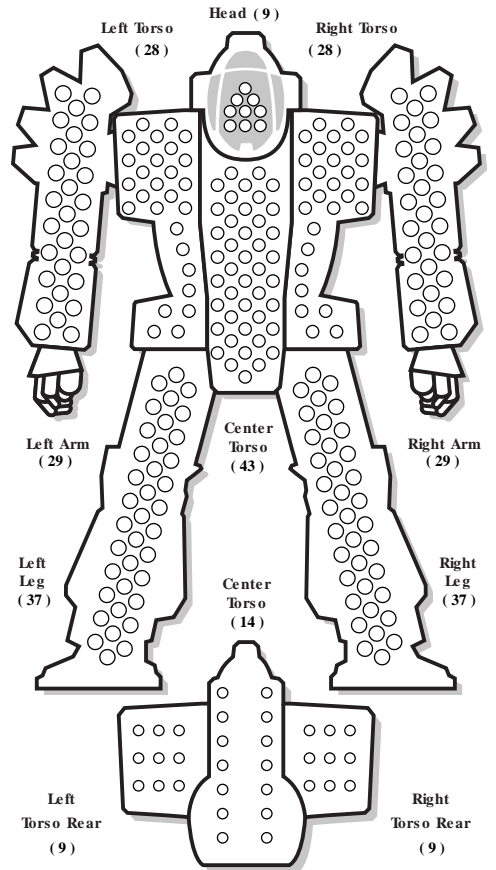
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Light Gauss Rifle
 - Light Gauss Rifle
 - Light Gauss Rifle
- 1-3**
- Light Gauss Rifle
 - Light Gauss Rifle
 - ER Large Laser
 - ER Large Laser
 - Ammo (Light Gauss) 16
 - Triple Strength Myomer
- 4-6**
- Right Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Medium Pulse Laser
 - C3i
 - C3i
 - Endo Steel
- 1-3**
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Triple Strength Myomer

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Triple Strength Myomer



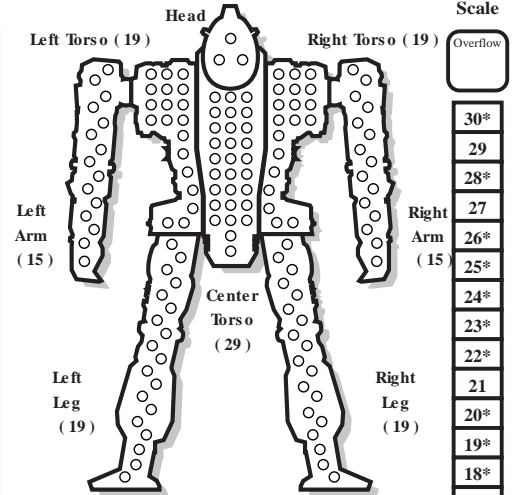
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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	○