

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: O-Bakemono OBK-M10
Movement Points: Tonnage: 80
Walking: 4 Tech Base: Inner Sphere
Running: 6 Rules Level: Advanced
Jumping: 0 Role: Missile Boat
Engine Type: 320 XL

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Arrow IV	LT/LA	10	20[AE,S,F]	—	1	2	8
1	Arrow IV	RT/RA	10	20[AE,S,F]	—	1	2	8
2	Medium Laser	CT	3	5[DE]	—	3	6	9
1	Small Laser	HD	1	3[DE]	—	1	2	3

Ammo: (Arrow IV) 15, (Arrow IV Homing) 15

BV: 1,659



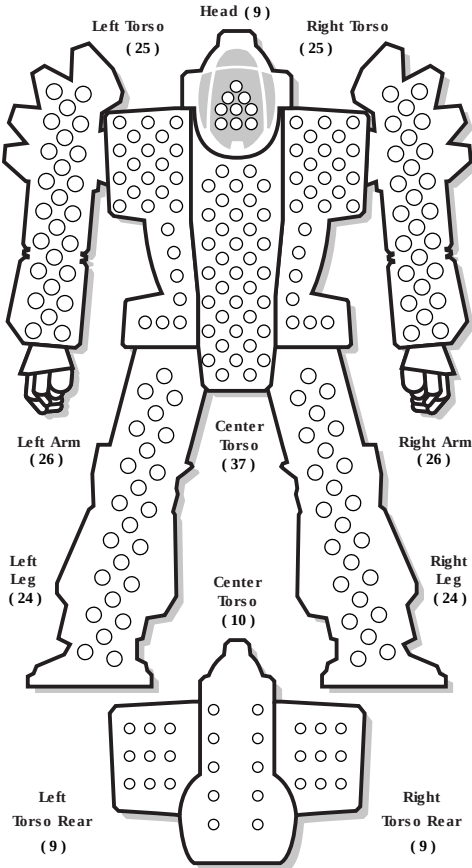
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

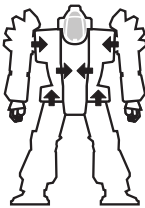
ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

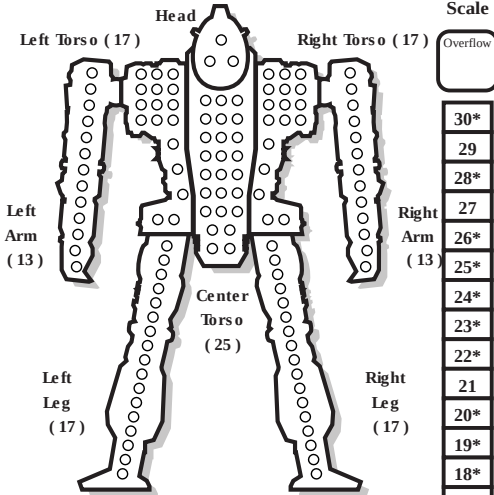
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Arrow IV		3. Cockpit		3. Arrow IV
	4. Arrow IV		4. Small Laser		4. Arrow IV
	5. Arrow IV		5. Sensors		5. Arrow IV
	6. Arrow IV		6. Life Support		6. Arrow IV
Center Torso		Left Torso (CASE)		Right Torso (CASE)	
4-6	1. Arrow IV	1-3	1. XL Fusion Engine	1-3	1. Arrow IV
	2. Arrow IV		2. XL Fusion Engine		2. Arrow IV
	3. Arrow IV		3. XL Fusion Engine		3. Arrow IV
	4. Arrow IV		4. Gyro		4. Arrow IV
	5. Arrow IV		5. Gyro		5. Arrow IV
	6. Arrow IV		6. Gyro		6. Arrow IV
Engine Hits ○○○○		1-3		4-6	
Gyro Hits ○○○○		4-6		1-3	
Sensor Hits ○○○○		1-3		4-6	
Life Support ○		4-6		1-3	
1. Arrow IV		4-6		4-6	
2. Arrow IV		4-6		1-3	
3. Ammo (Arrow IV) 5		4-6		4-6	
4. Ammo (Arrow IV Homing) 5		4-6		1-3	
5. Ammo (Arrow IV Homing) 5		4-6		4-6	
6. CASE		4-6		1-3	
Left Leg		Right Leg		Engine Hits	
1-3	1. Hip	1-3	1. Hip	○○○○	
	2. Upper Leg Actuator		2. Upper Leg Actuator	○○○○	
	3. Lower Leg Actuator		3. Lower Leg Actuator	○○○○	
	4. Foot Actuator		4. Foot Actuator	○○○○	
	5. Roll Again		5. Roll Again	○○○○	
	6. Roll Again		6. Roll Again	○○○○	



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



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	○

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