

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: O-Bakemono OBK-M11

Movement Points: **Tonnage:** 80
Walking: 3 **Tech Base:** Inner Sphere
Running: 5 **Rules Level:** Standard
Jumping: 0 **Role:** Juggernaut
Engine Type: 240 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MRM 40	LA	12	1/Msl [M,C]	—	3	8	15
1	MRM 40	RA	12	1/Msl [M,C]	—	3	8	15
1	C3 Computer (Slave)	LT	—	[E]	—	—	—	—
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Small Laser	HD	1	3 [DE]	—	1	2	3

Ammo: (MRM 40) 48

BV: 1,793



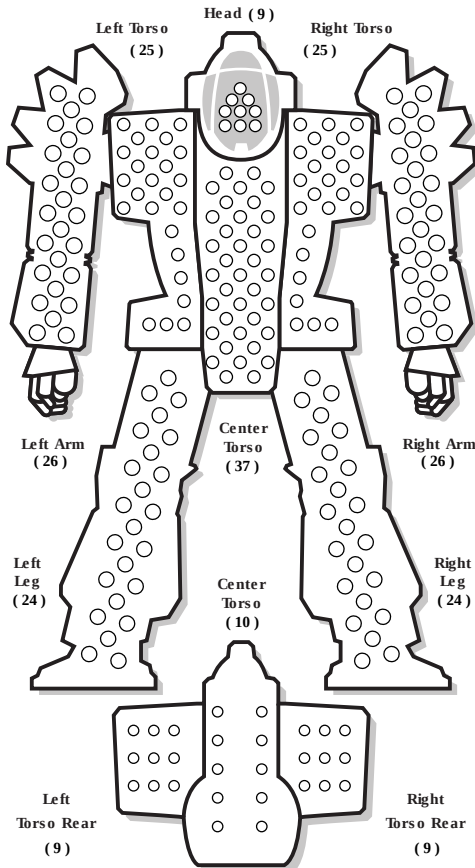
WARRIOR DATA

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

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

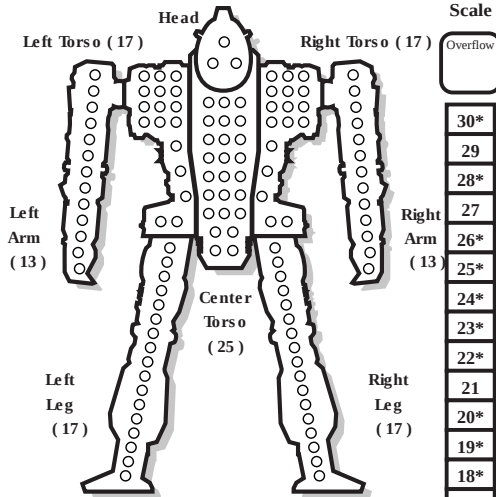
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

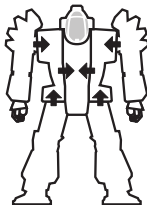
Overflow

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		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. Double Heat Sink		3. Cockpit		3. Double Heat Sink
	4. Double Heat Sink		4. Small Laser		4. Double Heat Sink
	5. Double Heat Sink		5. Sensors		5. Double Heat Sink
	6. MRM 40		6. Life Support		6. MRM 40
Center Torso		Left Torso (CASE)		Right Torso (CASE)	
4-6	1. MRM 40	1-3	1. Gyro	1-3	1. Double Heat Sink
	2. MRM 40		2. Fusion Engine		2. Double Heat Sink
	3. MRM 40		3. Fusion Engine		3. Double Heat Sink
	4. MRM 40		4. Gyro		4. Double Heat Sink
	5. MRM 40		5. Gyro		5. Double Heat Sink
	6. MRM 40		6. Medium Laser		6. Double Heat Sink
Left Leg		Engine Hits		Right Leg	
1-3	1. Double Heat Sink	4-6	1. Gyro	1-3	1. Double Heat Sink
	2. Double Heat Sink		2. Fusion Engine		2. Double Heat Sink
	3. Double Heat Sink		3. Fusion Engine		3. Double Heat Sink
	4. Ammo (MRM 40) 6		4. Fusion Engine		4. Double Heat Sink
	5. Ammo (MRM 40) 6		5. Medium Laser		5. Double Heat Sink
	6. Ammo (MRM 40) 6		6. Medium Laser		6. Double Heat Sink
Right Leg		Gyro Hits		Left Torso (CASE)	
4-6	1. Hip	4-6	1. Ammo (MRM 40) 6	1-3	1. Double Heat Sink
	2. Upper Leg Actuator		2. Ammo (MRM 40) 6		2. Double Heat Sink
	3. Lower Leg Actuator		3. Ammo (MRM 40) 6		3. Double Heat Sink
	4. Foot Actuator		4. Ammo (MRM 40) 6		4. Double Heat Sink
	5. Roll Again		5. CASE		5. Double Heat Sink
	6. Roll Again		6. Roll Again		6. Double Heat Sink

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



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 (28)
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	○○○