

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Marshal MHL-6MC

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 220 Light

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

### 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   | Light PPC          | LA  | 5  | 5 [DE]    | 3   | 6   | 12  | 18  |
| 1   | Plasma Rifle       | RA  | 10 | 10 [DE,H] | —   | 5   | 10  | 15  |
| 2   | Light Machine Gun  | LT  | —  | 1 [DB,AI] | —   | 2   | 4   | 6   |
| 1   | Machine Gun Array  | LT  | —  | [T]       | —   | 1   | 2   | 3   |
| 1   | MML 9              | RT  | 5  | [M,C,S]   |     |     |     |     |
|     | LRM                |     |    | 1/Msl     | 6   | 7   | 14  | 21  |
|     | SRM                |     |    | 2/Msl     | —   | 3   | 6   | 9   |
| 1   | Medium Pulse Laser | RT  | 4  | 6 [P]     | —   | 2   | 4   | 6   |

Ammo: (Light Machine Gun) 100, (MML 9/LRM) 13, (MML 9/SRM) 11, (Plasma Rifle) 30

BV: 1,457



### CRITICAL TABLE

#### Left Arm

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

1-3

- Double Heat Sink
- Light PPC
- Light PPC
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Machine Gun
- Light Machine Gun
- Machine Gun Array
- Ammo (Light Machine Gun) 100

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- 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
- Ferro-Fibrous
- Ferro-Fibrous

4-6

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



Damage Transfer Diagram

#### Right Arm

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

1-3

- Double Heat Sink
- Plasma Rifle
- Plasma Rifle
- Ammo (Plasma Rifle) 10
- Ammo (Plasma Rifle) 10
- Ammo (Plasma Rifle) 10

4-6

#### Right Torso

- Light Fusion Engine
- Light Fusion Engine
- MML 9
- MML 9
- MML 9
- MML 9

1-3

- MML 9
- Medium Pulse Laser
- Ammo (MML 9/LRM) 13
- Ammo (MML 9/SRM) 11
- Ferro-Fibrous
- Ferro-Fibrous

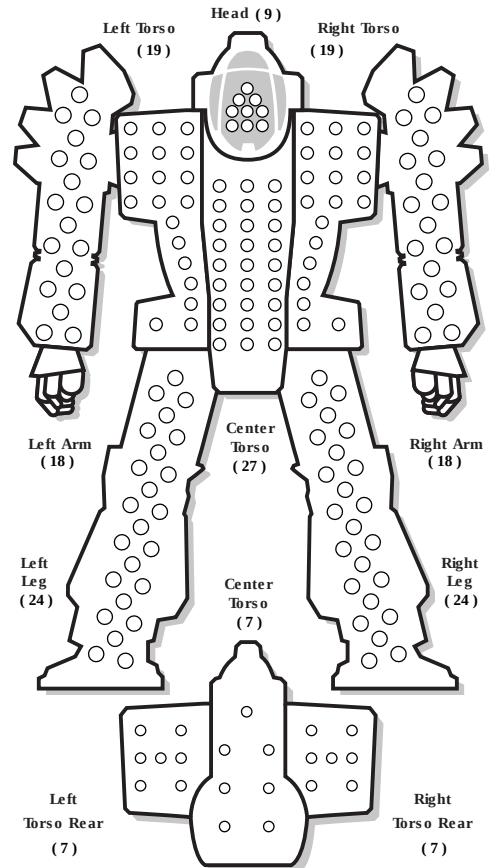
4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

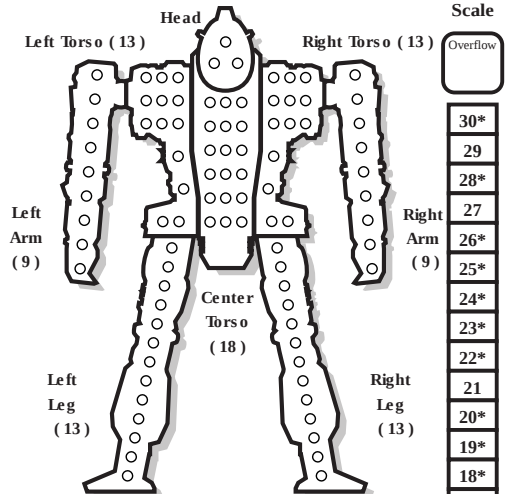
### ARMOR DIAGRAM

#### Ferro-Fibrous



### 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

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   |