

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Bruin 2

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 320 XL

Tonnage: 80

Tech Base: Clan

Rules Level: Standard

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

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	Ultra AC/5	LA	1	5/Sht	—	7	14	21
[DB,R/C]								
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Ultra AC/5	RA	1	5/Sht	—	7	14	21
[DB,R/C]								
3	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
3	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	SRM 2	CT	2	2/Msl [M,C,S]	—	3	6	9

Ammo: (Machine Gun) 100, (SRM 2) 50, (Ultra AC/5) 40

BV: 2,146



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Ultra AC/5

1-3

- Ultra AC/5
- Ultra AC/5
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Machine Gun
- Machine Gun
- Machine Gun
- Ammo (Ultra AC/5) 20

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso (CASE)

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 2
- Ammo (SRM 2) 50

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Ultra AC/5

1-3

- Ultra AC/5
- Ultra AC/5
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Machine Gun
- Machine Gun

1-3

- Machine Gun
- Ammo (Machine Gun) 100
- Ammo (Ultra AC/5) 20
- Roll Again
- Roll Again
- Roll Again

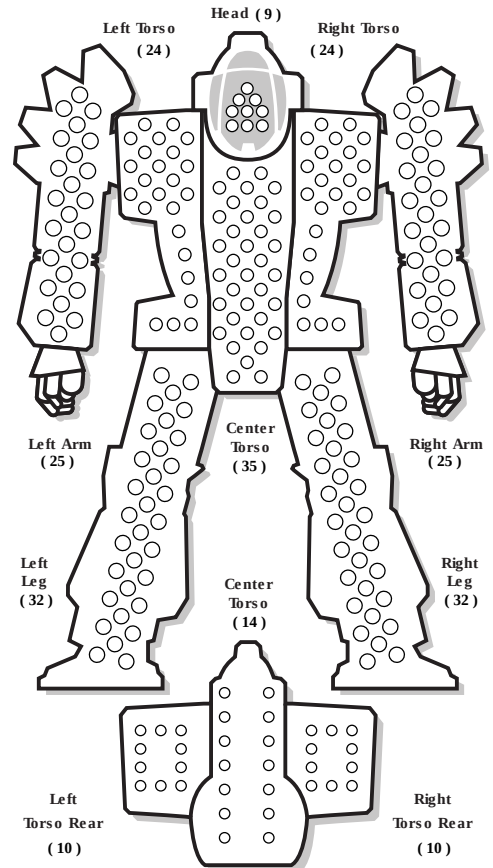
4-6

Right Leg

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

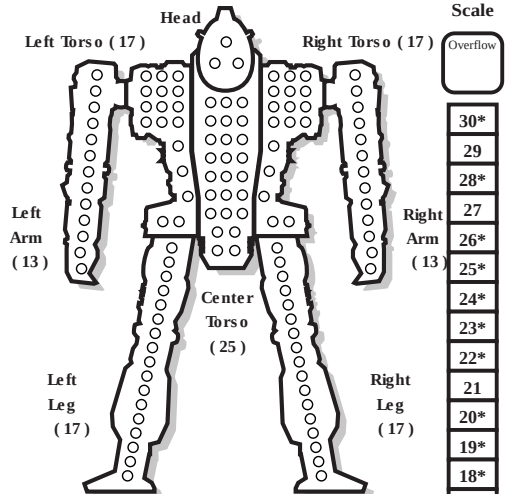
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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	○○○