

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: BattleMaster BLR-4S

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 340 Light

Tonnage: 85

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

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
2	Small Pulse Laser	LA	2	3 [P, AI]	—	1	2	3
1	Gauss Rifle	RA	1	15 [DB, X]	2	7	15	22
1	SRM 6	LT	4	2/Msl [M, C, S]	—	3	6	9
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Medium Laser	RT	3	5 [DE]	—	3	6	9

Ammo: (Gauss) 24, (SRM 6 Artemis) 30

BV: 2,005



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Small Pulse Laser
- Small Pulse Laser

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- SRM 6
- SRM 6
- Artemis IV FCS
- ER Medium Laser
- ER Medium Laser
- Medium Laser
- Ammo (SRM 6 Artemis) 15
- Ammo (SRM 6 Artemis) 15
- CASE
- Ferro-Fibrous

1-3

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

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

1-3

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ferro-Fibrous

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- ER Medium Laser
- ER Medium Laser
- Medium Laser
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

1-3

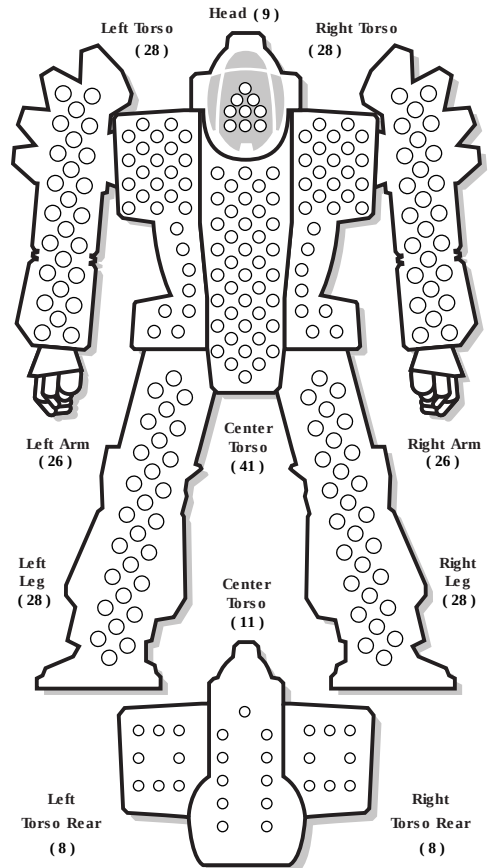
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

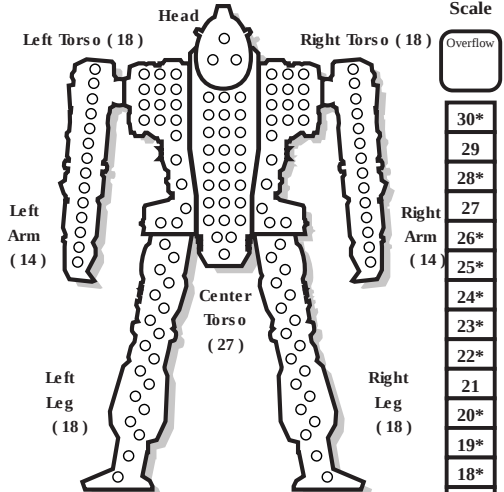
ARMOR DIAGRAM

Ferro-Fibrous



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	○ ○ ○

Heat Scale

Overflow

30*
29
28*
27
26*
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