

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Hatamoto-Godai HTM-30Z

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

### Weapons & Equipment Inventory

| Qty | Type                    | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|-------------------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | Extended LRM 15         | LA  | 8  | 1[Msl [M,C,S] | 10  | 12  | 22  | 38  |
| 2   | ER Medium Laser         | RA  | 5  | 7[DE]         | —   | 5   | 10  | 15  |
| (C) |                         |     |    |               |     |     |     |     |
| 1   | C3BS (Master)           | LT  | —  | [E]           | —   | 5   | 9   | 15  |
| 1   | Bloodhound Active Probe | LT  | —  | [E]           | —   | —   | —   | 8   |
| 1   | ECM Suite (Guardian)    | LT  | —  | [E]           | —   | —   | —   | 6   |
| 1   | C3BS (Master)           | RT  | —  | [E]           | —   | 5   | 9   | 15  |
| 1   | Laser AMS (C)           | RT  | 5  | [PB]          | —   | 1   | —   | —   |

Ammo: (ELRM 15) 18

BV: 1,899



### WARRIOR DATA

Pilot: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

|                 |   |   |   |    |    |      |
|-----------------|---|---|---|----|----|------|
| Hits Taken      | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |

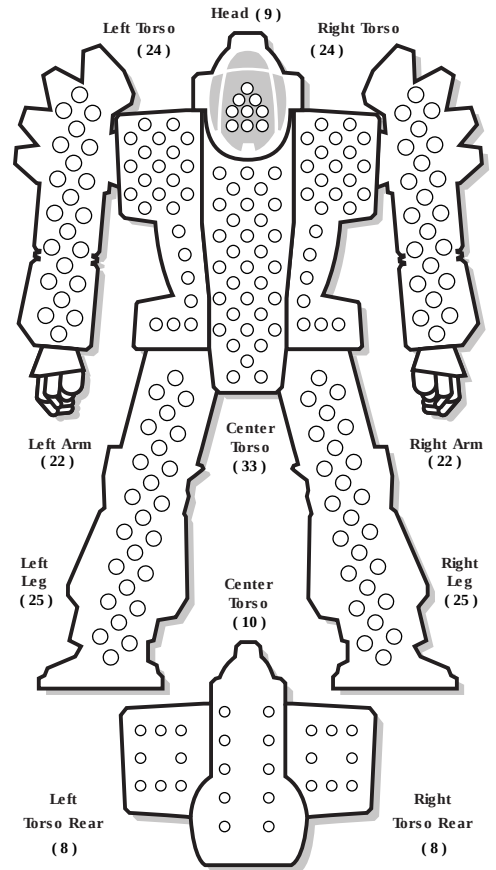
Commander: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

|                 |   |   |   |    |    |      |
|-----------------|---|---|---|----|----|------|
| Hits Taken      | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |

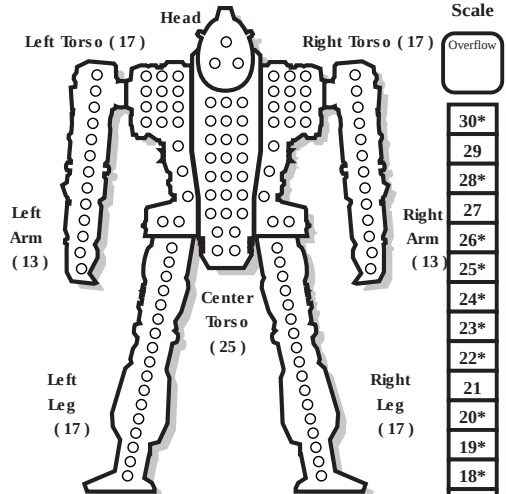
### ARMOR DIAGRAM

#### Ballistic-Reinforced



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Extended LRM 15
- Extended LRM 15
- Extended LRM 15

1-3

- Extended LRM 15
- Extended LRM 15
- Extended LRM 15
- Ammo (ELRM 15) 6
- Ammo (ELRM 15) 6
- Ammo (ELRM 15) 6

4-6

#### Left Torso

- C3BS (Master)
- C3BS (Master)
- C3BS (Master)
- C3BS (Master)
- C3BS (Master)
- C3BS (Master)

1-3

- Bloodhound Active Probe
- Bloodhound Active Probe
- Bloodhound Active Probe
- ECM Suite (Guardian)
- ECM Suite (Guardian)
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ballistic-Reinforced
- Ballistic-Reinforced

#### Head

- Life Support
- Sensors
- Cockpit
- Command Console
- Sensors
- Life Support

1-3

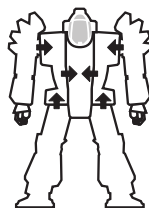
#### Center Torso

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

4-6

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

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser [Clan]
- ER Medium Laser [Clan]

1-3

- Ballistic-Reinforced
- Ballistic-Reinforced
- Ballistic-Reinforced
- Ballistic-Reinforced
- Ballistic-Reinforced
- Ballistic-Reinforced

4-6

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- C3BS (Master)
- C3BS (Master)
- C3BS (Master)

1-3

- C3BS (Master)
- C3BS (Master)
- C3BS (Master)
- Laser AMS [Clan]
- Roll Again
- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ballistic-Reinforced
- Ballistic-Reinforced

### HEAT DATA

| Heat Level* | Effects                | Double Heat Sinks: |
|-------------|------------------------|--------------------|
| 30          | Shutdown               | 10 (20)            |
| 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   |