

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Hatamoto-Suna HTM-30S

Movement Points: **Tonnage:** 80  
Walking: 3 **Tech Base:** Inner Sphere  
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   | Gauss Rifle     | LA  | 1  | 15 [DB,X]   | 2   | 7   | 15  | 22  |
| 1   | MRM 20          | LT  | 6  | 1/Msl [M,C] | —   | 3   | 8   | 15  |
| 1   | MRM 20          | RT  | 6  | 1/Msl [M,C] | —   | 3   | 8   | 15  |
| 1   | ER Medium Laser | HD  | 5  | 5 [DE]      | —   | 4   | 8   | 12  |

Ammo: (Gauss) 24, (MRM 20) 36

BV: 2,052



### WARRIOR DATA

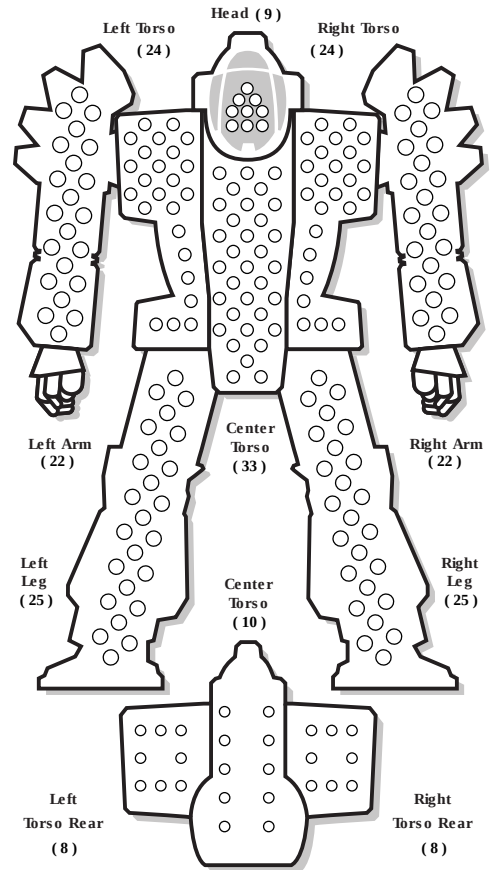
Name: \_\_\_\_\_

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

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

### ARMOR DIAGRAM

#### Ballistic-Reinforced



### CRITICAL TABLE

#### Left Arm

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

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Roll Again
- Roll Again

4-6

#### Left Torso

- MRM 20
- MRM 20
- MRM 20
- Apollo MRM FCS
- Ammo (Gauss) 8
- Ammo (Gauss) 8

1-3

- Ammo (Gauss) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

1-3

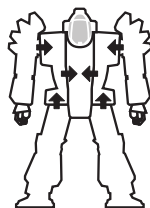
#### Center Torso

- 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
- Ballistic-Reinforced
- Ballistic-Reinforced

1-3

- Ballistic-Reinforced
- Ballistic-Reinforced
- Ballistic-Reinforced
- Ballistic-Reinforced
- Roll Again
- Roll Again

4-6

#### Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- MRM 20
- MRM 20
- MRM 20

1-3

- Apollo MRM FCS
- Ammo (MRM 20) 12
- Ammo (MRM 20) 12
- Ammo (MRM 20) 12
- CASE
- Roll Again

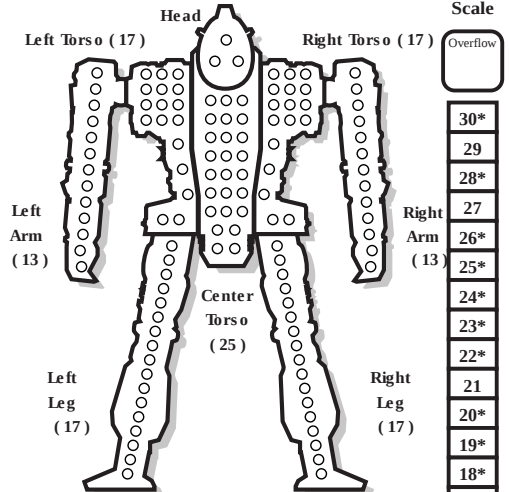
4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### HEAT DATA

| Heat Level* | Effects                |
|-------------|------------------------|
| 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     |

Double Heat Sinks:  
10 (20)



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   |