

BATTLEMECH RECORD SHEET

Tonnage: 25
Tech Base: Clan
Rules Level: Standard
Role: Scout

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
3	Heavy Small Laser	LA	3	6 [DE]	—	1	2	3
3	Heavy Small Laser	RA	3	6 [DE]	—	1	2	3
1	ECM Suite	LT	—	[E]	—	—	—	6
1	Light TAG	RT	—	[E]	—	3	6	9
1	Targeting Computer	CT	—	[E]	—	—	—	—
1	Active Probe	HD	—	[E]	—	—	—	5

BV: 777



1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heavy Small Laser
6. Heavy Small Laser

1. Life Support
2. Sensors
3. Cockpit
4. Active Probe
5. Sensors
6. Life Support

- 1-3**
1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Heavy Small Laser
 6. Heavy Small Laser

- 1-3**
1. XL Fusion Engine
 2. XL Fusion Engine
 3. XL Fusion Engine
 4. Gyro
 5. Gyro
 6. Gyro

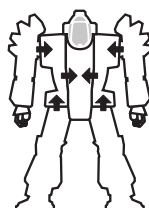
- 1-3**
1. XL Fusion Engine
 2. XL Fusion Engine
 3. [Double Heat Sink
 4. [Double Heat Sink
 5. [Double Heat Sink
 6. [Double Heat Sink

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Targeting Computer
6. MASC

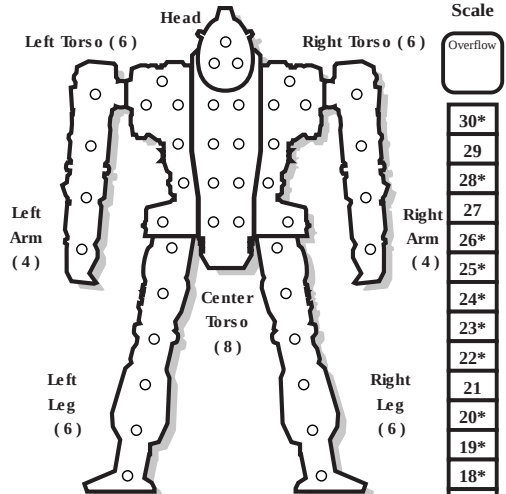
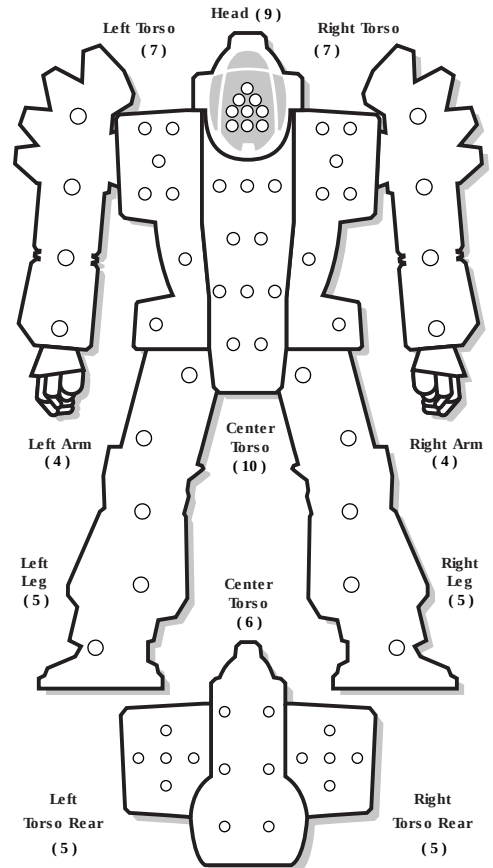
- 1-3**
1. XL Fusion Engine
 2. XL Fusion Engine
 3. [Double Heat Sink
 4. [Double Heat Sink
 5. [Double Heat Sink
 6. [Double Heat Sink

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel



Damage Transfer Diagram



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 11 (22)
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