

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Goshawk II 4

Movement Points:

Walking: 7

Running: 11

Jumping: 7

Engine Type: 315 XXL

Tonnage: 45

Tech Base: Clan

Rules Level: Advanced

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Cannon	LA	7	[DE,H,AI]	—	6	12	18
1	Streak LRM 10	RA	4	1/Msl [M,C]	—	7	14	21
1	Imp. Heavy Large Laser	LT	18	16 [DE,X]	—	5	10	15

Laser

Ammo: (Plasma Cannon) 20, (Streak LRM 10) 12

BV: 1,915



WARRIOR DATA

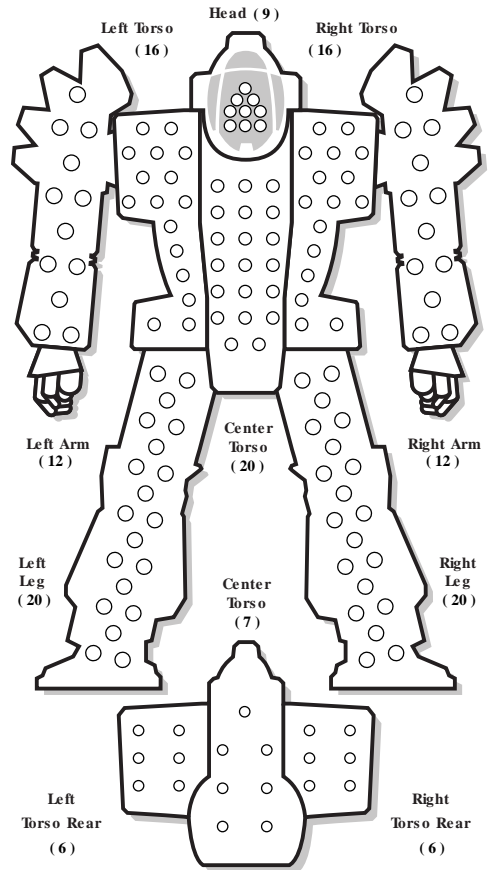
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

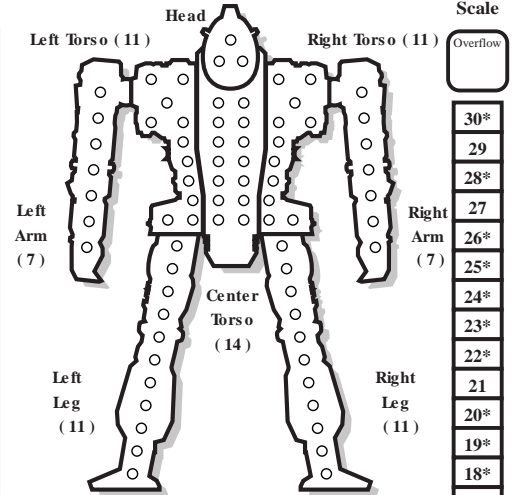
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Plasma Cannon
- Ammo (Plasma Cannon) 10

1-3

- Ammo (Plasma Cannon) 10
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Jump Jet
- Jump Jet

1-3

- Jump Jet
- Imp. Heavy Large Laser
- Imp. Heavy Large Laser
- Imp. Heavy Large Laser
- Endo Steel
- Endo Steel

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

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Streak LRM 10
- Streak LRM 10
- Ammo (Streak LRM 10) 12

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Jump Jet
- Jump Jet

1-3

- Jump Jet
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

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



Damage Transfer Diagram



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○