

BATTLEMECH RECORD SHEET

Movement Points:	Tonnage: 45
Walking: 5	Tech Base: Inner Sphere
Running: 8	Rules Level: Standard
Jumping: 0	
Engine Type: 225 Fusion	

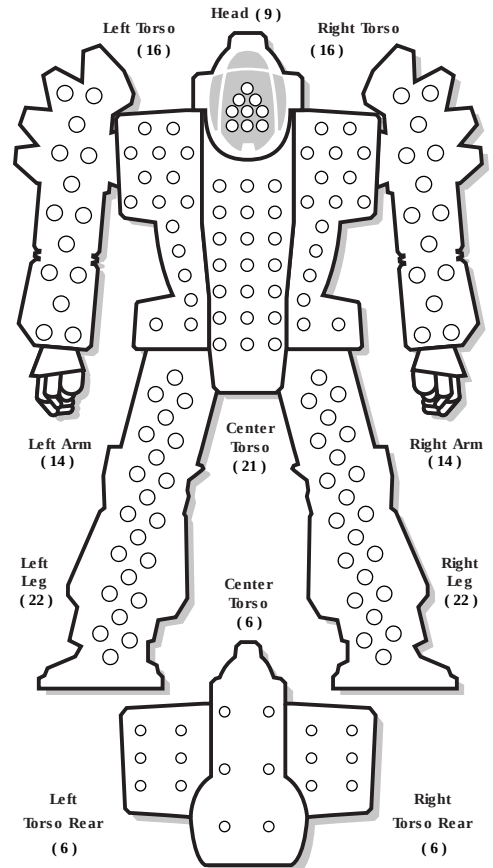
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Hatchet	RA	—	9	—	—	—	—
1	ECM Suite (Guardian)	LT	—	[E]	—	—	—	6
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Ferro-Fibrous



BV: 1,296



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Right Arm

- 1-3**
1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Hatchet
 6. Hatchet

Center Torso

- 1-3
1. ☐ Fusion Engine
 2. ☐ Fusion Engine
 3. ☐ Fusion Engine
 4. ☐ Compact Gyro
 5. ☐ Compact Gyro
 6. ☐ Fusion Engine

- 4-6**
2. Ferro-Fibrous
 3. Ferro-Fibrous
 4. Ferro-Fibrous
 5. Ferro-Fibrous
 6. Roll Again

Left Torso

- 1-3.

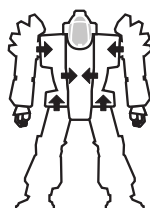
1.	Double Heat Sink
2.	Double Heat Sink
3.	Double Heat Sink
4.	ECM Suite (Guardian)
5.	ECM Suite (Guardian)
6.	Ferro-Fibrous

- 4-6 3. [Double Heat Sink
4. [Double Heat Sink
5. [Double Heat Sink
6. Ferro-Fibrous

Right Torso

- 1-3**
1. ER Medium Laser
 2. ER Medium Laser
 3. Targeting Computer
 4. Roll Again
 5. Roll Again
 6. Roll Again

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



Damage Transfer Diagram

Left Leg

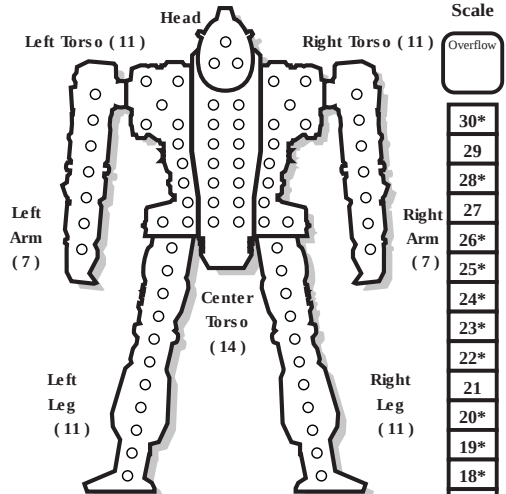
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM

Standard Structure



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