BATTLETECH

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Salamander PPR-7T

Movement Points:		**Tonnage:**	80
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Advanced
Jumping:	0	**Role:**	Missile Boat
Engine Type:	320 XL		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Extended LRM 10	LA	6	1/Msl [M,C,S]	10	12	22	38
1	C3 Boosted Slave	LA	—	[E]	—	—	—	—
1	Extended LRM 15	LT	8	1/Msl [M,C,S]	10	12	22	38
1	Extended LRM 15	RT	8	1/Msl [M,C,S]	10	12	22	38

Ammo: (ELRM 10) 18, (ELRM 15) 36

BV: 1,647

WARRIOR DATA

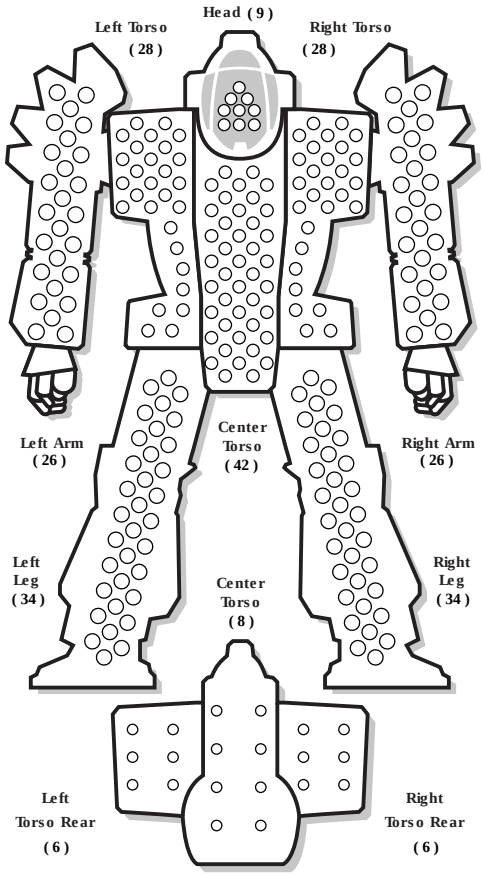
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

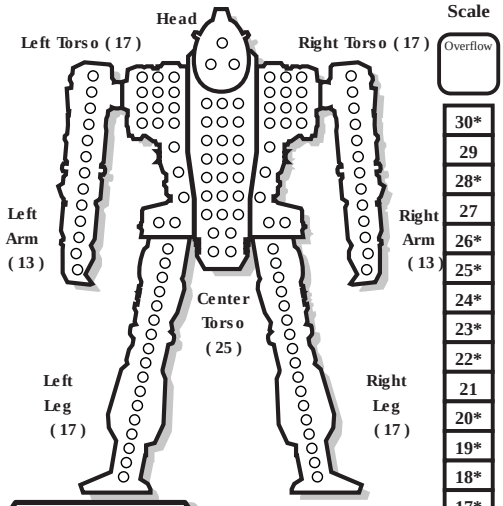
ARMOR DIAGRAM

Standard Armor



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

HEAT DATA

Double Heat Sinks: 11 (22)

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	

CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Extended LRM 10 (1-3)
5. Extended LRM 10 (1-3)
6. Extended LRM 10 (1-3)

1. Extended LRM 10 (4-6)
2. Ammo (ELRM 10) 9 (4-6)
3. Ammo (ELRM 10) 9 (4-6)
4. C3 Boosted Slave (4-6)
5. C3 Boosted Slave (4-6)
6. Endo Steel

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Extended LRM 15 (1-3)
5. Extended LRM 15 (1-3)
6. Extended LRM 15 (1-3)

1. Extended LRM 15 (4-6)
2. Extended LRM 15 (4-6)
3. Extended LRM 15 (4-6)
4. Ammo (ELRM 15) 6 (4-6)
5. Ammo (ELRM 15) 6 (4-6)
6. Ammo (ELRM 15) 6 (4-6)

Left Leg

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

Head

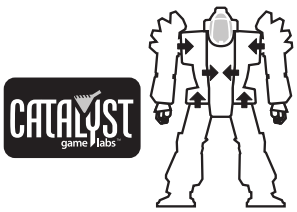
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Extended LRM 15 (1-3)
5. Extended LRM 15 (1-3)
6. Extended LRM 15 (1-3)

1. Extended LRM 15 (4-6)
2. Extended LRM 15 (4-6)
3. Extended LRM 15 (4-6)
4. Ammo (ELRM 15) 6 (4-6)
5. Ammo (ELRM 15) 6 (4-6)
6. Ammo (ELRM 15) 6 (4-6)

Right Leg

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

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