

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Thunderbolt TDR-10M (Salazar)

Movement Points:

Walking: 4

Running: 6

Jumping: 3

Engine Type: 260 XL

Tonnage: 65

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

### WARRIOR DATA

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

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

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

### Weapons & Equipment Inventory

(hexes)

| Qty | Type                 | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|----------------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | Plasma Rifle         | RA  | 10 | 10 [DE,H]     | —   | 5   | 10  | 15  |
| 1   | ECM Suite (Guardian) | RA  | —  | [E]           | —   | —   | —   | 6   |
| 1   | Snub-Nose PPC        | LT  | 10 | 10/8/5 [DE,V] | —   | 9   | 13  | 15  |
| 1   | Light PPC            | LT  | 5  | 5 [DE]        | 3   | 6   | 12  | 18  |
| 1   | Medium Pulse Laser   | LT  | 4  | 6 [P]         | —   | 2   | 4   | 6   |
| 1   | MML 5                | RT  | 3  | [M,C,S]       | —   | —   | —   | —   |
|     | LRM                  |     |    | 1/Msl         | 6   | 7   | 14  | 21  |
|     | SRM                  |     |    | 2/Msl         | —   | 3   | 6   | 9   |
| 1   | Flamer               | RT  | 3  | 2 [DE,H,AI]   | —   | 1   | 2   | 3   |
| 1   | Small VSP Laser (R)  | HD  | 3  | 5/4/3 [P,V]   | —   | 2   | 4   | 6   |

Ammo: (MML 5/LRM) 24, (MML 5/SRM) 20, (Plasma Rifle) 20

BV: 1,763



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Stealth
- Stealth

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Snub-Nose PPC

1-3

- Snub-Nose PPC
- Light PPC
- Light PPC
- Medium Pulse Laser
- Stealth
- Stealth

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

#### Head

- Life Support
- Sensors
- Cockpit
- Small VSP Laser (R)
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro

1-3

4-6

- XL Gyro
- XL Gyro
- XL Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Plasma Rifle
- Plasma Rifle

1-3

- Ammo (Plasma Rifle) 10
- Ammo (Plasma Rifle) 10
- ECM Suite (Guardian)
- ECM Suite (Guardian)
- Stealth
- Stealth

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- MML 5
- MML 5

1-3

- MML 5
- Flamer
- Ammo (MML 5/LRM) 24
- Ammo (MML 5/SRM) 20
- Stealth
- Stealth

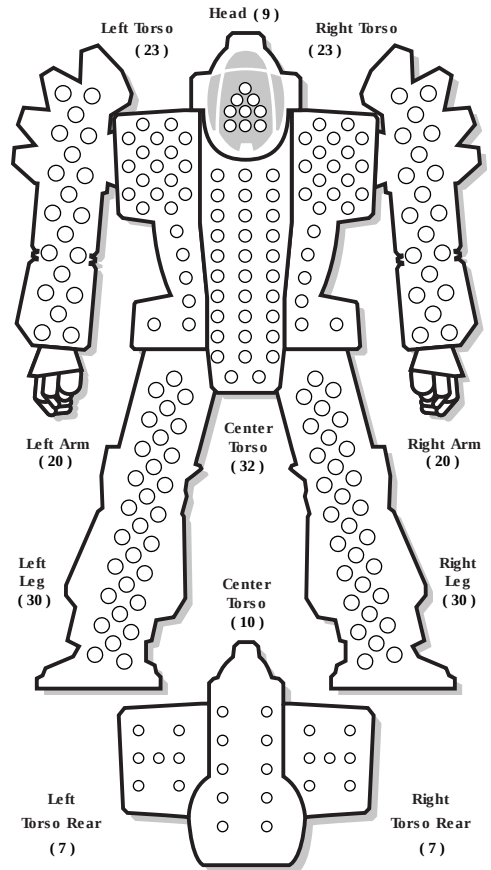
4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

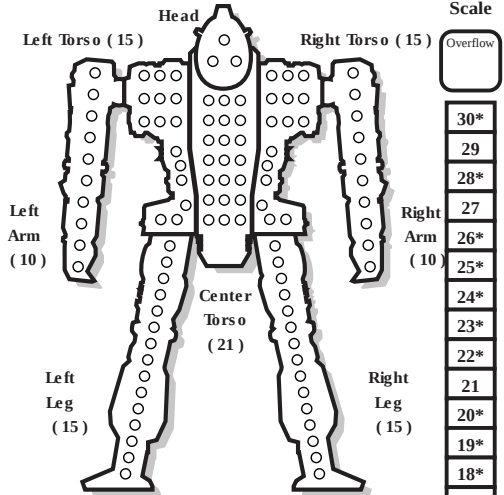
### ARMOR DIAGRAM

#### Stealth



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



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

| 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     | ○○○                        |