

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: UrbanMech UM-R27
Movement Points: Tonnage: 30
Walking: 2 Tech Base: Inner Sphere
Running: 3 Rules Level: Advanced
Jumping: 2 Role: Ambusher
Engine Type: 60 Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LA	4	2/Msl [M,C,S]	—	3	6	9
1	AES	LA	—	[E]	—	—	—	—
2	SRM 6	RA	4	2/Msl [M,C,S]	—	3	6	9
1	AES	RA	—	[E]	—	—	—	—

Ammo: (SRM 6) 45

BV: 610



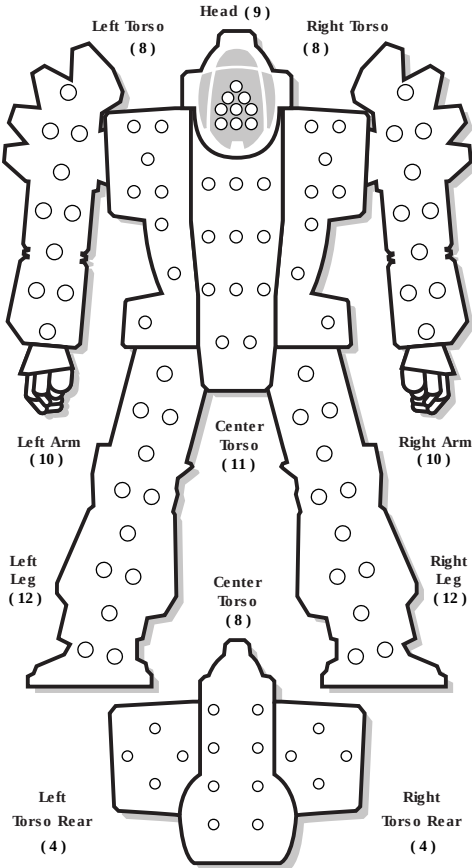
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

- Left Arm
- Shoulder
 - Upper Arm Actuator
 - SRM 6
 - SRM 6
 - AES
 - Roll Again

- Center Torso
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Left Torso
- Heat Sink
 - Heat Sink
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

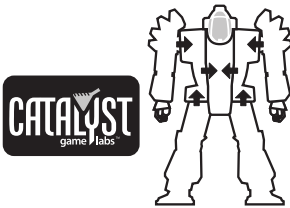
- Right Torso (CASE)
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Left Leg
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Roll Again

- Head
- Life Support
 - Sensors
 - Cockpit
 - Heat Sink
 - Sensors
 - Life Support
- Center Torso
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- Right Arm
- Shoulder
 - Upper Arm Actuator
 - SRM 6
 - SRM 6
 - SRM 6
 - SRM 6

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



Damage Transfer Diagram

- Right Arm
- Shoulder
 - Upper Arm Actuator
 - SRM 6
 - SRM 6
 - SRM 6
 - SRM 6
- Center Torso
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

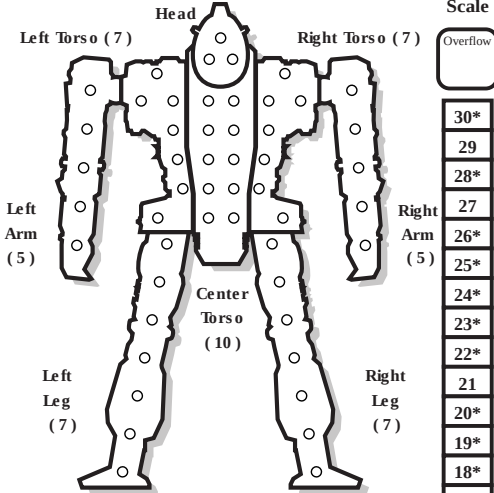
- Left Torso
- Heat Sink
 - Heat Sink
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Right Torso (CASE)
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Left Leg
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Roll Again

- Right Leg
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Roll Again

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

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

Heat Sinks: 10



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