

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Emperor EMP-6A (Nerran)

Movement Points: **Tonnage:** 90
Walking: 3 **Tech Base:** Mixed
Running: 5 **Rules Level:** Standard
Jumping: 3 **Role:** Sniper
Engine Type: 270 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	LB 10-X AC (IS)	LA	2	10	—	6	12	18
[DB,C/F/S]								
1	Gauss Rifle (C)	RA	1	15 [DB,X]	2	7	15	22
1	ER PPC	RT	15	10 [DE]	—	7	14	23

Ammo: (Gauss) 16, (LB 10-X) 10, (LB 10-X Cluster) 10

BV: 2,247

WARRIOR DATA

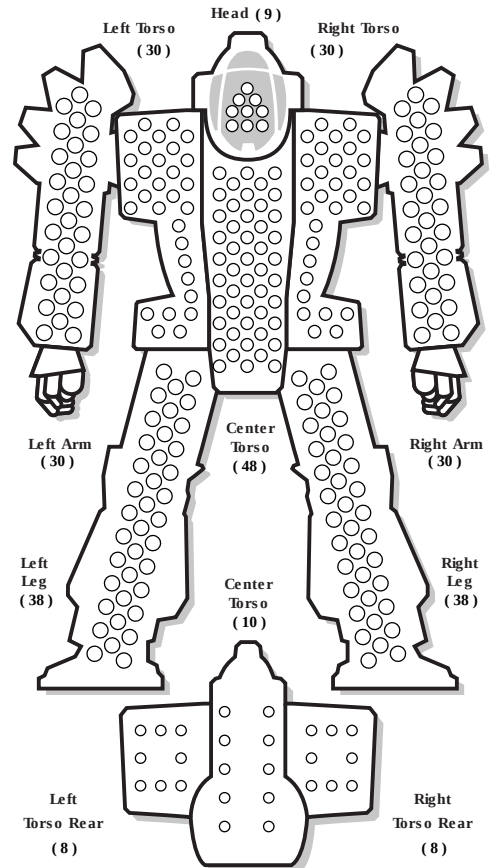
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

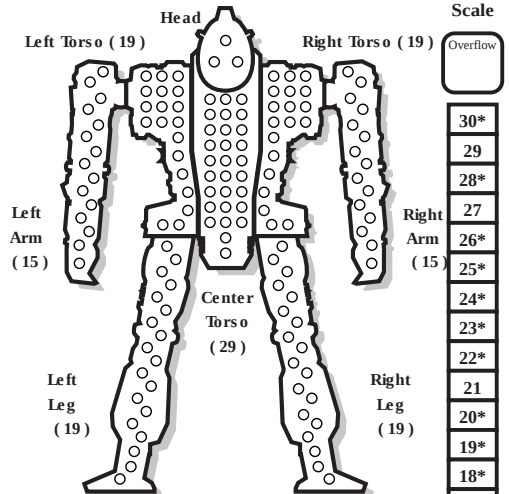
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Laser
- Large Laser
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- CASE
- Ammo (LB 10-X Cluster) 20
- Ammo (LB 10-X) 10

1-3

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

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Roll Again

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Gauss Rifle [Clan]
- Gauss Rifle [Clan]
- Gauss Rifle [Clan]

1-3

- Gauss Rifle [Clan]
- Gauss Rifle [Clan]
- Gauss Rifle [Clan]
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- CASE
- ER PPC
- ER PPC

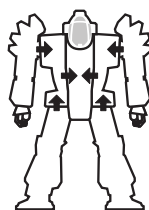
1-3

- ER PPC
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 (28)
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	○○○