

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Highlander HGN-740

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

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	M-Pod	LL	—	15 [DB,X,OS]	—	1	2	3
2	M-Pod	RL	—	15 [DB,X,OS]	—	1	2	3
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	3	6	9
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12

Ammo: (LRM 20 Artemis) 12, (Streak SRM 6) 15

BV: 2,089



WARRIOR DATA

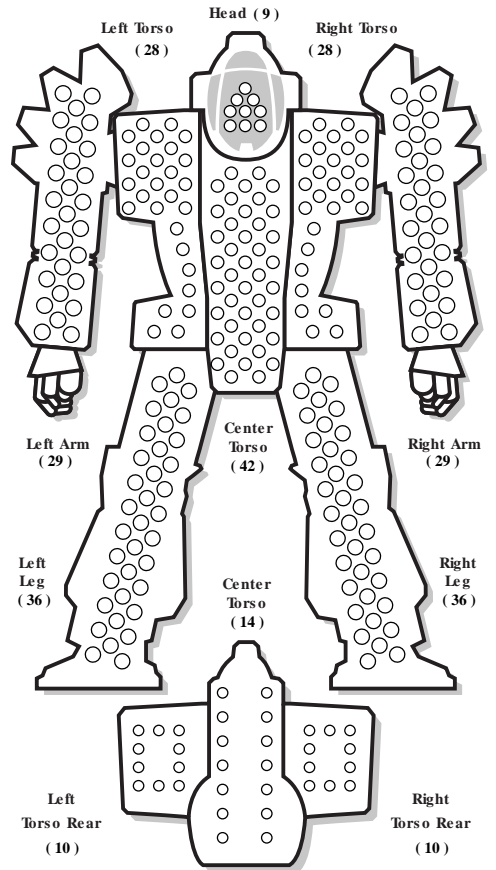
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

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

Consciousness #

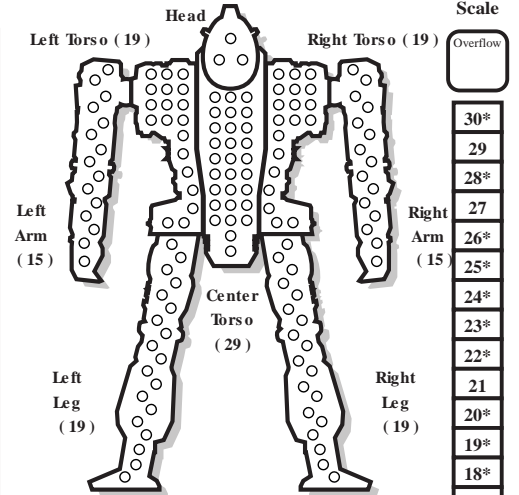
ARMOR DIAGRAM

Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

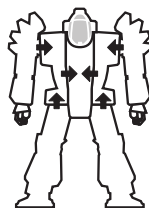
Standard Structure



CRITICAL TABLE

- | | | | | |
|--|--|--|---|--|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Streak SRM 6 Streak SRM 6 Light Ferro-Fibrous Light Ferro-Fibrous Light Ferro-Fibrous <p>4-6</p> | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support <p>1-3</p> | <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Double Heat Sink Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> ER PPC ER PPC ER PPC PPC Capacitor Light Ferro-Fibrous Light Ferro-Fibrous <p>4-6</p> | <p>Center Torso</p> <ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Jump Jet Light Ferro-Fibrous <p>4-6</p> | <p>Left Torso (CASE II)</p> <ol style="list-style-type: none"> Jump Jet LRM 20 LRM 20 LRM 20 LRM 20 LRM 20 <p>1-3</p> <ol style="list-style-type: none"> Artemis IV FCS Ammo (LRM 20 Artemis) 6 Ammo (LRM 20 Artemis) 6 Ammo (Streak SRM 6) 15 CASE II Light Ferro-Fibrous <p>4-6</p> |
|--|--|--|---|--|

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



Damage Transfer Diagram



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 15 (30)
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	○○○○○○○○○○○○○○○○○○○○