

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Eris ERS-3R

Movement Points:

Walking: 5

Running: 8

Jumping: 7

Engine Type: 250 XL

Tonnage: 50

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Skirmisher

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
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Angel ECM Suite	LA	—	[E]	—	—	—	6
4	Rocket Launcher 10	LA	3	1/Msl [M,C]	—	5	11	18
10	Rocket Launcher 10	RA	3	1/Msl [M,C]	—	5	11	18
1	Partial Wing	RT/LT	—	[E]	—	—	—	—
5	Rocket Launcher 10	LT	3	1/Msl [M,C]	—	5	11	18
5	Rocket Launcher 10	RT	3	1/Msl [M,C]	—	5	11	18
1	TAG	CT	—	[E]	—	5	9	15
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12

BV: 1,868



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- Angel ECM Suite
- Angel ECM Suite
- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Partial Wing
- Partial Wing
- Partial Wing

1-3

- Partial Wing
- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

1-3

Center Torso

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

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- TAG

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10

1-3

- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Partial Wing
- Partial Wing
- Partial Wing

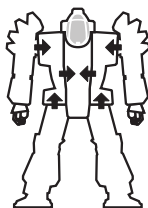
1-3

- Partial Wing
- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10

4-6

Right Leg

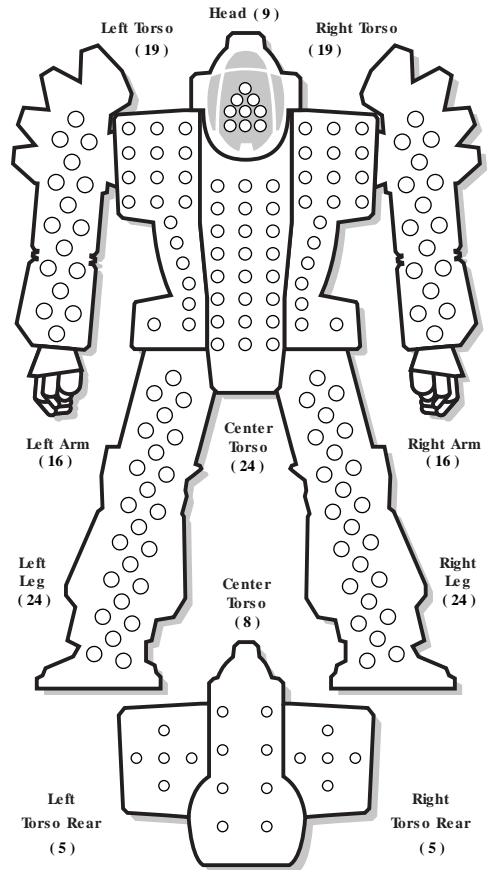
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



Damage Transfer Diagram

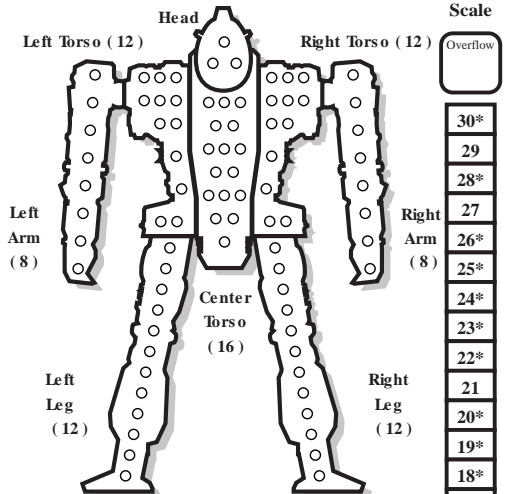
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Composite



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	10 (23)
28	Ammo Exp, avoid on 8+	(Partial Wing +3)
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	○