

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Goshawk (Vapor Eagle) 5

Movement Points: **Tonnage:** 55  
 Walking: 6 **Tech Base:** Clan  
 Running: 9 **Rules Level:** Standard  
 Jumping: 6 **Role:** Skirmisher  
 Engine Type: 330 XL

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Machine Gun	LA	—	2 [DB, AI]	—	1	2	3
3	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	LRM 20	LT	6	1/Msl [M, C, S]	—	7	14	21
1	Machine Gun	LT	—	2 [DB, AI]	—	1	2	3
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—

Ammo: (LRM 20 Artemis) 18, (Machine Gun) 100

BV: 2,410



### WARRIOR DATA

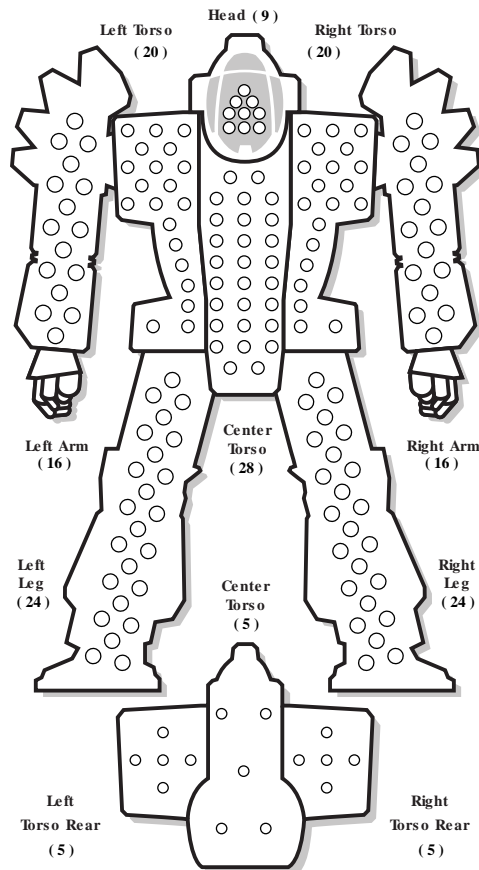
Name: \_\_\_\_\_

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

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

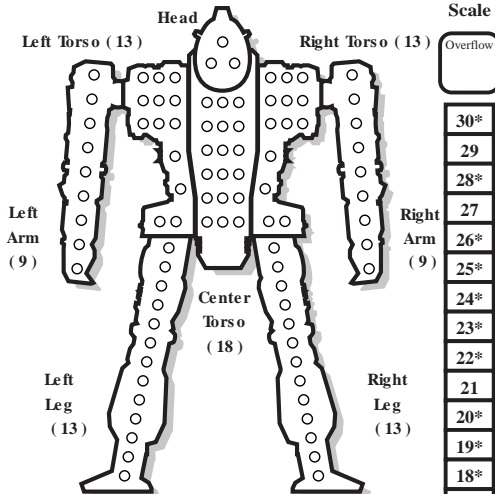
### ARMOR DIAGRAM

#### Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



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 (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Machine Gun
- Machine Gun

1-3

- Machine Gun
- Ammo (Machine Gun) 100
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- LRM 20
- LRM 20
- LRM 20

1-3

- LRM 20
- Artemis IV FCS
- Machine Gun
- Ammo (LRM 20 Artemis) 6
- Ammo (LRM 20 Artemis) 6
- Ammo (LRM 20 Artemis) 6

4-6

#### Left Leg

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

#### 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
- Endo Steel
- Ferro-Fibrous

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Medium Pulse Laser
- Targeting Computer
- Targeting Computer

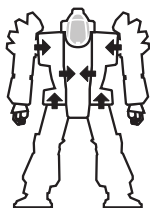
1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Leg

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



Damage Transfer Diagram

### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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	○