

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Nightstar NSR-9J (Holt)

Movement Points:

Walking: 3 [4]

Running: 5 [6]

Jumping: 3

Engine Type: 285 XL

Tonnage: 95

Tech Base: Mixed

Rules Level: Standard

Role: Sniper

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
1	Gauss Rifle (C)	LA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle (C)	RA	1	15 [DB,X]	2	7	15	22
1	Large Pulse Laser (C)	LT	10	10 [P]	—	6	14	20
1	ER PPC (C)	RT	15	15 [DE]	—	7	14	23
1	Angel ECM Suite	RT	—	[E]	—	—	—	6
1	ER Small Laser (C)	HD	2	5 [DE]	—	2	4	6

Ammo: (Gauss) 32

BV: 3,433



CRITICAL TABLE

Left Arm

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

1-3

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser [Clan]
- Sensors
- Life Support

1-3

Right Arm

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

4-6

Center Torso

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

1-3

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Triple Strength Myomer

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple Strength Myomer
- Triple Strength Myomer

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

4-6

- Jump Jet
- ER PPC [Clan]
- ER PPC [Clan]
- Angel ECM Suite
- Angel ECM Suite
- Triple Strength Myomer

Right Leg

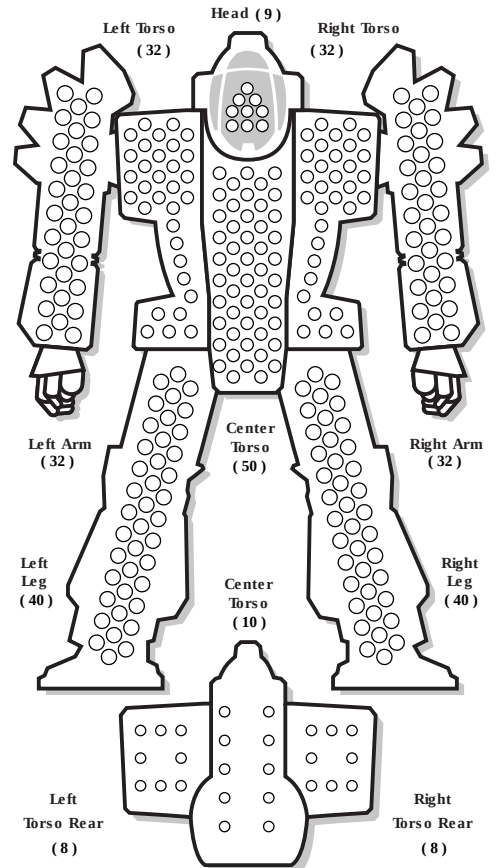
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple Strength Myomer
- Triple Strength Myomer



Damage Transfer Diagram

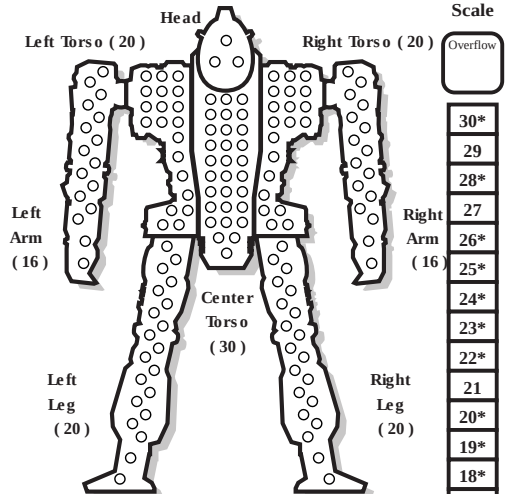
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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	○○○○