

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Awesome AWS-8Q (Buck)
Movement Points: **Tonnage:** 80
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 **Rules Level:** Standard
Jumping: 0 **Role:** Sniper
Engine Type: 400 XL

Weapons & Equipment Inventory (hexes)								
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	PPC	LT	10	10 [DE]	3	6	12	18
1	PPC	RT	10	10 [DE]	3	6	12	18

BV: 1,787



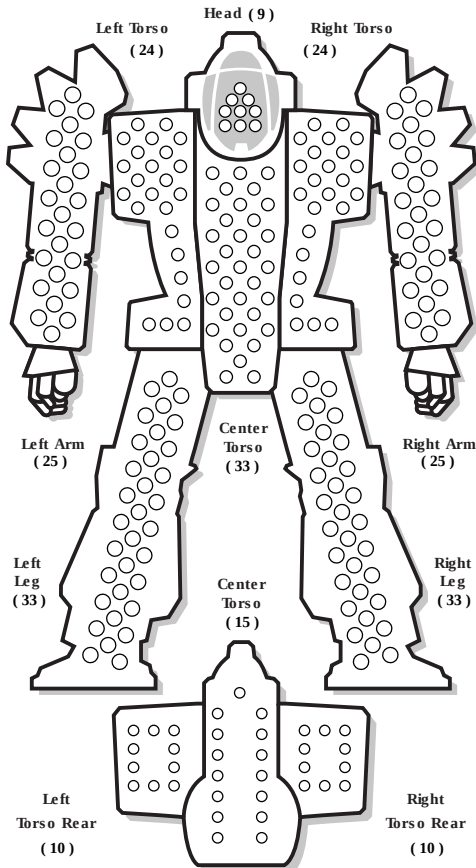
WARRIOR DATA

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

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

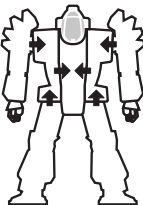
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

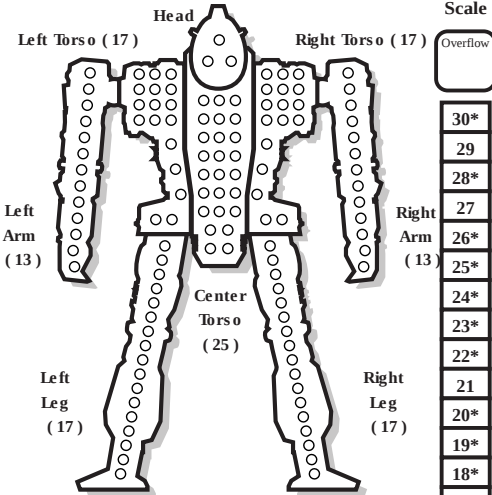
Left Arm		Right Arm	
1-3	1. Shoulder	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Lower Arm Actuator
	4. Hand Actuator		4. PPC
	5. Ferro-Fibrous		5. PPC
	6. Ferro-Fibrous		6. PPC
Center Torso		Right Torso	
1-3	1. XL Fusion Engine	4-6	1. Ferro-Fibrous
	2. XL Fusion Engine		2. Ferro-Fibrous
	3. XL Fusion Engine		3. Ferro-Fibrous
	4. XL Gyro		4. Roll Again
	5. XL Gyro		5. Roll Again
	6. XL Gyro		6. Roll Again
Left Torso		Right Torso	
1-3	1. XL Fusion Engine	1-3	1. XL Fusion Engine
	2. XL Fusion Engine		2. XL Fusion Engine
	3. XL Fusion Engine		3. XL Fusion Engine
	4. PPC		4. PPC
	5. PPC		5. PPC
	6. PPC		6. PPC
4-6	1. Ferro-Fibrous	4-6	1. Ferro-Fibrous
	2. Ferro-Fibrous		2. Ferro-Fibrous
	3. Roll Again		3. Roll Again
	4. Roll Again		4. Roll Again
	5. Roll Again		5. Roll Again
	6. Roll Again		6. Roll Again
Engine Hits ○○○○ Gyro Hits ○○○○ Sensor Hits ○○○○ Life Support ○		1. Ferro-Fibrous 2. Ferro-Fibrous 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	
Left Leg		Right Leg	
1-3	1. Hip	1-3	1. Hip
	2. Upper Leg Actuator		2. Upper Leg Actuator
	3. Lower Leg Actuator		3. Lower Leg Actuator
	4. Foot Actuator		4. Foot Actuator
	5. Ferro-Fibrous		5. Ferro-Fibrous
	6. Ferro-Fibrous		6. Ferro-Fibrous



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 (32)
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	○○○

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