

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Nightstar NSR-9J (Brubaker)

Movement Points: **Tonnage:** 95
 Walking: 3 **Tech Base:** Mixed
 Running: 5 **Rules Level:** Standard
 Jumping: 0 **Role:** Sniper
 Engine Type: 285 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle (C)	LA	1	15 [DB,X]	2	7	15	22
1	Large Pulse Laser (C)	LA	10	10 [P]	—	6	14	20
1	Gauss Rifle (C)	RA	1	15 [DB,X]	2	7	15	22
1	Large Pulse Laser (C)	RA	10	10 [P]	—	6	14	20
1	Large Pulse Laser (C)	RT	10	10 [P]	—	6	14	20
1	ER Small Laser (C)	HD	2	5 [DE]	—	2	4	6

Ammo: (Gauss) 48

BV: 2,838



WARRIOR DATA

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

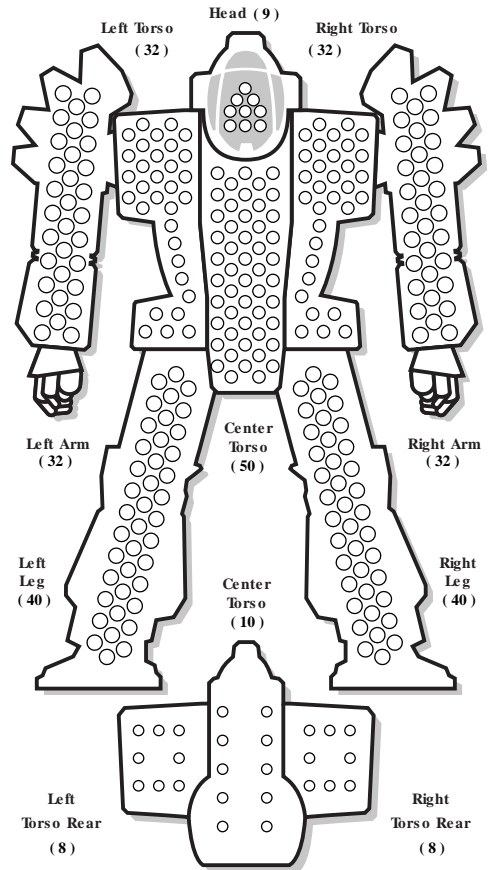
1	2	3	4	5	6
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 Consciousness #:

3	5	7	10	11	Dead
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ARMOR DIAGRAM

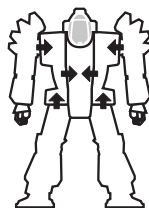
Standard Armor



CRITICAL TABLE

- | | | |
|--|--|---|
| <p>Left Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Gauss Rifle [Clan] Gauss Rifle [Clan] <p>1-3</p> <ol style="list-style-type: none"> Gauss Rifle [Clan] Gauss Rifle [Clan] Gauss Rifle [Clan] Gauss Rifle [Clan] Large Pulse Laser [Clan] Large Pulse Laser [Clan] <p>4-6</p> <p>Left Torso</p> <ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine XL Fusion Engine Double Heat Sink Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Double Heat Sink Double Heat Sink Double Heat Sink Ammo (Gauss) 8 Ammo (Gauss) 8 Ammo (Gauss) 8 <p>4-6</p> <p>Left Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again | <p>Head</p> <ol style="list-style-type: none"> Life Support Sensors Cockpit ER Small Laser [Clan] Sensors Life Support <p>Center Torso</p> <ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine XL Fusion Engine Gyro Gyro Gyro <p>1-3</p> <ol style="list-style-type: none"> Gyro XL Fusion Engine XL Fusion Engine XL Fusion Engine Roll Again Roll Again <p>4-6</p> | <p>Right Arm</p> <ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Gauss Rifle [Clan] Gauss Rifle [Clan] <p>1-3</p> <ol style="list-style-type: none"> Gauss Rifle [Clan] Gauss Rifle [Clan] Gauss Rifle [Clan] Gauss Rifle [Clan] Large Pulse Laser [Clan] Large Pulse Laser [Clan] <p>4-6</p> <p>Right Torso</p> <ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine XL Fusion Engine Double Heat Sink Double Heat Sink Double Heat Sink <p>1-3</p> <ol style="list-style-type: none"> Large Pulse Laser [Clan] Large Pulse Laser [Clan] Ammo (Gauss) 8 Ammo (Gauss) 8 Ammo (Gauss) 8 Roll Again <p>4-6</p> <p>Right Leg</p> <ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again |
|--|--|---|

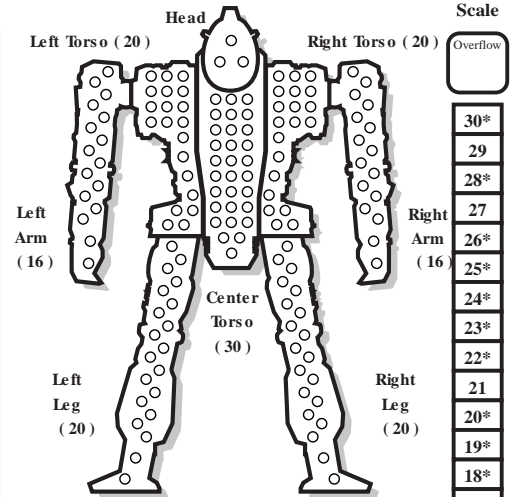
Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

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	○○○○○○○○○○○○○○○○○○○○