

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Corsair COR-7A

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 285 Fusion

Tonnage: 95

Tech Base: Inner Sphere

Rules Level: Standard

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	AC/5	LA	1	5 [DB,S]	3	6	12	18
1	Anti-Missile System	LA	1	[PB]	—	1	—	—
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Anti-Missile System	RA	1	[PB]	—	1	—	—
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Large Laser	LT	8	8 [DE]	—	5	10	15
1	Anti-Missile System	LT	1	[PB]	—	1	—	—
1	AC/5	RT	1	5 [DB,S]	3	6	12	18
1	Anti-Missile System	RT	1	[PB]	—	1	—	—

Ammo: (AC/5) 40, (AMS) 48

BV: 1,805



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- AC/5
- AC/5
- AC/5
- AC/5

- Anti-Missile System
- Ammo (AC/5) 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Medium Laser
- Large Laser
- Large Laser

- Anti-Missile System
- Ammo (AMS) 12
- Ammo (AMS) 12
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Head

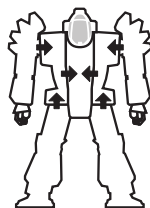
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- PPC
- PPC
- PPC
- Medium Laser

- Anti-Missile System
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Heat Sink
- AC/5
- AC/5
- AC/5
- AC/5
- Anti-Missile System

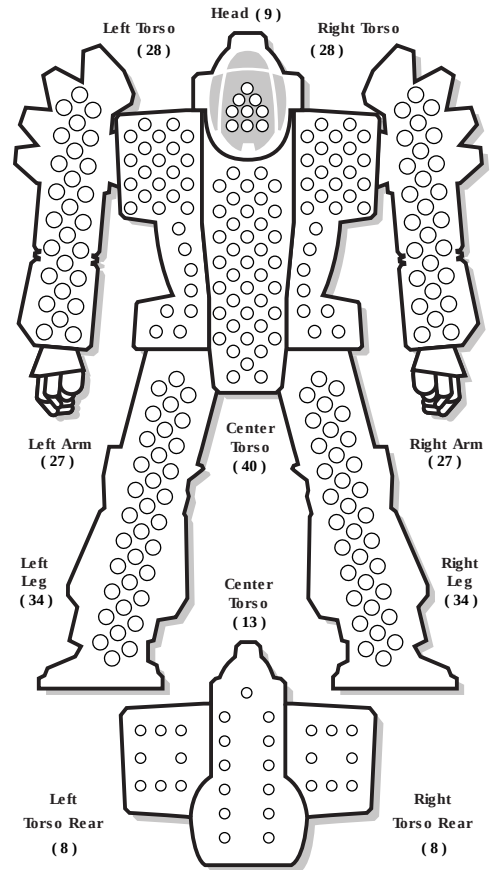
- Ammo (AC/5) 20
- Ammo (AMS) 12
- Ammo (AMS) 12
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

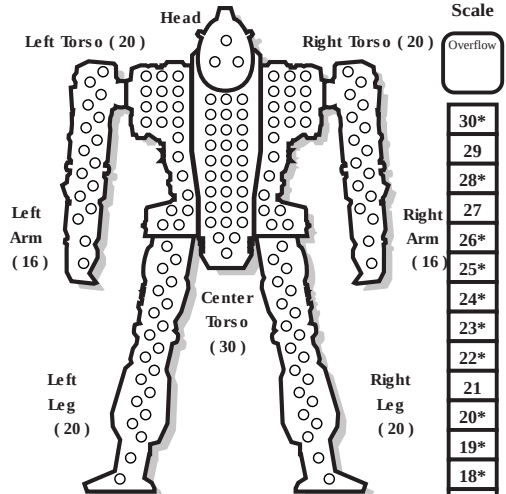
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	19
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	○○○