

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Daimyo DMO-1K2 (Al-Shahab)
Movement Points: **Tonnage:** 40
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 [10] **Rules Level:** Standard
Jumping: 0 **Role:** Brawler
Engine Type: 200 Light

Weapons & Equipment Inventory		(hexes)						
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18
2	Small X-Pulse Laser	RA	3	3 [P, AI]	—	2	4	5

BV: 1,253

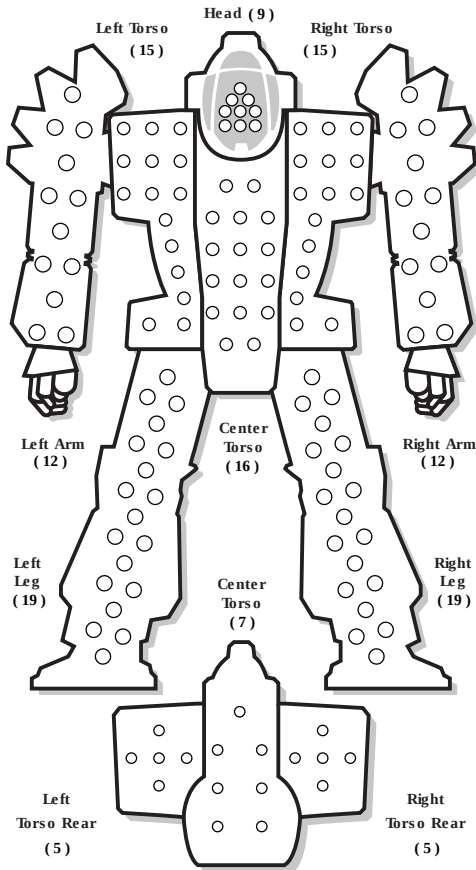
WARRIOR DATA

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

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

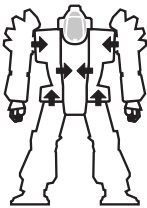
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

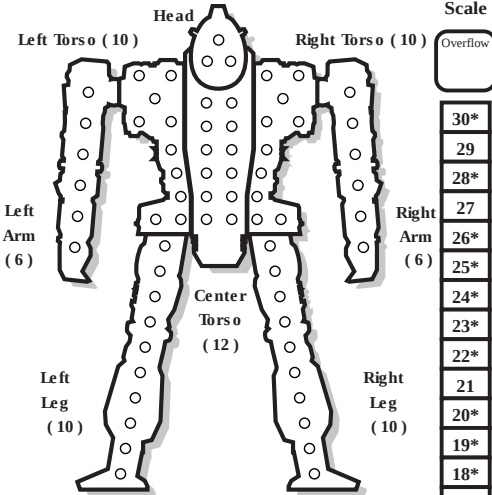
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Double Heat Sink		4. Roll Again		4. Hand Actuator
	5. Double Heat Sink		5. Sensors		5. Double Heat Sink
	6. Double Heat Sink		6. Life Support		6. Double Heat Sink
Center Torso		Left Torso		Right Torso	
4-6	1. Heavy PPC	4-6	1. Light Fusion Engine	1-3	1. Double Heat Sink
	2. Heavy PPC		2. Light Fusion Engine		2. Double Heat Sink
	3. Heavy PPC		3. Light Fusion Engine		3. Double Heat Sink
	4. Heavy PPC		4. Gyro		4. Double Heat Sink
	5. PPC Capacitor		5. Gyro		5. Small X-Pulse Laser
	6. Roll Again		6. Gyro		6. Small X-Pulse Laser
Left Leg		Right Leg		Engine Hits	
1-3	1. Light Fusion Engine	1-3	1. Light Fusion Engine	Gyro Hits	
	2. Light Fusion Engine		2. Light Fusion Engine	Sensor Hits	
	3. Double Heat Sink		3. Light Fusion Engine	Life Support	
	4. Double Heat Sink		4. Gyro		
	5. Double Heat Sink		5. Gyro		
	6. Supercharger		6. Gyro		
Left Leg		Right Leg		Engine Hits	
4-6	1. Ferro-Fibrous	4-6	1. Light Fusion Engine	Gyro Hits	
	2. Ferro-Fibrous		2. Light Fusion Engine	Sensor Hits	
	3. Ferro-Fibrous		3. Light Fusion Engine	Life Support	
	4. Ferro-Fibrous		4. Gyro		
	5. Roll Again		5. Gyro		
	6. Roll Again		6. Gyro		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	13 (26)
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