

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Roadrunner (Emerald Harrier) RD-1R
Movement Points: **Tonnage:** 15
Walking: 14 **Tech Base:** Clan
Running: 21 **Rules Level:** Advanced
Jumping: 0 **Role:** Scout
Engine Type: 210 XL

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15	
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15	

BV: 888



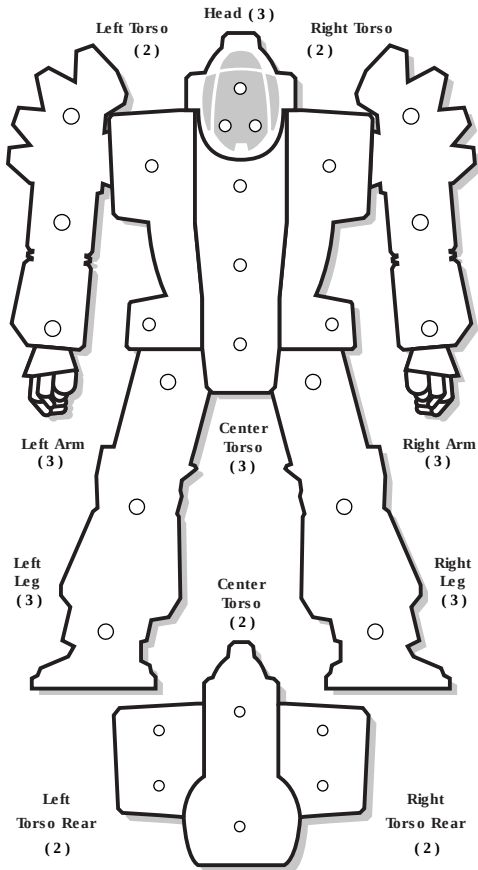
WARRIOR DATA

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

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

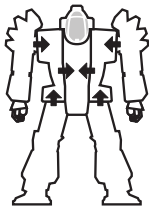
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

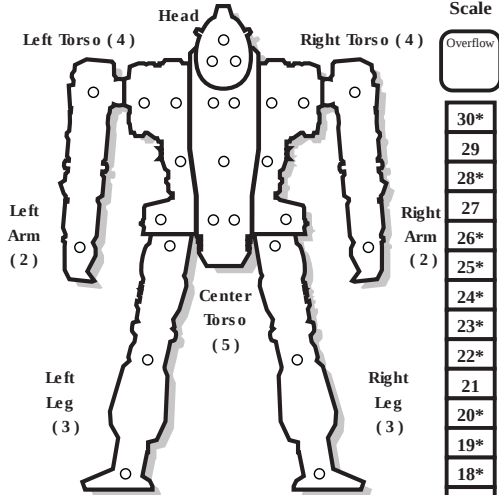
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. ER Medium Laser		4. Roll Again		4. ER Medium Laser
	5. Roll Again		5. Sensors		5. Roll Again
	6. Roll Again		6. Life Support		6. Roll Again
Center Torso		Left Torso		Right Torso	
4-6	1. Roll Again	4-6	1. XL Fusion Engine	4-6	1. Roll Again
	2. Roll Again		2. XL Fusion Engine		2. Roll Again
	3. Roll Again		3. XL Fusion Engine		3. Roll Again
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Roll Again		6. Roll Again
Left Leg		Engine Hits		Right Leg	
1-3	1. Endo Steel	1-3	1. Gyro	1-3	1. XL Fusion Engine
	2. Endo Steel		2. XL Fusion Engine		2. XL Fusion Engine
	3. Endo Steel		3. XL Fusion Engine		3. Double Heat Sink
	4. Endo Steel		4. Gyro		4. Double Heat Sink
	5. Endo Steel		5. Roll Again		5. Endo Steel
	6. Roll Again		6. Roll Again		6. Endo Steel
Right Leg		Gyro Hits		Left Torso Rear	
4-6	1. Hip	4-6	Sensor Hits	4-6	1. Endo Steel
	2. Upper Leg Actuator		Life Support		2. Endo Steel
	3. Lower Leg Actuator				3. Endo Steel
	4. Foot Actuator				4. Endo Steel
	5. Roll Again				5. Endo Steel
	6. Roll Again				6. Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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*
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8*
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4
3
2
1
0