

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Highlander HGN-733C
Movement Points: 30
Walking: 3
Running: 5
Jumping: 3
Engine Type: 270 Fusion
Tonnage: 90
Tech Base: Inner Sphere
Rules Level: Introductory
Role: Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LA	4	2/Msl [M,C,S]	—	3	6	9
1	AC/20	RA	7	20 [DB,S]	—	3	6	9
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
2	Medium Laser	RT	3	5 [DE]	—	3	6	9

Ammo: (AC/20) 10, (LRM 20) 12, (SRM 6) 15

BV: 1,857



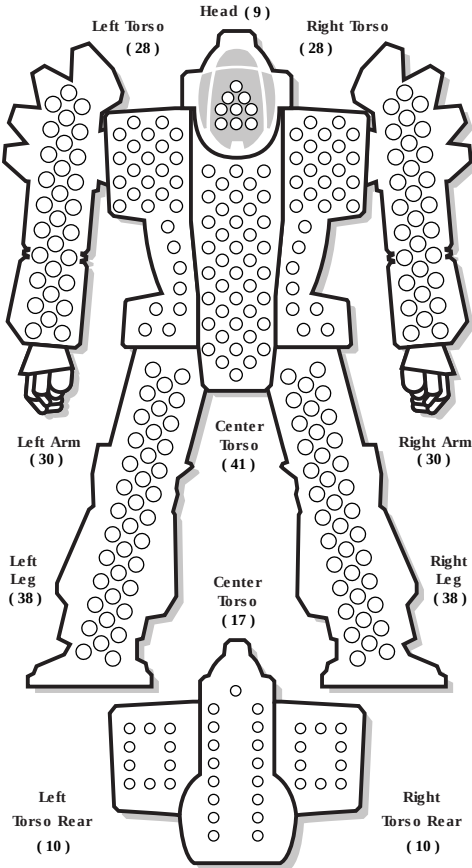
WARRIOR DATA

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

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

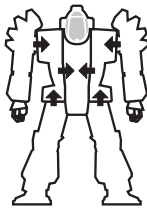
ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

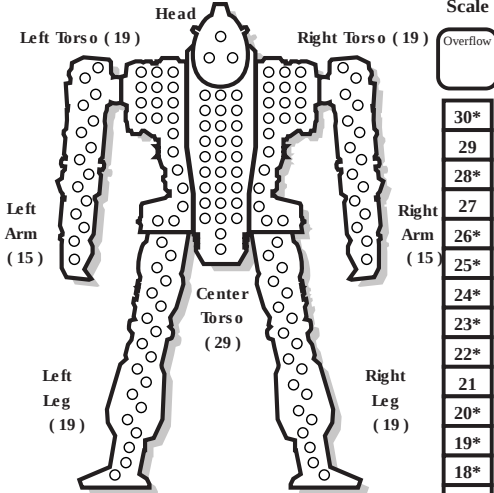
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. AC/20
	4. Hand Actuator		4. Roll Again		4. AC/20
	5. Heat Sink		5. Sensors		5. AC/20
	6. SRM 6		6. Life Support		6. AC/20
Center Torso		Left Torso		Right Torso	
4-6	1. SRM 6	1-3	1. Gyro	4-6	1. AC/20
	2. Roll Again		2. Fusion Engine		2. AC/20
	3. Roll Again		3. Fusion Engine		3. AC/20
	4. Roll Again		4. Gyro		4. AC/20
	5. Roll Again		5. Gyro		5. AC/20
	6. Roll Again		6. Roll Again		6. AC/20
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	1. Hip	Gyro Hits	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support	
	4. Foot Actuator		4. Foot Actuator		
	5. Heat Sink		5. Heat Sink		
	6. Roll Again		6. Roll Again		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	13
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

Heat Scale
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