

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Charger CGR-KMZ

Movement Points:

Walking: 4

Running: 6

Jumping: 6

Engine Type: 320 XL

Tonnage: 80

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

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
2	Light PPC	LA	5	5 [DE]	3	6	12	18
1	Sword	RA	—	9	—	—	—	—
1	Heavy PPC	LT	15	15 [DE]	3	6	12	18
1	MML 9	RT	5	[M,C,S]	—	—	—	—
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9

Ammo: (MML 9/LRM) 13, (MML 9/SRM) 11

BV: 1,781



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Light PPC
- Light PPC
- Light PPC

1-3

- Light PPC
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

1-3

- Improved Jump Jet
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Light Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

Head

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

1-3

Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Sword
- Sword

1-3

- Sword
- Sword
- Sword
- Sword
- Ammo (MML 9/SRM) 11
- Ammo (MML 9/LRM) 13

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- MML 9

1-3

- MML 9
- MML 9
- MML 9
- MML 9
- CASE
- Light Ferro-Fibrous

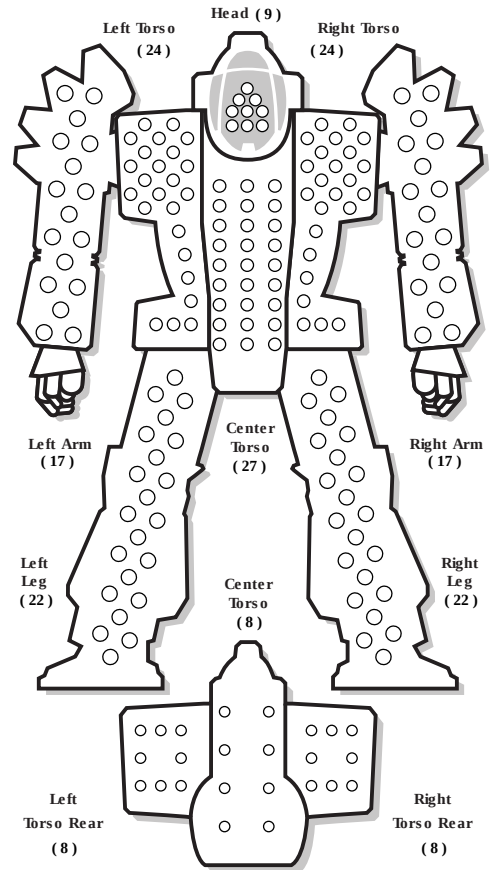
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

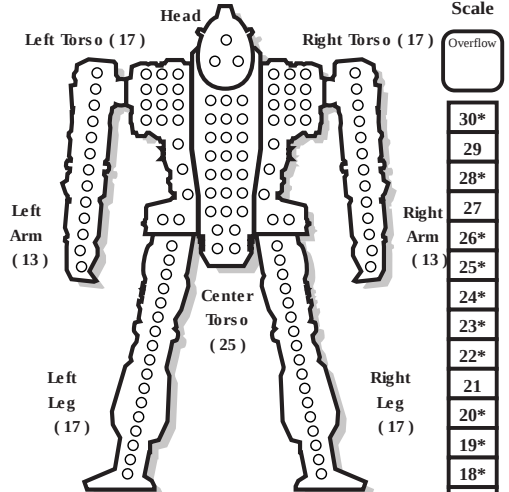
ARMOR DIAGRAM

Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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*
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