

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Mongoose MON-70

Movement Points: **Tonnage:** 25
Walking: 8 **Tech Base:** Inner Sphere
Running: 12 **Rules Level:** Standard
Jumping: 0 **Role:** Striker
Engine Type: 200 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Flamer	LA	3	2 [DE,H,AI]	—	1	2	3
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Flamer	RA	3	2 [DE,H,AI]	—	1	2	3
1	Medium Laser	CT	3	5 [DE]	—	3	6	9

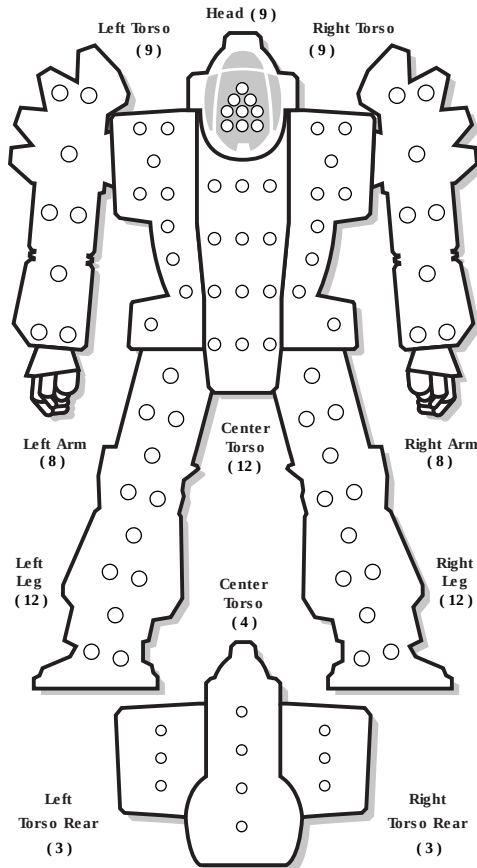
WARRIOR DATA

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

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

ARMOR DIAGRAM

Ferro-Fibrous



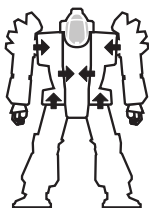
BV: 750



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. Hand Actuator		4. Ferro-Fibrous		4. Hand Actuator
	5. Medium Laser		5. Sensors		5. Medium Laser
	6. Flamer		6. Life Support		6. Flamer
Center Torso		Left Torso		Right Torso	
4-6	1. Fusion Engine	1-3	1. Endo Steel	1-3	1. Ferro-Fibrous
	2. Fusion Engine		2. Endo Steel		2. Ferro-Fibrous
	3. Fusion Engine		3. Endo Steel		3. Ferro-Fibrous
	4. Gyro		4. Endo Steel		4. Ferro-Fibrous
	5. Gyro		5. Endo Steel		5. Ferro-Fibrous
	6. Gyro		6. Endo Steel		6. Ferro-Fibrous
4-6	1. Gyro	4-6	1. Endo Steel	4-6	1. Endo Steel
	2. Fusion Engine		2. Endo Steel		2. Endo Steel
	3. Fusion Engine		3. Endo Steel		3. Endo Steel
	4. Fusion Engine		4. Endo Steel		4. Endo Steel
	5. Medium Laser		5. Endo Steel		5. Endo Steel
	6. Ferro-Fibrous		6. Endo Steel		6. Endo Steel
Left Leg		Right Leg		Engine Hits	
1-3	1. Hip	1-3	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		
4-6	1. Hip	4-6	1. Hip		
	2. Upper Leg Actuator		2. Upper Leg Actuator		
	3. Lower Leg Actuator		3. Lower Leg Actuator		
	4. Foot Actuator		4. Foot Actuator		
	5. Heat Sink		5. Heat Sink		
	6. Roll Again		6. Roll Again		

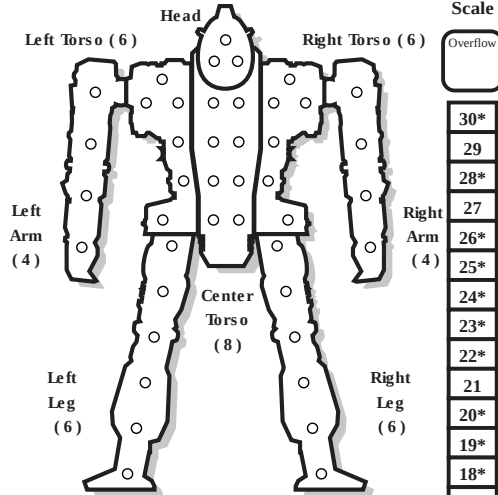
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
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	○