

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Penetrator PTR-6M

Movement Points: **Tonnage:** 75
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Standard
Jumping: 4 **Role:** Skirmisher
Engine Type: 300 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
2	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
2	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Anti-Missile System	CT	1	[PB]	—	1	—	—

Ammo: (AMS) 12

BV: 1,639



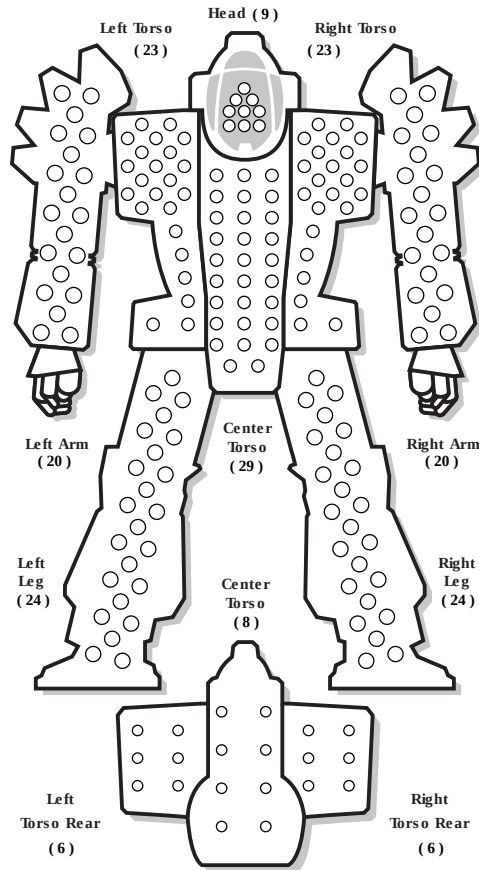
WARRIOR DATA

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

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

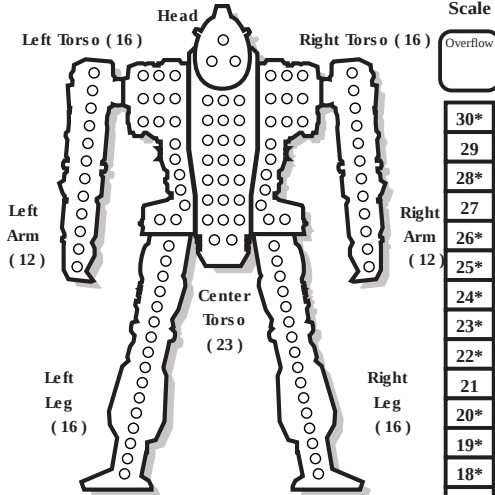
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

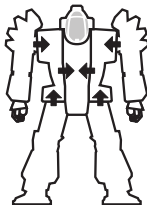
Overflow

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

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 Large Laser		4. Roll Again		4. ER Large Laser
	5. ER Large Laser		5. Sensors		5. ER Large Laser
	6. Roll Again		6. Life Support		6. Roll Again
Center Torso		Left Torso		Right Torso	
4-6	1. Roll Again	4-6	1. Gyro	4-6	1. Roll Again
	2. Roll Again		2. Fusion Engine		2. Roll Again
	3. Roll Again		3. 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. Gyro		6. Roll Again
Left Leg		Engine Hits		Right Leg	
1-3	1. Double Heat Sink	1-3	1. Gyro	1-3	1. Double Heat Sink
	2. Double Heat Sink		2. Fusion Engine		2. Double Heat Sink
	3. Double Heat Sink		3. Fusion Engine		3. Double Heat Sink
	4. Double Heat Sink		4. Fusion Engine		4. Double Heat Sink
	5. Double Heat Sink		5. Anti-Missile System		5. Double Heat Sink
	6. Double Heat Sink		6. Ammo (AMS) 12		6. Double Heat Sink
Right Leg		Gyro Hits		Left Torso Rear	
4-6	1. Medium Pulse Laser	4-6	1. Double Heat Sink	4-6	1. Double Heat Sink
	2. Medium Pulse Laser		2. Double Heat Sink		2. Double Heat Sink
	3. Roll Again		3. Double Heat Sink		3. Double Heat Sink
	4. Roll Again		4. Medium Pulse Laser		4. Double Heat Sink
	5. Roll Again		5. Medium Pulse Laser		5. Double Heat Sink
	6. Roll Again		6. Roll Again		6. Double Heat Sink
Life Support		Sensor Hits		Right Torso Rear	
1. Life Support		1. Life Support		1. Life Support	

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



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	17 (34)
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	○○○