

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Watchman WTC-4M

Movement Points: Tonnage: 40
Walking: 5 Tech Base: Inner Sphere
Running: 8 Rules Level: Standard
Jumping: 5 Role: Skirmisher
Engine Type: 200 Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
2	Machine Gun	LA	—	2 [DB, AI]	—	1	2	3
2	Medium Laser	RA	3	5 [DE]	—	3	6	9

Ammo: (Machine Gun) 200

BV: 1,067

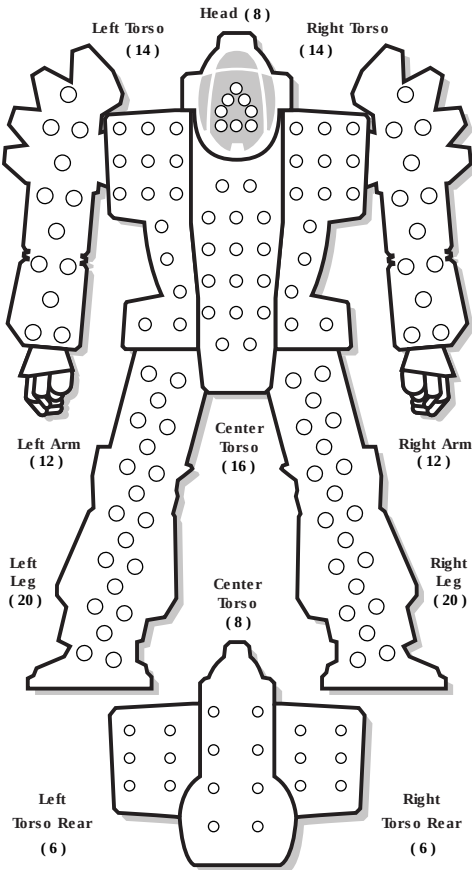
WARRIOR DATA

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. Lower Arm Actuator
	4. Hand Actuator		4. Heat Sink		4. Hand Actuator
	5. Large Laser		5. Sensors		5. Medium Laser
	6. Large Laser		6. Life Support		6. Medium Laser
Center Torso		Left Torso (CASE)		Right Torso	
4-6	1. Machine Gun	4-6	1. Ammo (Machine Gun) 200	1-3	1. Roll Again
	2. Machine Gun		2. CASE		2. Roll Again
	3. Roll Again		3. Roll Again		3. Roll Again
	4. Roll Again		4. Roll Again		4. Roll Again
	5. Roll Again		5. Roll Again		5. Roll Again
	6. Roll Again		6. Roll Again		6. Roll Again
Left Leg		Engine Hits		Right Leg	
4-6	1. Hip	4-6	1. Gyro	4-6	1. Heat Sink
	2. Upper Leg Actuator		2. Fusion Engine		2. Heat Sink
	3. Lower Leg Actuator		3. Fusion Engine		3. Roll Again
	4. Foot Actuator		4. Fusion Engine		4. Roll Again
	5. Jump Jet		5. Heat Sink		5. Roll Again
	6. Jump Jet		6. Jump Jet		6. Roll Again

Engine Hits ○○○○

Gyro Hits ○○○○

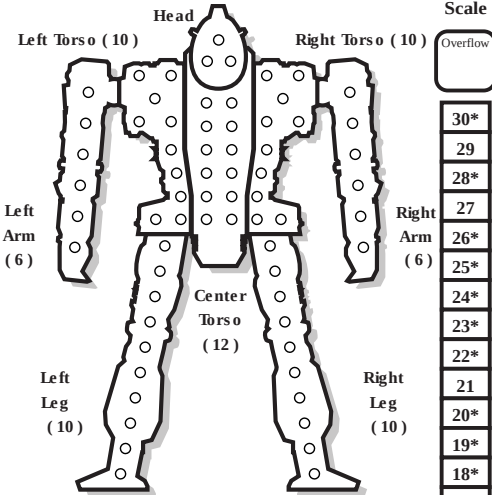
Sensor Hits ○○○○

Life Support ○

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12
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	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○