BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Dragon Fire DGR-6FC

Movement Points:		**Tonnage:**	75
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Brawler
Engine Type:	300 XL		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	C3i	LT	—	[E]	—	—	—	—
1	ER Large Laser	CT	12	8 [DE]	—	7	14	19
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12

Ammo: (Gauss) 16, (LB 10-X) 10, (LB 10-X Cluster) 10

BV: 1,858

WARRIOR DATA

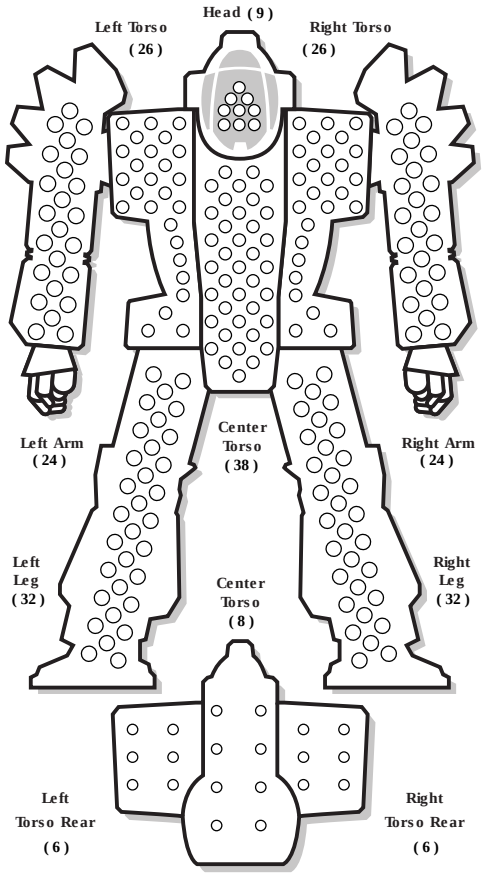
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

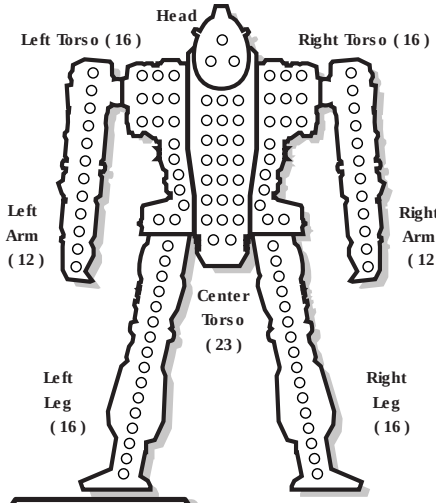
ARMOR DIAGRAM

Standard Armor



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

CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle (1-3)
4. Gauss Rifle (1-3)
5. Gauss Rifle (1-3)
6. Gauss Rifle (1-3)
1. Gauss Rifle (4-6)
2. Gauss Rifle (4-6)
3. Gauss Rifle (4-6)
4. Endo Steel
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Medium Laser
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8
1. C3i (4-6)
2. C3i (4-6)
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

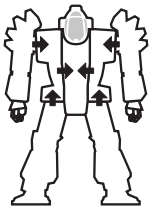
Head

1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Large Laser (4-6)
6. ER Large Laser (4-6)

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. LB 10-X AC (1-3)
4. LB 10-X AC (1-3)
5. LB 10-X AC (1-3)
6. LB 10-X AC (1-3)
1. LB 10-X AC (4-6)
2. LB 10-X AC (4-6)
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X Cluster) 10
6. CASE
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

HEAT DATA

Double Heat Sinks: 11 (22)

Heat Level*	Effects	
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	

© 2023 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.