

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: O-Bakemono OBK-M12

Movement Points: **Tonnage:** 80
Walking: 3 **Tech Base:** Inner Sphere
Running: 5 **Rules Level:** Standard
Jumping: 0 **Role:** Juggernaut
Engine Type: 240 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MRM 40	LA	12	1/Msl [M,C]	—	3	8	15
1	MRM 40	RA	12	1/Msl [M,C]	—	3	8	15
1	C3 Computer (Master)	RT	—	[E]	—	5	9	15
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Small Laser	HD	1	3 [DE]	—	1	2	3

Ammo: (MRM 40) 36

BV: 1,732

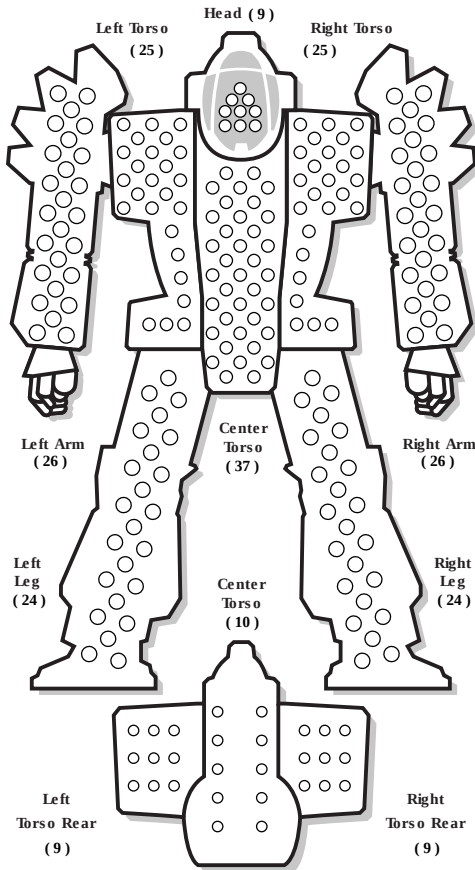
WARRIOR DATA

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

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

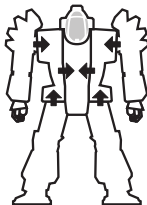
ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

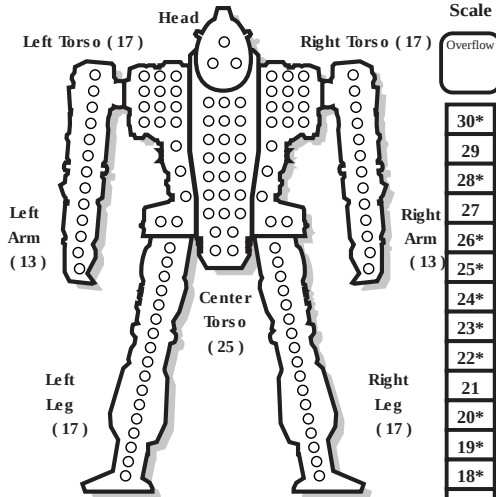
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Double Heat Sink		3. Cockpit		3. Double Heat Sink
	4. Double Heat Sink		4. Small Laser		4. Double Heat Sink
	5. Double Heat Sink		5. Sensors		5. Double Heat Sink
	6. MRM 40		6. Life Support		6. MRM 40
Center Torso		Left Torso (CASE)		Right Torso (CASE)	
4-6	1. MRM 40	1-3	1. Fusion Engine	1-3	1. MRM 40
	2. MRM 40		2. Fusion Engine		2. MRM 40
	3. MRM 40		3. Fusion Engine		3. MRM 40
	4. MRM 40		4. Gyro		4. MRM 40
	5. MRM 40		5. Gyro		5. MRM 40
	6. MRM 40		6. Gyro		6. MRM 40
1-3	1. CASE	4-6	1. Gyro	1-3	1. Ammo (MRM 40) 6
	2. Roll Again		2. Fusion Engine		2. Ammo (MRM 40) 6
	3. Roll Again		3. Fusion Engine		3. Ammo (MRM 40) 6
	4. Roll Again		4. Fusion Engine		4. C3 Master
	5. Roll Again		5. Medium Laser		5. C3 Master
	6. Roll Again		6. Medium Laser		6. C3 Master
Left Leg		Engine Hits		Right Leg	
4-6	1. Hip	4-6	Gyro Hits	4-6	1. Hip
	2. Upper Leg Actuator		Sensor Hits		2. Upper Leg Actuator
	3. Lower Leg Actuator		Life Support		3. Lower Leg Actuator
	4. Foot Actuator				4. Foot Actuator
	5. Roll Again				5. Roll Again
	6. Roll Again				6. Roll Again



Damage Transfer Diagram

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*
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28*
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