

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Mandrill
Movement Points:
Walking: 4
Running: 6
Jumping: 4
Engine Type: 120 XL
Tonnage: 30
Tech Base: Clan
Rules Level: Standard
Role: Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LT	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20	RT	6	1/Msl [M,C,S]	—	7	14	21
1	ER Small Laser	HD	2	5 [DE]	—	2	4	6

Ammo: (LRM 20) 24

BV: 1,137

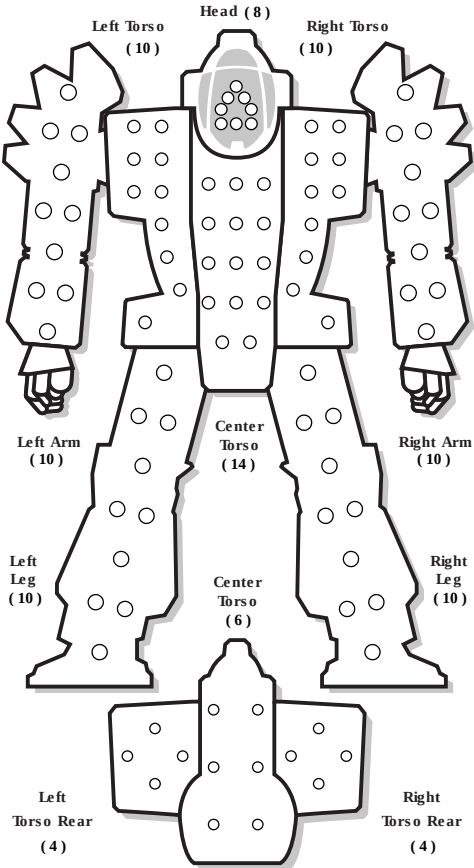
WARRIOR DATA

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

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

ARMOR DIAGRAM

Ferro-Fibrous



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. ER Small Laser		4. Hand Actuator
	5. Double Heat Sink		5. Sensors		5. Double Heat Sink
	6. Double Heat Sink		6. Life Support		6. Double Heat Sink
Center Torso		Left Torso (CASE)		Right Torso (CASE)	
4-6	1. Endo Steel	4-6	1. XL Fusion Engine	4-6	1. XL Fusion Engine
	2. Endo Steel		2. XL Fusion Engine		2. XL Fusion Engine
	3. Endo Steel		3. Double Heat Sink		3. Double Heat Sink
	4. Endo Steel		4. Double Heat Sink		4. Double Heat Sink
	5. Endo Steel		5. Jump Jet		5. Jump Jet
	6. Endo Steel		6. Jump Jet		6. Jump Jet
Left Leg		Engine Hits		Right Leg	
4-6	1. Hip	4-6	1. Gyro	4-6	1. Hip
	2. Upper Leg Actuator		2. XL Fusion Engine		2. Upper Leg Actuator
	3. Lower Leg Actuator		3. XL Fusion Engine		3. Lower Leg Actuator
	4. Foot Actuator		4. XL Fusion Engine		4. Foot Actuator
	5. Double Heat Sink		5. Endo Steel		5. Double Heat Sink
	6. Double Heat Sink		6. Ferro-Fibrous		6. Double Heat Sink

Engine Hits ○○○○

Gyro Hits ○○○○

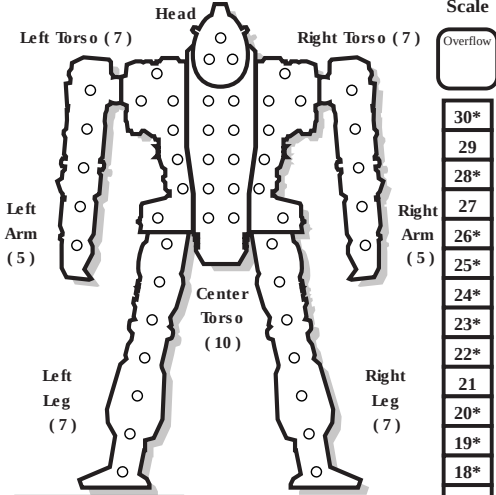
Sensor Hits ○○○○

Life Support ○

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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	○