BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Pack Hunter 3

Movement Points:
Walking: 7
Running: 11 [14]
Jumping: 7
Engine Type: 210 XL

Tonnage: 30
Tech Base: Clan
Rules Level: Standard
Role: Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Micro Laser	LT	1	2 [DE]	—	1	2	4
1	ER PPC	RT	15	15 [DE]	—	7	14	23
2	ER Micro Laser	RT	1	2 [DE]	—	1	2	4

BV: 1,747

WARRIOR DATA

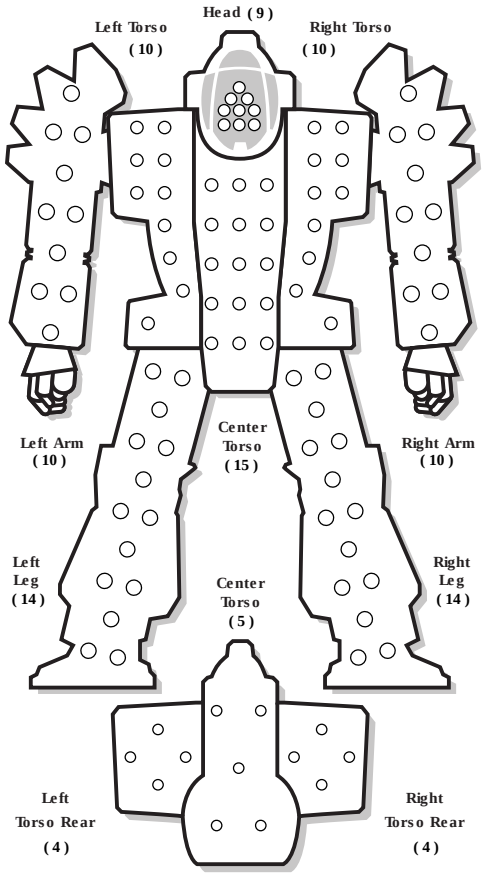
Name: _____

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

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

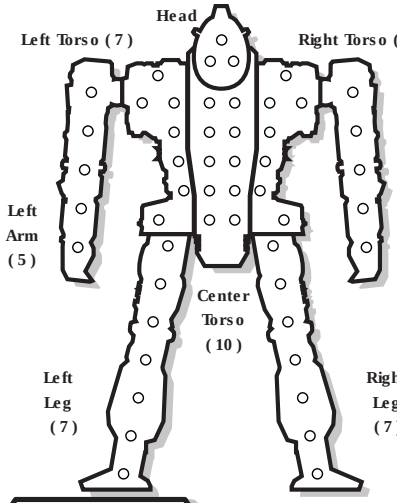
ARMOR DIAGRAM

Ferro-Fibrous



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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. ER Micro Laser

4-6
1. ER Micro Laser
2. MASC
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Leg

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

Head

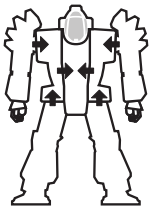
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Ferro-Fibrous

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. ER PPC

4-6
1. ER PPC
2. ER Micro Laser
3. ER Micro Laser
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg

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

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	

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