

BATTLEMECH RECORD SHEET

Movement Points:	Tonnage:	45
Walking:	Tech Base:	Inner Sphere
Running:	Rules Level:	Standard
Jumping:	Role:	Brawler
Engine Type:	180 XL	

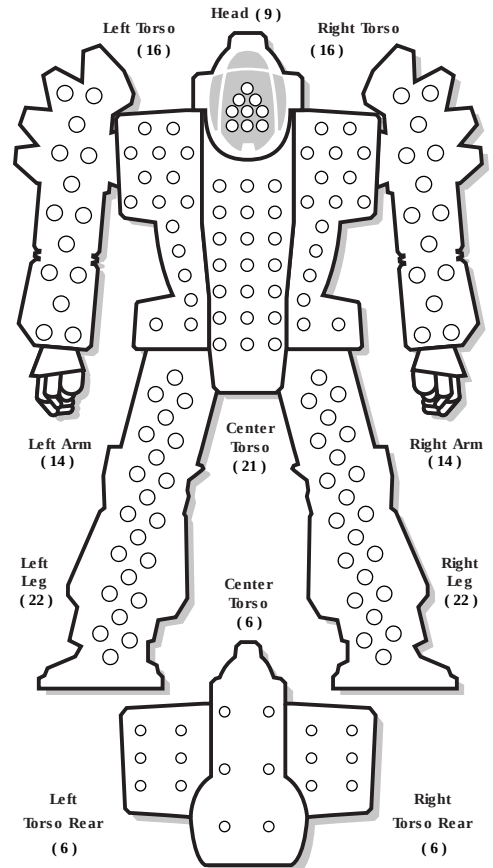
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Hatchet	RA	—	9	—	—	—	—
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Heavy PPC	RT	15	15 [DE]	3	6	12	18
1	Active Probe	CT	—	[E]	—	—	—	4



Name: _____

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

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



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

- 4-6**
1. Medium Pulse Laser
 2. Ferro-Fibrous
 3. Ferro-Fibrous
 4. Ferro-Fibrous
 5. Ferro-Fibrous
 6. Ferro-Fibrous

- Left Torso**
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

- 4-6
1. Double Heat Sink
 2. Double Heat Sink
 3. Double Heat Sink
 4. Medium Pulse Laser
 5. Ferro-Fibrous
 6. Ferro-Fibrous

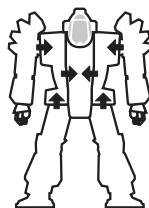
- Left Leg**
1. Hip
 2. Upper Leg Actuator
 3. Lower Leg Actuator
 4. Foot Actuator
 5. Jump Jet
 6. Jump Jet

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

- 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. [Active Probe (Beagle)
 6. [Active Probe (Beagle)

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



Damage Transfer Diagram

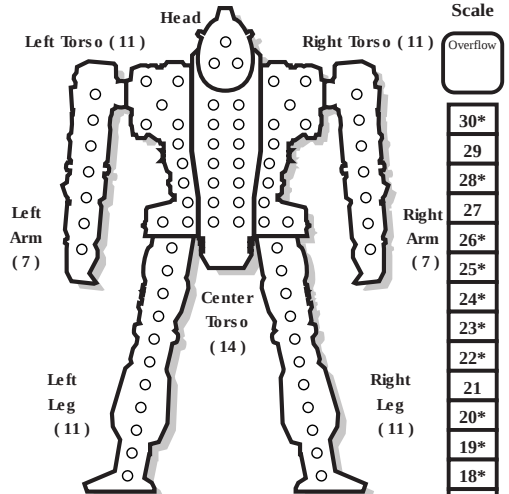
- 1-3**
1. Shoulder
 2. Upper Arm Actuator
 3. Lower Arm Actuator
 4. Hand Actuator
 5. Medium Pulse Laser
 6. Hatchet

- 4-6
- | | |
|----|---------------|
| 1. | Hatchet |
| 2. | Hatchet |
| 3. | Ferro-Fibrous |
| 4. | Ferro-Fibrous |
| 5. | Ferro-Fibrous |
| 6. | Ferro-Fibrous |

- 1-3**
1. XL Fusion Engine
 2. XL Fusion Engine
 3. XL Fusion Engine
 4. [Double Heat Sink
 5. [Double Heat Sink
 6. [Double Heat Sink

- 4-6
- | | |
|----|---------------|
| 1. | Heavy PPC |
| 2. | Heavy PPC |
| 3. | Heavy PPC |
| 4. | Heavy PPC |
| 5. | Ferro-Fibrous |
| 6. | Ferro-Fibrous |

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet



Heat Level*	Effects	Double Heat Sinks: 11 (22)	
30	Shutdown	○ ○	15*
28	Ammo Exp, avoid on 8+	○ ○	14*
26	Shutdown, avoid on 10+	○ ○	13*
25	-5 Movement Points	○ ○	12
24	+4 Modifier to Fire	○ ○	11
23	Ammo Exp, avoid on 6+	○ ○	10*
22	Shutdown, avoid on 8+	○ ○	9
20	-4 Movement Points	○ ○	8*
19	Ammo Exp, avoid on 4+	○ ○	7
18	Shutdown, avoid on 6+	○ ○	6
17	+3 Modifier to Fire	○ ○	5*
15	-3 Movement Points		4
14	Shutdown, avoid on 4+		3
13	+2 Modifier to Fire		2
10	-2 Movement Points		1
8	+1 Modifier to Fire		
5	-1 Movement Points		