BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Gallant GLT-10-0

Movement Points:		**Tonnage:**	70
Walking:	3	**Tech Base:**	Inner Sphere
Running:	5	**Rules Level:**	Advanced
Jumping:	5	**Role:**	Skirmisher
Engine Type:	210 Light		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Large Re-engineered Laser	RA	9	9 [P]	—	5	10	15
1	MML 7	LT	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Remote Sensors/Dispenser	RT	—	[E]	—	—	—	—
1	Flamer	HD	3	2 [DE,H,AI]	—	1	2	3

Ammo: (MML 7/LRM Artemis) 17, (MML 7/SRM Artemis) 14, (Remote Sensors/Dispenser) 30

BV: 1,537

WARRIOR DATA

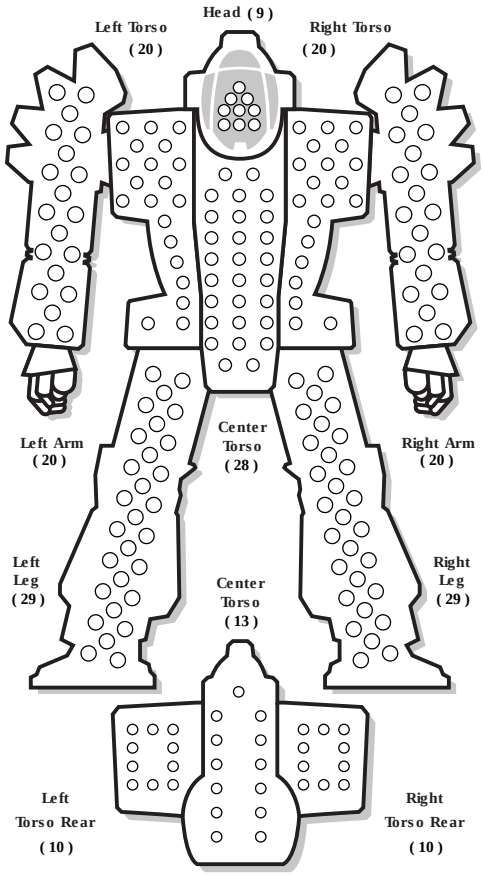
Name: _____

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

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

ARMOR DIAGRAM

Standard Armor



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. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Improved Jump Jet

4-6
1. Improved Jump Jet
2. MML 7
3. MML 7
4. MML 7
5. MML 7
6. Artemis IV FCS

Left Leg

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

Head

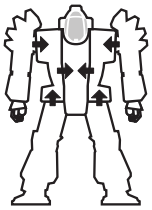
1. Life Support
2. Sensors
3. Cockpit
4. Flamer
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Improved Jump Jet
6. Improved Jump Jet

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Large Re-engineered Laser
4. Large Re-engineered Laser
5. Large Re-engineered Laser
6. Large Re-engineered Laser

4-6
1. Large Re-engineered Laser
2. Large Re-engineered Laser
3. Large Re-engineered Laser
4. Large Re-engineered Laser
5. Large Re-engineered Laser
6. Large Re-engineered Laser

Right Torso (CASE II)

1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Improved Jump Jet

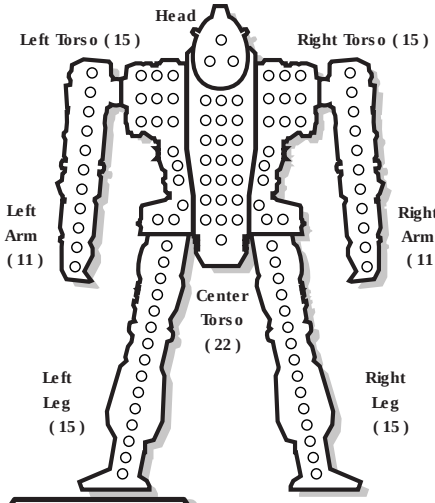
4-6
1. Improved Jump Jet
2. Ammo (MML 7/LRM Artemis) 17
3. Ammo (MML 7/SRM Artemis) 14
4. Remote Sensors/Dispenser (30)
5. CASE II
6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

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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