

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Prey Seeker PY-SR30

Movement Points: **Tonnage:** 15
Walking: 12 **Tech Base:** Inner Sphere
Running: 18 **Rules Level:** Advanced
Jumping: 0
Engine Type: 180 XXL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Machine Gun	LA	—	2 [DB, AI]	—	1	2	3
1	Machine Gun Array	LA	—	[T]	—	1	2	3
3	Light Machine Gun	RA	—	1 [DB, AI]	—	2	4	6
1	Light Machine Gun Array	RA	—	[T]	—	2	4	6

Ammo: (Light Machine Gun) 100, (Machine Gun) 200

BV: 297

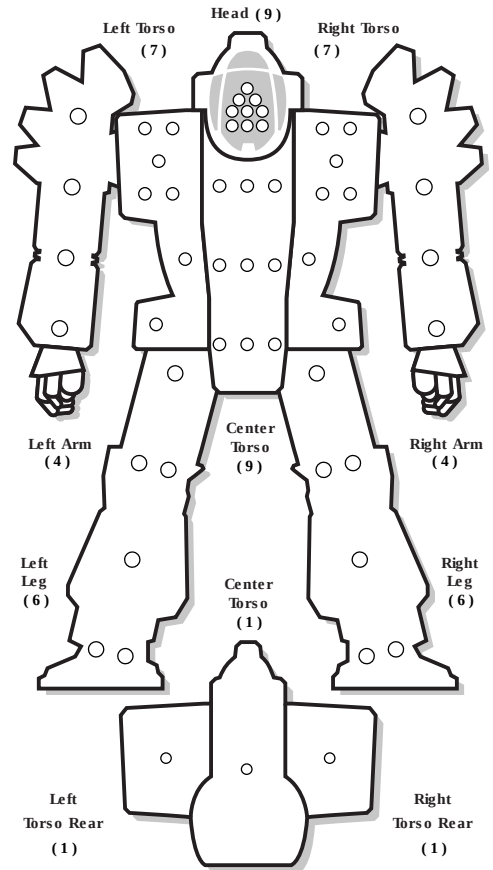
WARRIOR DATA

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

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

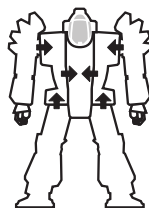
ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

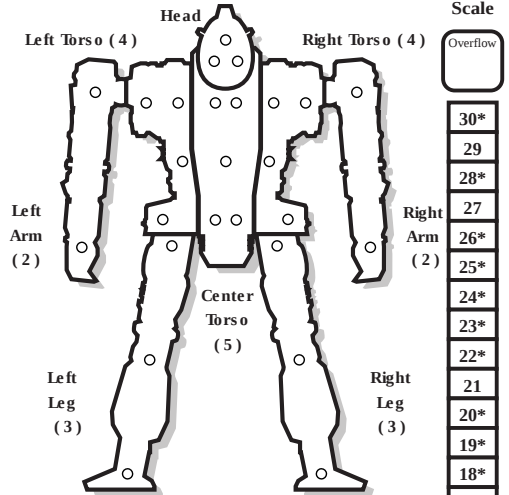
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Small Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Sensors		4. Hand Actuator
	5. Machine Gun		5. Endo Steel		5. Double Heat Sink
	6. Machine Gun		6. Roll Again		6. Double Heat Sink
Center Torso		Left Torso		Right Torso	
4-6	1. Machine Gun	1-3	1. XXL Fusion Engine	1-3	1. Double Heat Sink
	2. Machine Gun Array		2. XXL Fusion Engine		2. Light Machine Gun
	3. Ammo (Machine Gun) 100		3. XXL Fusion Engine		3. Light Machine Gun
	4. Endo Steel		4. XL Gyro		4. Light Machine Gun
	5. Endo Steel		5. XL Gyro		5. Light Machine Gun Array
	6. Endo Steel		6. XL Gyro		6. Ammo (Light Machine Gun) 100
Left Leg		Engine Hits		Right Leg	
1-3	1. XXL Fusion Engine	Gyro Hits		1-3	1. Double Heat Sink
	2. XXL Fusion Engine	Sensor Hits			2. Double Heat Sink
	3. XXL Fusion Engine	Life Support			3. Double Heat Sink
	4. XXL Fusion Engine				4. Endo Steel
	5. XXL Fusion Engine				5. Endo Steel
	6. XXL Fusion Engine				6. Endo Steel



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	10 (20)
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*
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