

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Thunderbolt TDR-5D  
Movement Points: Tonnage: 65  
Walking: 4 Tech Base: Inner Sphere  
Running: 6 Rules Level: Introductory  
Jumping: 0 Role: Brawler  
Engine Type: 260 Fusion

Weapons & Equipment Inventory (hexes)

| Qty | Type   | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|--------|-----|----|---------------|-----|-----|-----|-----|
| 1   | LRM 10 | LT  | 4  | 1/Msl [M,C,S] | 6   | 7   | 14  | 21  |
| 1   | AC/20  | RT  | 7  | 20 [DB,S]     | —   | 3   | 6   | 9   |

Ammo: (AC/20) 10, (LRM 10) 12

BV: 1,231



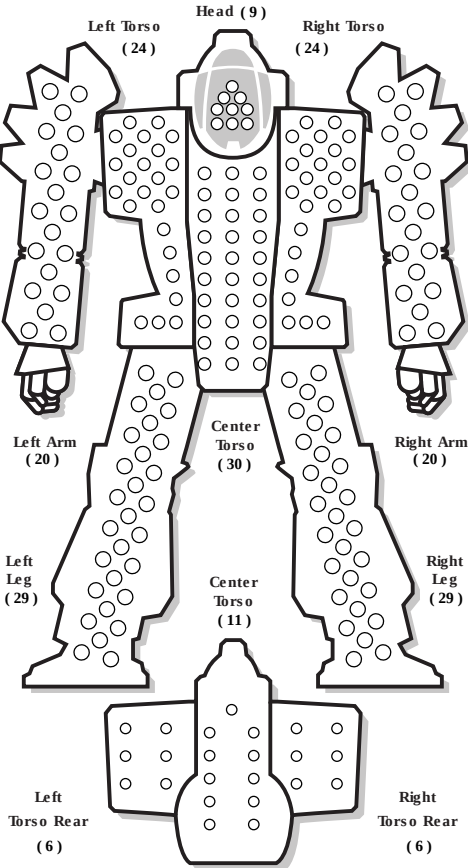
WARRIOR DATA

Name: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
Hits Taken  
Consciousness #

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

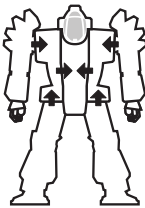
ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

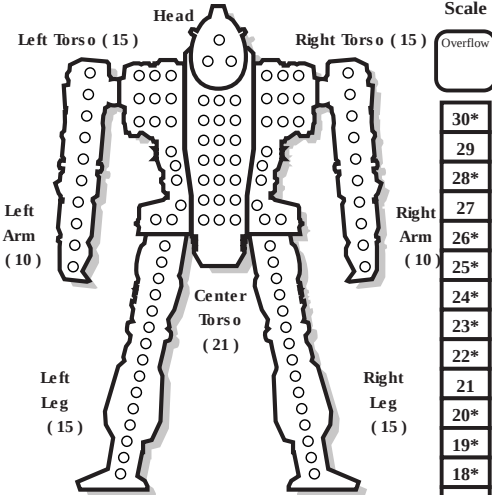
| Left Arm         |                       | Head             |                       | Right Arm        |                       |
|------------------|-----------------------|------------------|-----------------------|------------------|-----------------------|
| 1-3              | 1. Shoulder           | 1-3              | 1. Life Support       | 1-3              | 1. Shoulder           |
|                  | 2. Upper Arm Actuator |                  | 2. Sensors            |                  | 2. Upper Arm Actuator |
|                  | 3. Lower Arm Actuator |                  | 3. Cockpit            |                  | 3. Lower Arm Actuator |
|                  | 4. Hand Actuator      |                  | 4. Roll Again         |                  | 4. Hand Actuator      |
|                  | 5. Roll Again         |                  | 5. Sensors            |                  | 5. Roll Again         |
|                  | 6. Roll Again         |                  | 6. Life Support       |                  | 6. Roll Again         |
| Center Torso     |                       | Left Torso       |                       | Right Torso      |                       |
| 4-6              | 1. Roll Again         | 1-3              | 1. Gyro               | 4-6              | 1. Roll Again         |
|                  | 2. Roll Again         |                  | 2. Fusion Engine      |                  | 2. Roll Again         |
|                  | 3. Roll Again         |                  | 3. Fusion Engine      |                  | 3. Roll Again         |
|                  | 4. Roll Again         |                  | 4. Gyro               |                  | 4. Roll Again         |
|                  | 5. Roll Again         |                  | 5. Gyro               |                  | 5. Roll Again         |
|                  | 6. Roll Again         |                  | 6. Gyro               |                  | 6. Roll Again         |
| Engine Hits ○○○○ |                       | Gyro Hits ○○○○   |                       | Sensor Hits ○○○○ |                       |
| Gyro Hits ○○○○   |                       | Sensor Hits ○○○○ |                       | Life Support ○   |                       |
| Sensor Hits ○○○○ |                       | Life Support ○   |                       | Left Leg         |                       |
| 4-6              | 1. Roll Again         | 4-6              | 1. Hip                | 4-6              | 1. Hip                |
|                  | 2. Roll Again         |                  | 2. Upper Leg Actuator |                  | 2. Upper Leg Actuator |
|                  | 3. Roll Again         |                  | 3. Lower Leg Actuator |                  | 3. Lower Leg Actuator |
|                  | 4. Roll Again         |                  | 4. Foot Actuator      |                  | 4. Foot Actuator      |
|                  | 5. Roll Again         |                  | 5. Heat Sink          |                  | 5. Heat Sink          |
|                  | 6. Roll Again         |                  | 6. Heat Sink          |                  | 6. Heat Sink          |



Damage Transfer Diagram

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

| Heat Level* | Effects                | Heat Sinks:                       |
|-------------|------------------------|-----------------------------------|
| 30          | Shutdown               | 14                                |
| 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     | ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ |