

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Gunslinger GUN-1ERD (Jared)

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 255 XL

Tonnage: 85

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LL	4	6 [P]	—	2	4	6
	(R)							
1	Medium Pulse Laser	RL	4	6 [P]	—	2	4	6
	(R)							
1	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21
2	Streak SRM 4	LA	3	2/Msl [M,C]	—	3	6	9
1	LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
2	Streak SRM 4	RA	3	2/Msl [M,C]	—	3	6	9
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
2	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	ECM Suite	RT	—	[E]	—	—	—	6
	(Guardian)							
1	Active Probe	CT	—	[E]	—	—	—	4
	(Beagle)							
1	Small Laser	HL	5	1 [DE]	—	1	2	3
	Ammo (LRM 15) 24, (Streak SRM 4) 100							

BV: 1,813



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 15
- LRM 15
- LRM 15

1-3

- Streak SRM 4
- Streak SRM 4
- Ammo (Streak SRM 4) 25
- Ammo (Streak SRM 4) 25
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Medium Laser
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo (LRM 15) 8

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Medium Pulse Laser (R)
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

1-3

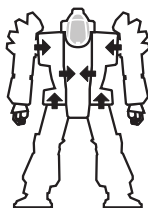
Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Active Probe (Beagle)
- Active Probe (Beagle)

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 15
- LRM 15
- LRM 15

1-3

- Streak SRM 4
- Streak SRM 4
- Ammo (Streak SRM 4) 25
- Ammo (Streak SRM 4) 25
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Medium Laser
- ECM Suite (Guardian)

1-3

- ECM Suite (Guardian)
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

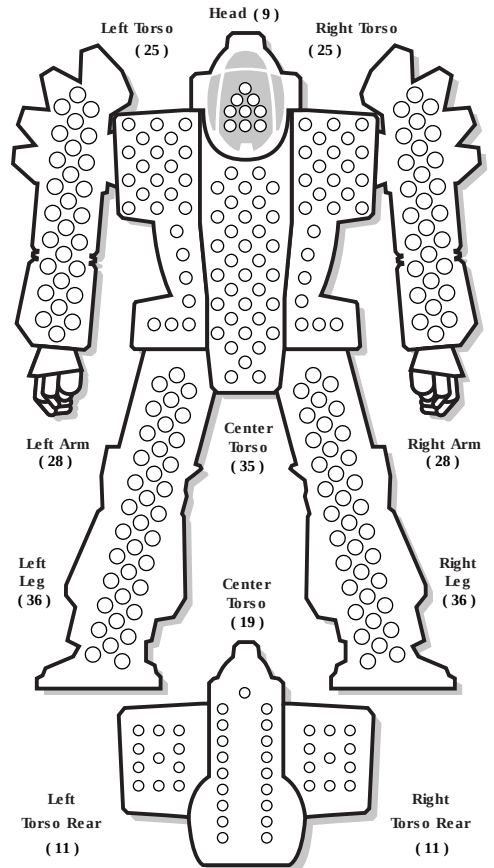
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Medium Pulse Laser (R)
- Roll Again

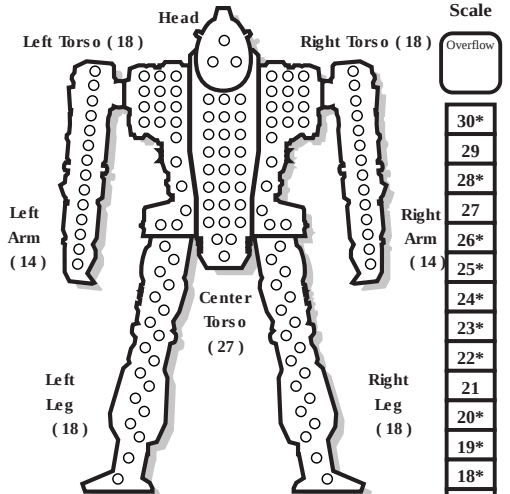
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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	○○○

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