

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Thunderbolt C

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 260 Fusion

Tonnage: 65

Tech Base: Mixed

Rules Level: Standard

Role: Sniper

### 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   | ER Medium Laser    | LA  | 5  | 7 [DE]  | —   | 5   | 10  | 15  |
| (C) |                    |     |    |         |     |     |     |     |
| 2   | ER Small Laser (C) | LA  | 2  | 5 [DE]  | —   | 2   | 4   | 6   |
| 1   | Large Pulse Laser  | RA  | 10 | 10 [P]  | —   | 6   | 14  | 20  |
| (C) |                    |     |    |         |     |     |     |     |
| 1   | ER Large Laser (C) | LT  | 12 | 10 [DE] | —   | 8   | 15  | 25  |

BV: 1,671



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser [Clan]
- ER Small Laser [Clan]

1-3

- ER Small Laser [Clan]
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Heat Sink
- Heat Sink
- ER Large Laser [Clan]
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

1-3

#### Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Heat Sink

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Pulse Laser [Clan]
- Large Pulse Laser [Clan]

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

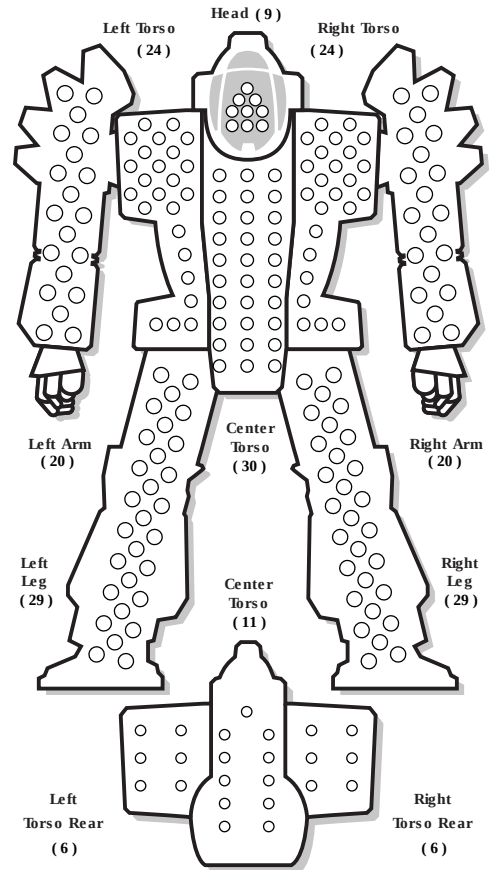
4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

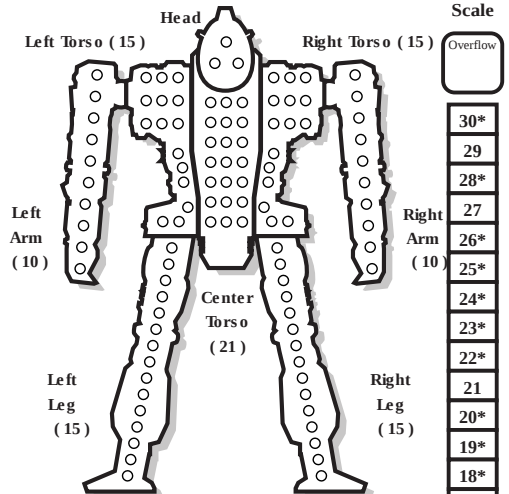
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: |
|-------------|------------------------|-------------|
| 30          | Shutdown               | 24          |
| 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     | ○○○○        |