

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Chameleon TRC-4B

Movement Points: **Tonnage:** 50
Walking: 6 **Tech Base:** Inner Sphere
Running: 9 **Rules Level:** Introductory
Jumping: 6 **Role:** Scout
Engine Type: 300 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
2	Small Laser	LT	1	3 [DE]	—	1	2	3
2	Small Laser	RT	1	3 [DE]	—	1	2	3
2	Machine Gun	CT	—	2 [DB, AI]	—	1	2	3

Ammo: (Machine Gun) 200

BV: 999

WARRIOR DATA

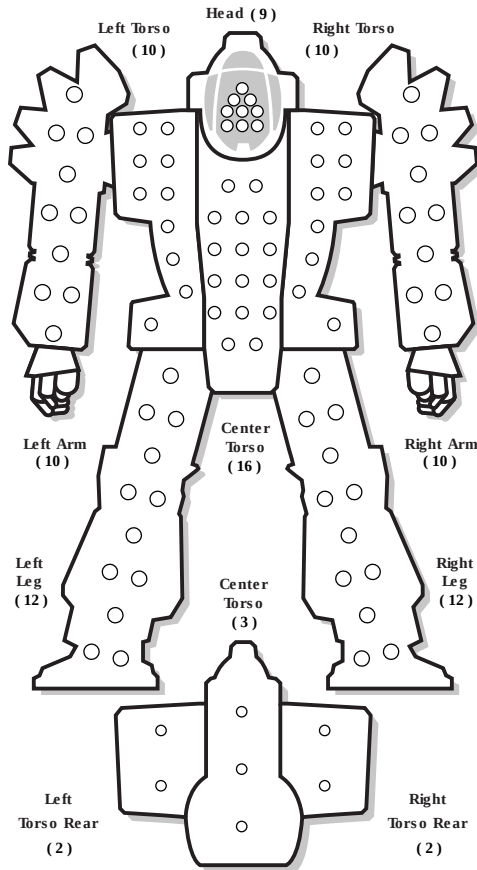
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

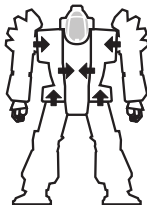
ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

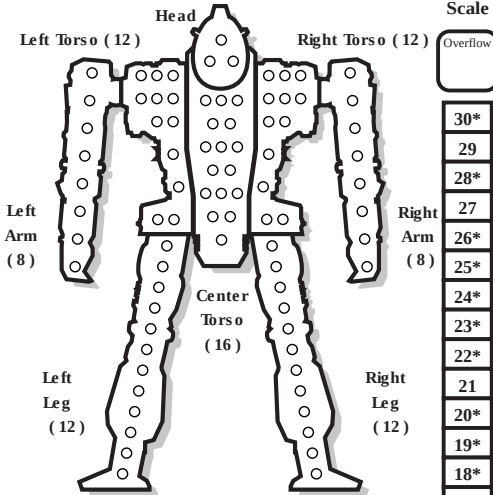
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Roll Again		4. Hand Actuator
	5. Medium Laser		5. Sensors		5. Large Laser
	6. Roll Again		6. Life Support		6. Large Laser
Center Torso		Left Torso		Right Torso	
4-6	1. Fusion Engine	4-6	1. Jump Jet	1-3	1. Medium Laser
	2. Fusion Engine		2. Small Laser		2. Roll Again
	3. Fusion Engine		3. Small Laser		3. Roll Again
	4. Gyro		4. Ammo (Machine Gun) 200		4. Roll Again
	5. Gyro		5. Roll Again		5. Roll Again
	6. Gyro		6. Roll Again		6. Roll Again
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	1. Hip	Gyro Hits ○○○	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits ○○○	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support ○	
	4. Foot Actuator		4. Foot Actuator		
	5. Jump Jet		5. Jump Jet		
	6. Jump Jet		6. Jump Jet		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
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