

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: BattleMaster BLR-6C

Movement Points: **Tonnage:** 85
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Advanced
Jumping: 0 **Role:** Juggernaut
Engine Type: 340 Light

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Small X-Pulse Laser	LA	3	3 [P, AI]	—	2	4	5
1	Streak SRM 6	LT	4	2 [M, C]	—	3	6	9
2	Light AC/5	LT	1	5 [DB, S]	—	5	10	15
1	ER Small Laser (R)	LT	2	3 [DE]	—	2	4	5
2	Light AC/5	RT	1	5 [DB, S]	—	5	10	15
1	ER Small Laser (R)	RT	2	3 [DE]	—	2	4	5

Ammo: (LAC/5) 80, (Streak SRM 6) 15

BV: 1,557



WARRIOR DATA

Pilot: _____

Gunnery Skill: _____ Piloting Skill: _____

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

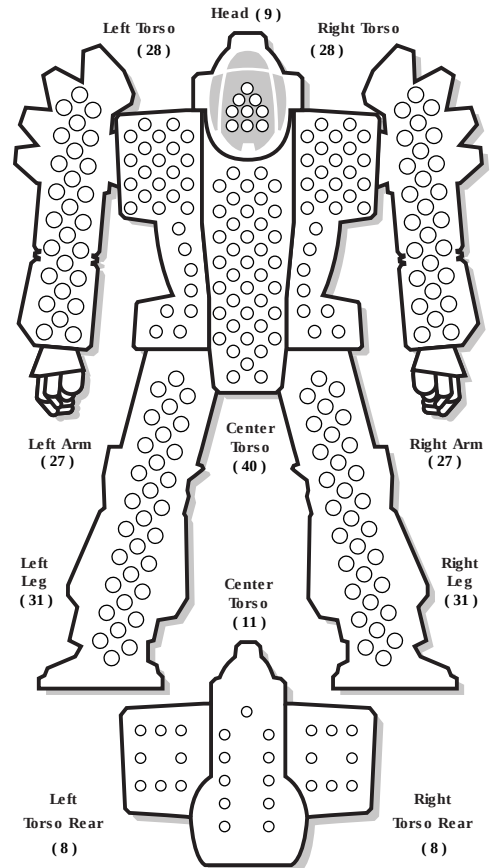
Commander: _____

Gunnery Skill: _____ Piloting Skill: _____

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

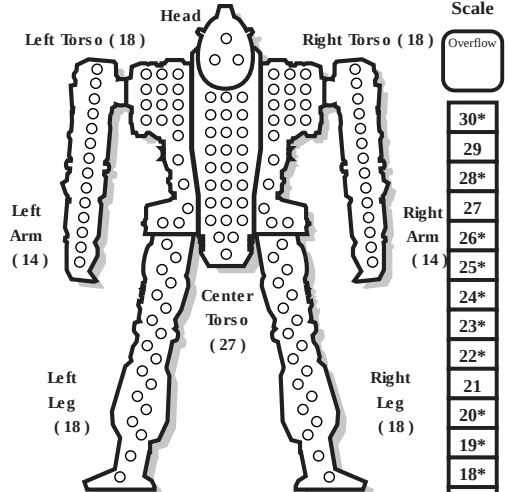
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Small X-Pulse Laser
- Small X-Pulse Laser

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE II)

- Light Fusion Engine
- Light Fusion Engine
- Streak SRM 6
- Streak SRM 6
- Light AC/5
- Light AC/5

1-3

- Light AC/5
- Light AC/5
- ER Small Laser (R)
- Ammo (Streak SRM 6) 15
- Ammo (LAC/5) 20
- CASE II

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Command Console
- Sensors
- Life Support

1-3

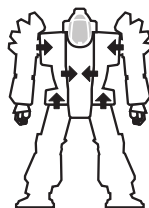
Center Torso

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

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Endo Steel
- Endo Steel

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE II)

- Light Fusion Engine
- Light Fusion Engine
- Light AC/5
- Light AC/5
- Light AC/5
- Light AC/5

1-3

- ER Small Laser (R)
- Ammo (LAC/5) 20
- Ammo (LAC/5) 20
- Ammo (LAC/5) 20
- CASE II
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

HEAT DATA

Heat Level*	Effects
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

Double Heat Sinks:
10 (20)

