

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: BattleMaster BLR-4S (Calvin II)

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 340 Light

Tonnage: 85

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Brawler

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
2	Light PPC	LA	5	5 [DE]	3	6	12	18
1	Rotary AC/5	RA	1	5/Sht	—	5	10	15
[DB,R/C]								
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 100, (RAC/5) 40, (Streak SRM 6) 15

BV: 2,274



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Light PPC
- Light PPC

1-3

- Light PPC
- Light PPC
- Reflective
- Reflective
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser

1-3

- ER Medium Laser
- Machine Gun
- Streak SRM 6
- Streak SRM 6
- Ammo (Streak SRM 6) 15
- CASE

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reflective
- Reflective

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

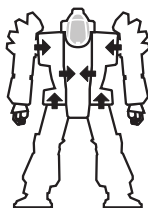
Center Torso

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

4-6

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

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Rotary AC/5
- Rotary AC/5

1-3

- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Reflective
- Reflective

4-6

Right Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser

1-3

- ER Medium Laser
- Machine Gun
- Ammo (Machine Gun) 100
- Ammo (RAC/5) 20
- Ammo (RAC/5) 20
- CASE

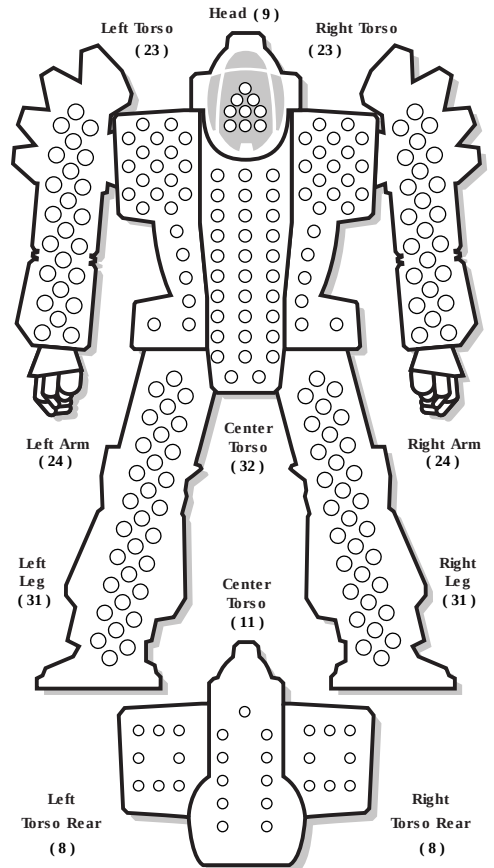
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reflective
- Reflective

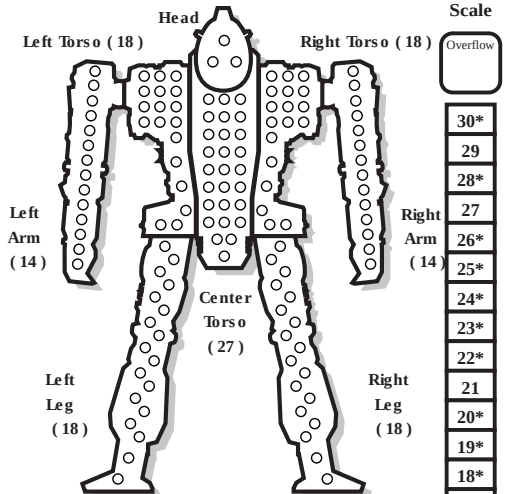
ARMOR DIAGRAM

Reflective



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 15 (30)
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*
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16
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