

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Grim Reaper GRM-R (Einar)
Movement Points: Tonnage: 55
Walking: 4 Tech Base: Mixed
Running: 6 Rules Level: Advanced
Jumping: 0 Role: Missile Boat
Engine Type: 275 XL

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	ER Large Laser (C)	RA	12	10 [DE]	—	8	15	25	
1	ER Medium Laser (C)	RA	5	7 [DE]	—	5	10	15	
1	Modular Armor	RA	—	[E]	—	—	—	—	
1	Light TAG	LT	—	[E]	—	3	6	9	
1	Modular Armor	LT	—	[E]	—	—	—	—	
1	LRM 20 (C)	RT	6	1/Msl [M,C,S]	—	7	14	21	
1	Modular Armor	RT	—	[E]	—	—	—	—	
1	Modular Armor	CT	—	[E]	—	—	—	—	
1	Laser AMS (C)	HD	5	[PB]	—	1	—	—	

Ammo: (LRM 20 Artemis V) 12

BV: 2,030



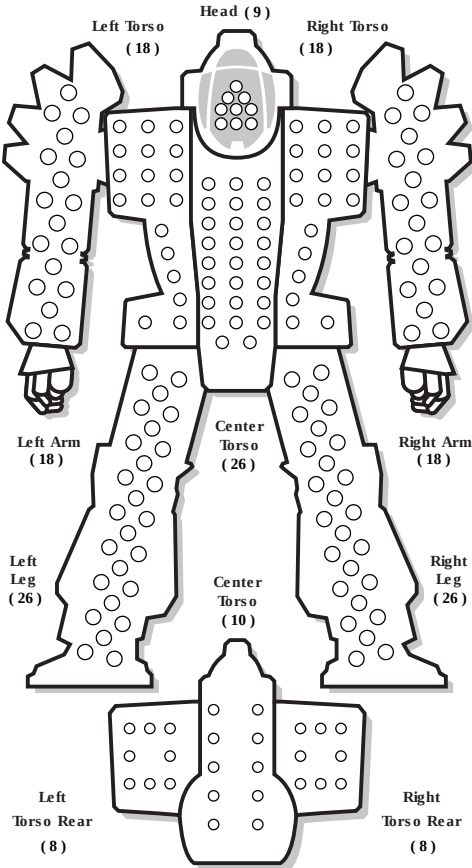
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

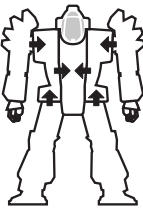
ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

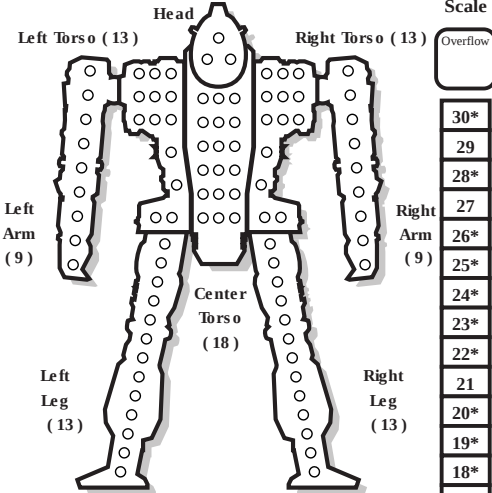
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Laser AMS [Clan]		4. Hand Actuator
	5. Ferro-Fibrous		5. Sensors		5. ER Large Laser [Clan]
	6. Ferro-Fibrous		6. Life Support		6. ER Medium Laser [Clan]
Left Torso		Center Torso		Right Torso (CASE II)	
1-3	1. Roll Again	1-3	1. XL Fusion Engine	1-3	1. Modular Armor
	2. Roll Again		2. XL Fusion Engine		2. Ferro-Fibrous
	3. Roll Again		3. XL Fusion Engine		3. Ferro-Fibrous
	4. Roll Again		4. Gyro	1-3	4. Ferro-Fibrous
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
1-3	1. XL Fusion Engine	1-3	1. Gyro	1-3	1. XL Fusion Engine
	2. XL Fusion Engine		2. XL Fusion Engine		2. XL Fusion Engine
	3. Light TAG [Clan]		3. XL Fusion Engine		3. LRM 20 [Clan]
	4. Modular Armor		4. Gyro		4. LRM 20 [Clan]
	5. Ferro-Fibrous		5. Modular Armor		5. LRM 20 [Clan]
	6. Ferro-Fibrous		6. Ferro-Fibrous		6. LRM 20 [Clan]
Left Leg		Engine Hits		Right Leg	
1-3	1. Ferro-Fibrous	1-3	Gyro Hits	1-3	1. Hip
	2. Ferro-Fibrous		Sensor Hits		2. Upper Leg Actuator
	3. Roll Again		Life Support		3. Lower Leg Actuator
	4. Roll Again				4. Foot Actuator
	5. Roll Again				5. Ferro-Fibrous
	6. Roll Again				6. Ferro-Fibrous



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Reinforced



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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

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	