

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Pendragon PDG-1X MUSE RED

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 285 XL

Tonnage: 95

Tech Base: Mixed

Rules Level: Standard

Role: Missile Boat

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	Extended LRM 20	LA	10	1/Msl [M,C,S]	10	12	22	38
1	Extended LRM 20	RA	10	1/Msl [M,C,S]	10	12	22	38
1	ER PPC	LT	15	10 [DE]	—	7	14	23
3	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
	(C)							
1	C3 Computer	HD	—	[E]	—	—	—	—
	(Slave)							

Ammo: (ELRM 20) 32

BV: 2,250



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Extended LRM 20
- Extended LRM 20
- Extended LRM 20
- Extended LRM 20

1-3

Head

- Life Support
- Sensors
- Cockpit
- C3 Slave
- Sensors
- Life Support

1-3

Right Arm

- Shoulder
- Upper Arm Actuator
- Extended LRM 20
- Extended LRM 20
- Extended LRM 20
- Extended LRM 20

1-3

Center Torso

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

1-3

Left Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER PPC
- ER PPC
- ER PPC

1-3

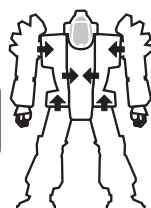
4-6

Right Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser [Clan]
- ER Medium Laser [Clan]
- ER Medium Laser [Clan]

1-3

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



Damage Transfer Diagram

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]

4-6

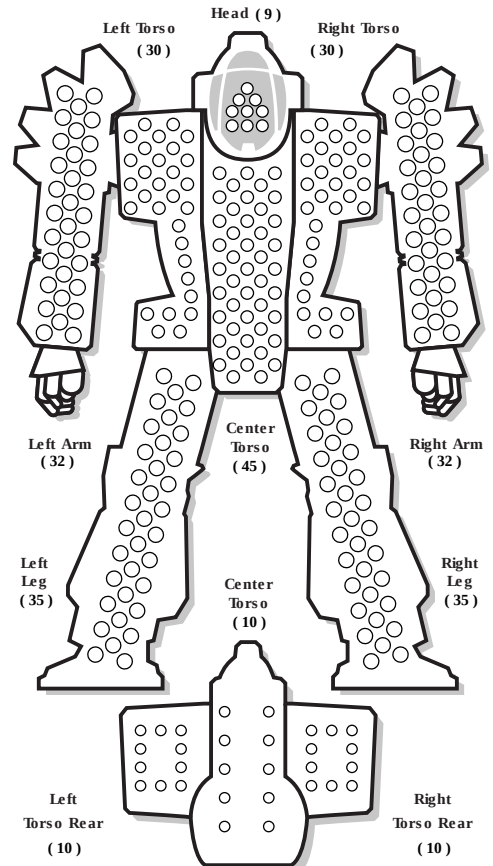
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]

4-6

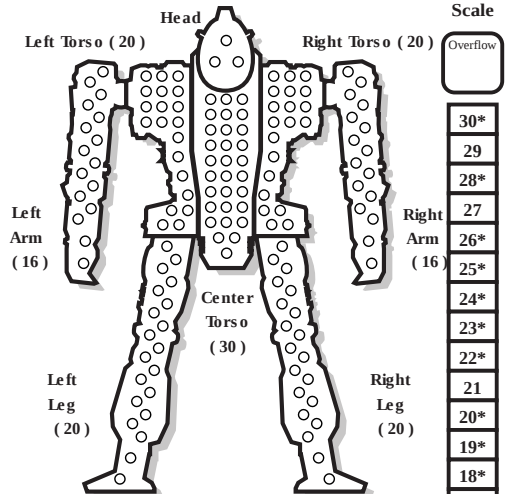
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Composite



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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	○○○