

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: UrbanMech UM-R93
Movement Points: Tonnage: 30
Walking: 2 Tech Base: Inner Sphere
Running: 2 Rules Level: Advanced
Jumping: 2 Role: Ambusher
Engine Type: 60 Fusion

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	ER Small Laser	LA	2	3 [DE]	—	2	4	5	
1	Plasma Rifle	RA	10	10 [DE,H]	—	5	10	15	
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12	

Ammo: (Plasma Rifle) 10

BV: 894



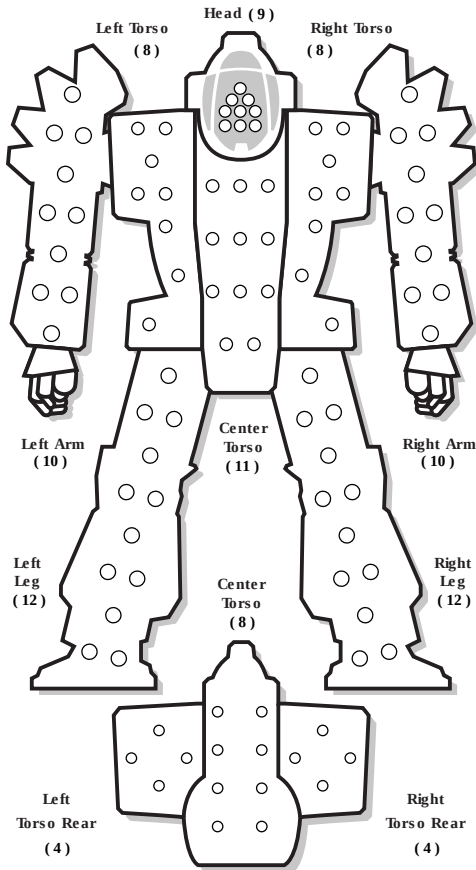
WARRIOR DATA

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

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

ARMOR DIAGRAM

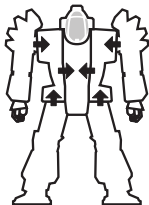
Hardened



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. Double Heat Sink		3. Cockpit		3. Double Heat Sink
	4. Double Heat Sink		4. Roll Again		4. Double Heat Sink
	5. Double Heat Sink		5. Sensors		5. Double Heat Sink
	6. ER Small Laser		6. Life Support		6. Plasma Rifle
Center Torso		Left Torso		Right Torso	
4-6	1. Roll Again	4-6	1. Fusion Engine	4-6	1. Plasma Rifle
	2. Roll Again		2. Fusion Engine		2. Roll Again
	3. Roll Again		3. Fusion Engine		3. Roll Again
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
Left Leg		Engine Hits		Right Leg	
1-3	1. Double Heat Sink	4-6	1. Gyro	1-3	1. Double Heat Sink
	2. Double Heat Sink		2. Fusion Engine		2. Double Heat Sink
	3. Double Heat Sink		3. Fusion Engine		3. Double Heat Sink
	4. Double Heat Sink		4. Fusion Engine		4. Double Heat Sink
	5. Double Heat Sink		5. Jump Jet		5. Double Heat Sink
	6. Double Heat Sink		6. Jump Jet		6. Double Heat Sink
Right Leg		Gyro Hits		Left Torso Rear	
4-6	1. Double Heat Sink	4-6	1. Double Heat Sink	4-6	1. Double Heat Sink
	2. Double Heat Sink		2. Double Heat Sink		2. Double Heat Sink
	3. Double Heat Sink		3. Double Heat Sink		3. Double Heat Sink
	4. ER Medium Laser		4. Ammo (Plasma Rifle) 10		4. Double Heat Sink
	5. Roll Again		5. Roll Again		5. Roll Again
	6. Roll Again		6. Roll Again		6. Roll Again

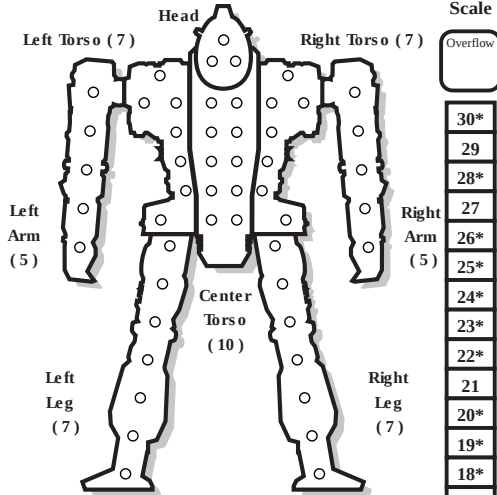
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

Overflow

30*
29
28*
27
26*
25*
24*
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