BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Daimyo DMO-5K

Movement Points:		**Tonnage:**	40
Walking:	5	**Tech Base:**	Inner Sphere
Running:	8	**Era:**	Civil War
Jumping:	0	**Year:**	3062

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10	–	7	14	23
2	Medium Laser	RA	3	5	–	3	6	9
1	C^3 Master	RT	0	–	–	–	–	–

Cost: 5,177,947 **BV2:** 1,087
BV1: 955 [C^3: 112]

WARRIOR DATA

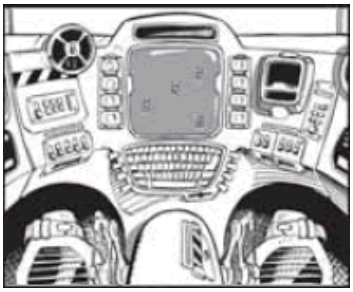
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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

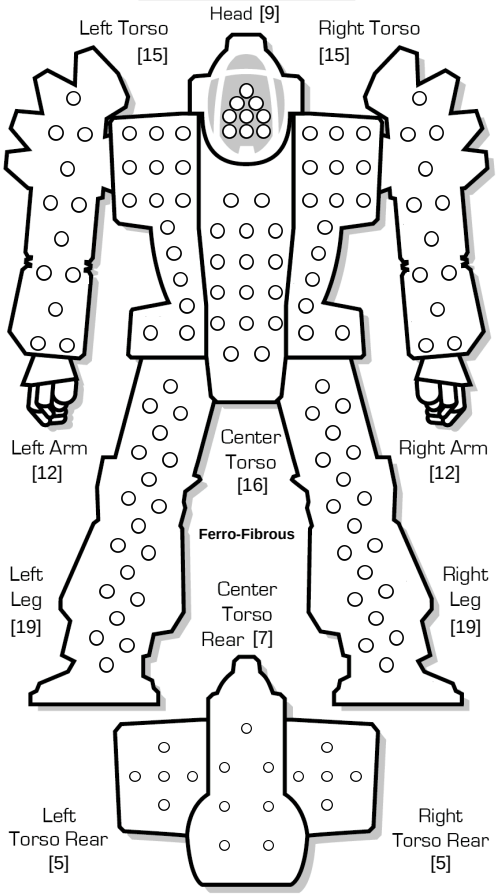
RULES LEVELS

Current:	Tournament Legal
Era Specific:	Tournament Legal
Year Specific:	Tournament Legal



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ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. **Shoulder**
2. **Upper Arm Actuator**
3. **Lower Arm Actuator**

1-3
4. **ER PPC**
5. **ER PPC**
6. **ER PPC**

4-6
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso

1-3
1. **Double Heat Sink**
2. **Double Heat Sink**
3. **Double Heat Sink**
4. **Double Heat Sink**
5. **Double Heat Sink**
6. **Double Heat Sink**

4-6
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Head

1. **Life Support**
2. **Sensors**
3. **Cockpit**
4. *Roll Again*
5. **Sensors**
6. **Life Support**

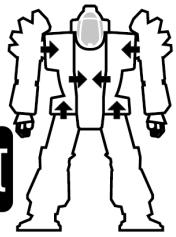
Center Torso

1-3
1. **Fusion Engine**
2. **Fusion Engine**
3. **Fusion Engine**
4. **Gyro**
5. **Gyro**
6. **Gyro**

4-6
1. **Gyro**
2. **Fusion Engine**
3. **Fusion Engine**
4. **Fusion Engine**
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **Lower Arm Actuator**
4. **Hand Actuator**
5. **Medium Laser**
6. **Medium Laser**

4-6
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso

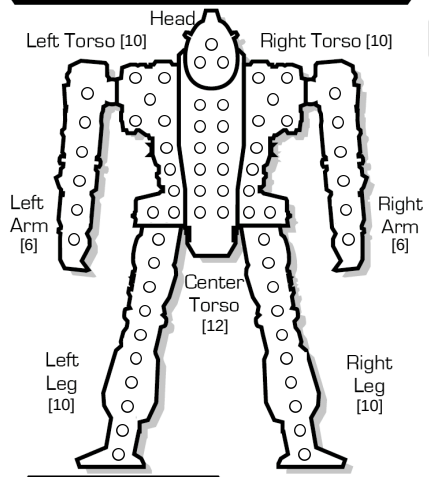
1-3
1. **Double Heat Sink**
2. **Double Heat Sink**
3. **Double Heat Sink**
4. **C3 Computer (Master)**
5. **C3 Computer (Master)**
6. **C3 Computer (Master)**

4-6
1. **C3 Computer (Master)**
2. **C3 Computer (Master)**
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

Right Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

INTERNAL STRUCTURE DIAGRAM



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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 [22] Double
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	

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