BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Penetrator PTR-4D

Movement Points:		Tonnage:	75
Walking:	1	Tech Base:	Inner Sphere
Running:	2	Era:	Clan Invasion
Jumping:	4		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
~~1~~	~~Anti-Missile System~~	~~CT~~	~~1~~	~~—~~	~~—~~	~~—~~	~~—~~	
~~1~~	~~Medium Pulse Laser~~	~~RT~~	~~4~~	~~6~~	~~—~~	~~2~~	~~4~~	~~6~~
~~1~~	~~Medium Pulse Laser~~	~~LT~~	~~4~~	~~6~~		~~2~~	~~4~~	~~6~~
~~1~~	~~ER Large Laser~~	~~RA~~	~~12~~	~~8~~		~~7~~	~~14~~	~~19~~
~~1~~	~~ER Large Laser~~	~~LA~~	~~12~~	~~8~~		~~7~~	~~14~~	~~19~~

Cost: 7,624,750 **BV:** 2,025

WARRIOR DATA

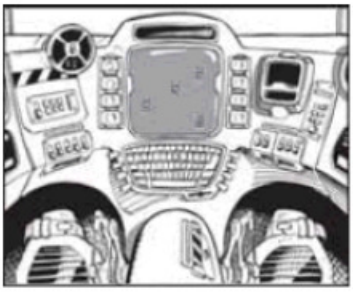
Name: jymset (Player 4)

Gunnery Skill: 3 **Piloting Skill:** 5

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

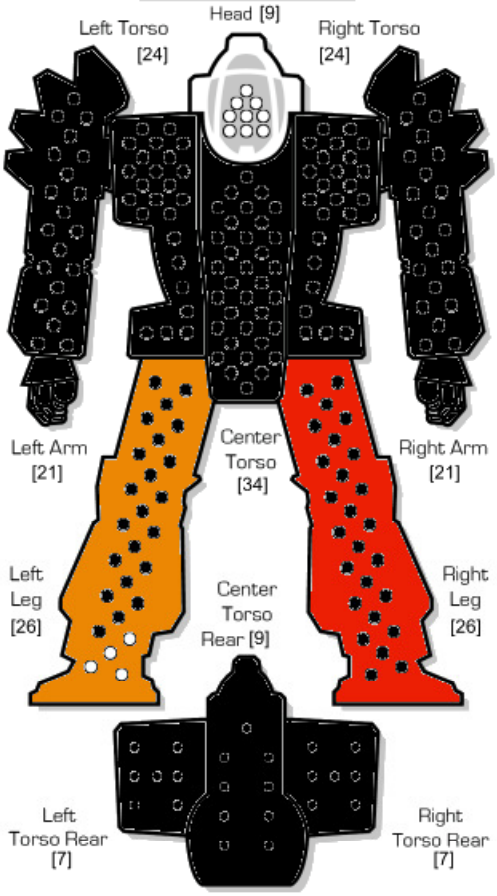
RULES LEVELS

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



Armor Factor = 208

ARMOR DIAGRAM



CRITICAL HIT TABLE

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

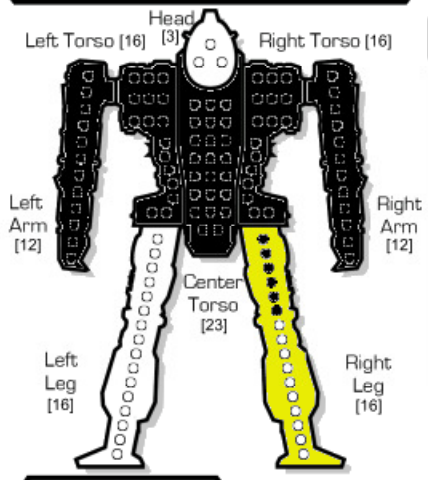
Engine Hits	● ● ●
Gyro Hits	● ●
Sensor Hits	○ ○
Life Support	○

Damage Transfer Diagram

Left Leg
1. ~~Hip~~
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. ~~Foot Actuator~~
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 [24] 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	

Heat Scale

Overflow
0
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

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