

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: **Hobby**

Movement Points: **Tonnage: 35**
 Walking: 7 **Tech Base: Inner Sphere**
 Running: 11 [14]
 Jumping: 6 **Era: Civil War**

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	H	3	5	-	3	6	9
1	C ³ Slave	CT	0	-	-	-	-	-
1	Medium Laser	RT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9

Cost: 5,971,860

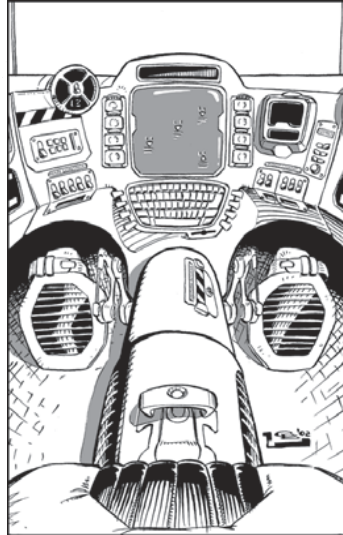
BV: 2,885

WARRIOR DATA

Name: Blokeyblokeman

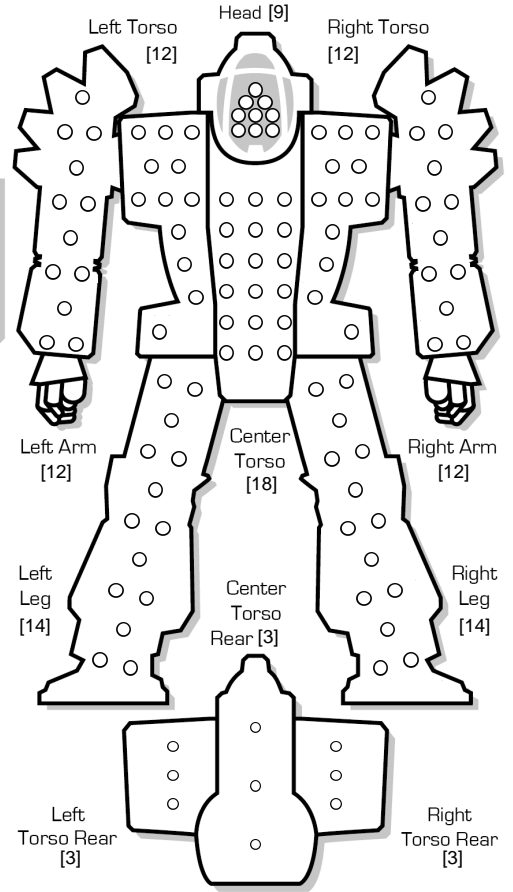
Gunnery Skill: 0 Piloting Skill: 0

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



Armor Factor = 112

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Endo Steel

Center Torso

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Medium Laser
- Jump Jet
- Jump Jet
- Double Heat Sink

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- C³ Slave
- Endo Steel

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Medium Laser
- Jump Jet
- Jump Jet
- MASC

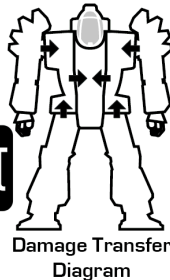
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

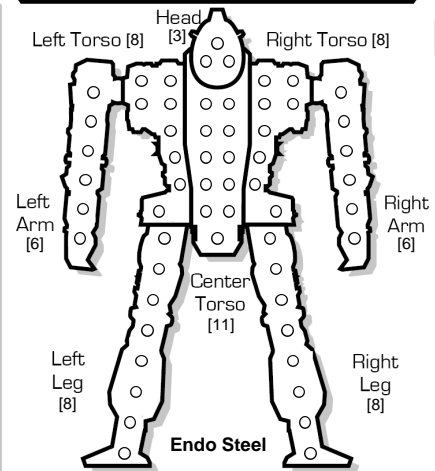
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 [20] 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
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