

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: SuburbanMech UM-R90

Movement Points: **Tonnage:** 30  
 Walking: 3 **Tech Base:** Inner Sphere  
 Running: 5 **Rules Level:** Introductory  
 Jumping: 3 **Role:** Ambusher

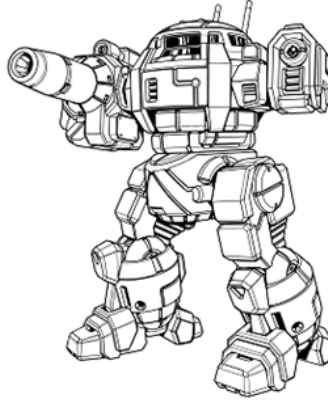
### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	[hexes]			
					Min	Sht	Med	Lng
1	Small Laser	LA	1	3 [DE]	—	1	2	3
1	PPC	RA	10	10 [DE]	3	6	12	18
2	Medium Laser	LT	3	5 [DE]	—	3	6	9

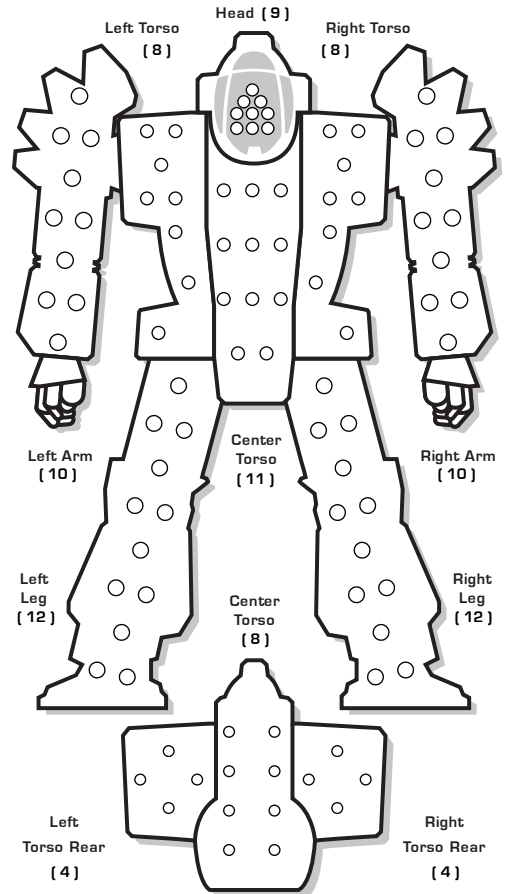
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness #

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



### ARMOR DIAGRAM



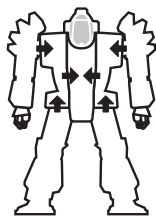
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### CRITICAL TABLE

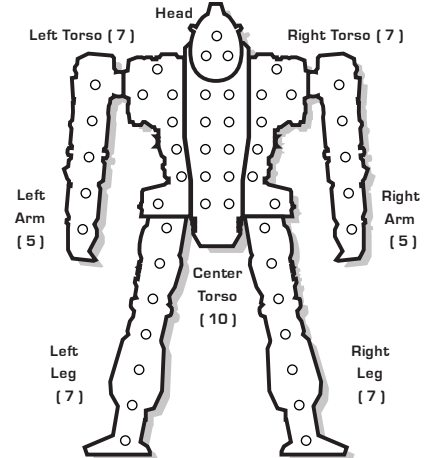
Location	Damage	Effect
Left Arm	1. Shoulder	1-3
	2. Upper Arm Actuator	
	3. Small Laser	
	4. Roll Again	
	5. Roll Again	
	6. Roll Again	
Center Torso	1. Roll Again	4-6
	2. Roll Again	
	3. Roll Again	
	4. Roll Again	
	5. Roll Again	
	6. Roll Again	
Left Torso	1. Heat Sink	1-3
	2. Heat Sink	
	3. Heat Sink	
	4. Heat Sink	
	5. Heat Sink	
	6. Jump Jet	
Right Torso	1. Medium Laser	4-6
	2. Medium Laser	
	3. Roll Again	
	4. Roll Again	
	5. Roll Again	
	6. Roll Again	
Left Leg	1. Hip	4-6
	2. Upper Leg Actuator	
	3. Lower Leg Actuator	
	4. Foot Actuator	
	5. Roll Again	
	6. Roll Again	
Right Leg	1. Hip	4-6
	2. Upper Leg Actuator	
	3. Lower Leg Actuator	
	4. Foot Actuator	
	5. Roll Again	
	6. Roll Again	
Head	1. Life Support	1-3
2. Sensors		
3. Cockpit		
4. Roll Again		
5. Sensors		
6. Life Support		
Right Arm	1. Shoulder	1-3
2. Upper Arm Actuator		
3. PPC		
4. PPC		
5. PPC		
6. Roll Again		
Center Torso	1. Fusion Engine	1-3
2. Fusion Engine		
3. Fusion Engine		
4. Gyro		
5. Gyro		
6. Gyro		
Right Torso	1. Gyro	1-3
2. Fusion Engine		
3. Fusion Engine		
4. Fusion Engine		
5. Jump Jet		
6. Roll Again		
Left Torso	1. Heat Sink	1-3
2. Heat Sink		
3. Heat Sink		
4. Heat Sink		
5. Heat Sink		
6. Jump Jet		
Right Torso	1. Heat Sink	1-3
2. Heat Sink		
3. Heat Sink		
4. Heat Sink		
5. Heat Sink		
6. Jump Jet		
Left Leg	1. Roll Again	4-6
2. Roll Again		
3. Roll Again		
4. Roll Again		
5. Roll Again		
6. Roll Again		
Right Leg	1. Roll Again	4-6
2. Roll Again		
3. Roll Again		
4. Roll Again		
5. Roll Again		
6. Roll Again		

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	13
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: SuburbanMech UM-R100

Movement Points: **Tonnage:** 30  
**Walking:** 4 **Tech Base:** Inner Sphere  
**Running:** 6 **Rules Level:** Standard  
**Jumping:** 4 **Role:** Sniper

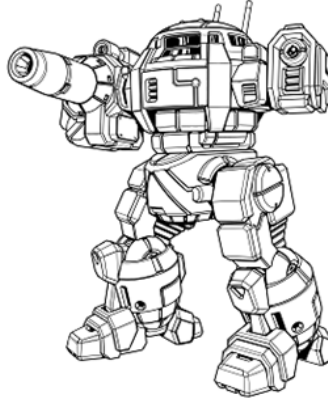
### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	LA	1	3 [DE]	—	1	2	3
1	ER PPC	RA	15	10 [DE]	—	7	14	23
2	Medium Laser	LT	3	5 [DE]	—	3	6	9

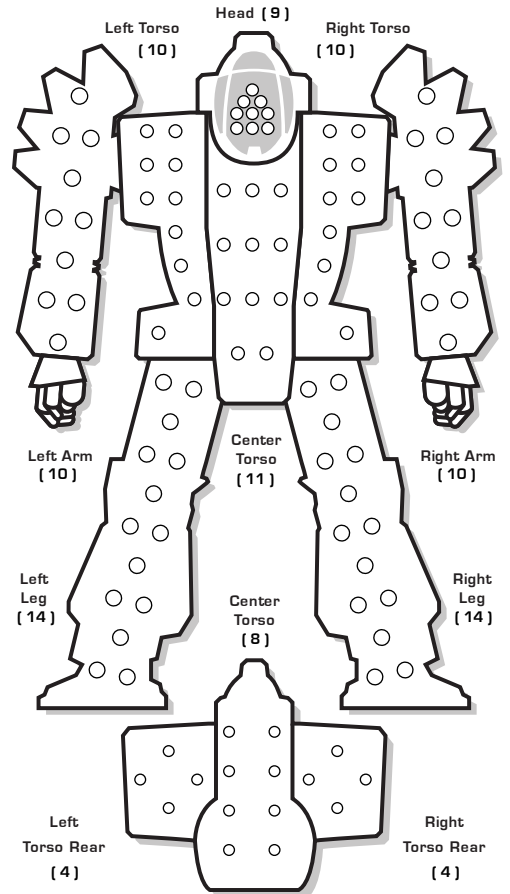
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



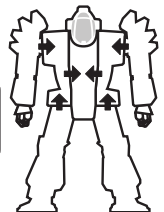
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### CRITICAL TABLE

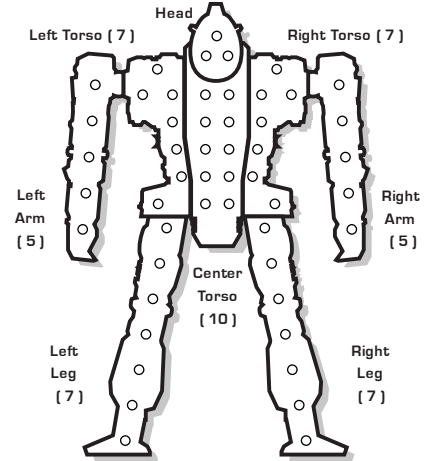
Location	1	2	3	4	5	6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Small Laser	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. ER PPC	4. ER PPC	5. ER PPC	6. Roll Again
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	10 (20)
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