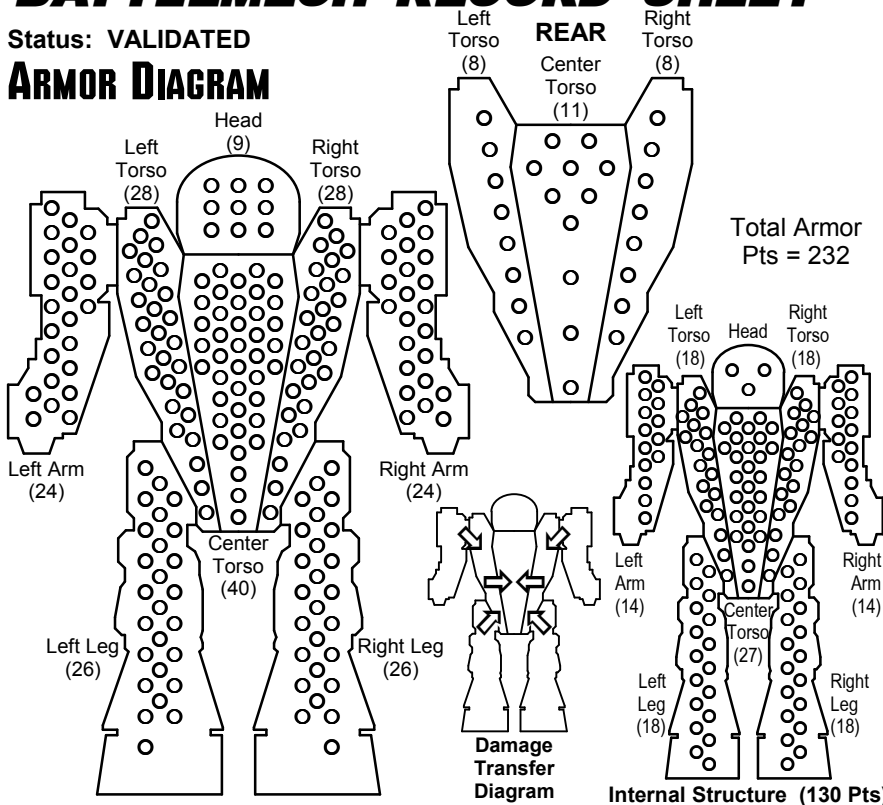


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Battlemaster BLR-1G**

Mass: **85 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **0** **Level 1 / 3025**

Weapons Inventory: (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|--------------|-------|----|-------|-----|-----|-----|-----|
| 1 | PPC | RA | 10 | 10 | 3 | 6 | 12 | 18 |
| 2 | Medium Laser | LT | 3 | 5 | - | 3 | 6 | 9 |
| 1 | Medium Laser | LT(R) | 3 | 5 | - | 3 | 6 | 9 |
| 2 | Medium Laser | RT | 3 | 5 | - | 3 | 6 | 9 |
| 1 | Medium Laser | RT(R) | 3 | 5 | - | 3 | 6 | 9 |
| 2 | Machine Gun | LA | 0 | 2 | - | 1 | 2 | 3 |
| 1 | SRM 6 | LT | 4 | 2/hit | - | 3 | 6 | 9 |

| Ammo Type: | Rounds: | BV: |
|-------------|---------|-----|
| Machine Gun | 200 | 2 |
| SRM 6 | 30 | 21 |

Total Heat Sinks: 18 Single

○○○○○○○○○○ ○○○○○○○○

Auto Eject: Weapon Heat:

Operational Disabled

(32)

WARRIOR DATA

Name: _____

Gunnery Skill: **4** Piloting Skill: **5**

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

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Machine Gun
- Machine Gun

- Roll Again
- Roll Again

- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Torso

- 1-3 Medium Laser
- 1-3 Medium Laser
- 1-3 Medium Laser (R)
- SRM 6
- SRM 6
- Ammo (MG) 200

- 4-6 Ammo (SRM 6) 15
- 4-6 Ammo (SRM 6) 15
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1-3 Fusion Engine
- 1-3 Fusion Engine
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro
- 4-6 Gyro
- 4-6 Fusion Engine
- 4-6 Fusion Engine
- 4-6 Roll Again
- 4-6 Roll Again

| | |
|--------------|-----|
| Engine Hits | ○○○ |
| Gyro Hits | ○○ |
| Sensor Hits | ○○ |
| Life Support | ○ |

Battle Value: **1,212**
 Weapon Value: **1,651 / 1,651**
 Cost, C-Bills: **8,501,244**

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- PPC
- PPC

- 1-3 Roll Again
- 1-3 Roll Again

- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Right Torso

- 1-3 Single Heat Sink
- 1-3 Medium Laser
- 1-3 Medium Laser
- 1-3 Medium Laser (R)
- Roll Again
- Roll Again

- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Single Heat Sink
- Single Heat Sink

HEAT SCALE

| | |
|----|-----------------------------|
| 30 | Shutdown |
| 29 | |
| 28 | Ammo Explosion, avoid on 8+ |
| 27 | |
| 26 | Shutdown, avoid on 10+ |
| 25 | -5 Movement Points |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Explosion, avoid on 6+ |
| 22 | Shutdown, avoid on 8+ |
| 21 | |
| 20 | -4 Movement Points |
| 19 | Ammo Explosion, avoid on 4+ |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 16 | |
| 15 | -3 Movement Points |
| 14 | Shutdown, avoid on 4+ |
| 13 | +2 Modifier to Fire |
| 12 | |
| 11 | |
| 10 | -2 Movement Points |
| 9 | |
| 8 | +1 Modifier to Fire |
| 7 | |
| 6 | |
| 5 | -1 Movement Points |
| 4 | |
| 3 | |
| 2 | |
| 1 | |
| 0 | |

