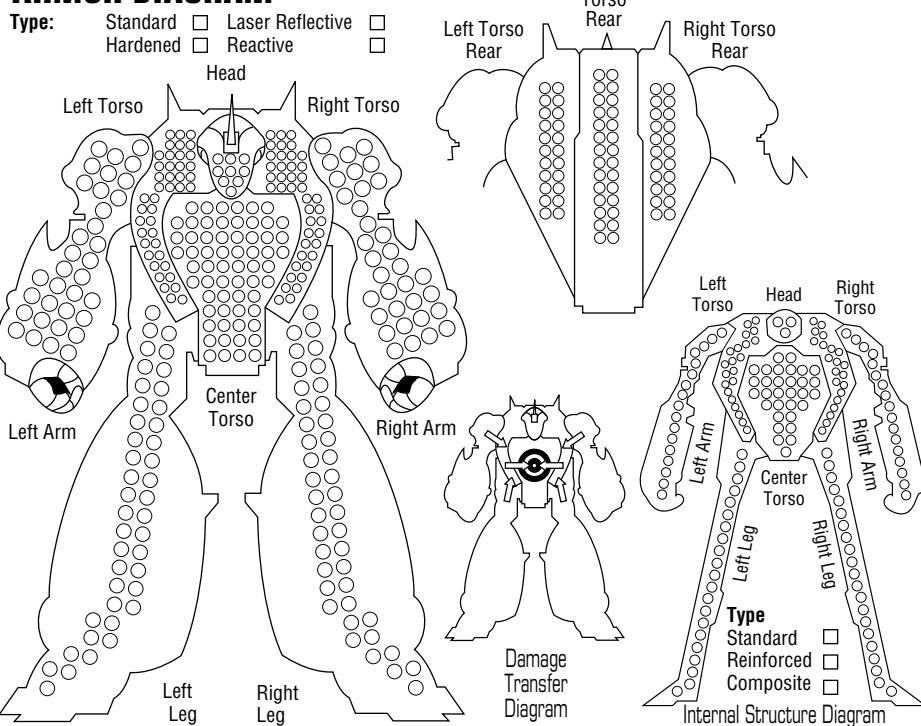


LEVEL 3 BATTLETECH® BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: _____ Tonnage: _____
Movement Points: _____ Technology Base: _____
Walking: _____ Clan
Running: _____ Inner Sphere
Sprinting: _____ Mixed
Jumping: _____

Weapons Inventory

Type Location Heat Damage Min. Short Med. Long

Type	Location	Heat	Damage	Min.	Short	Med.	Long

Total Heat Sinks: ___ (___) Single
 Double
 Compact
 Laser

LRM Status Standard Hot-Loaded

Auto Eject Operational Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Consciousness #

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Consciousness #

Critical Hit Table

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator

1-3

- _____
- _____
- _____
- _____
- _____
- _____

4-6

Left Torso

- _____
- _____
- _____
- _____
- _____
- _____

1-3

- _____
- _____
- _____
- _____
- _____
- _____

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator

1-3

- _____
- _____
- _____
- _____
- _____
- _____

4-6

Head

- Life Support
- Sensors
- Cockpit
- _____
- Sensors
- Life Support

Center Torso

- Engine
- Engine
- Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Engine
- Engine
- Engine
- _____
- _____

4-6

Right Arm

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator

1-3

- _____
- _____
- _____
- _____
- _____
- _____

4-6

Right Torso

- _____
- _____
- _____
- _____
- _____
- _____

1-3

- _____
- _____
- _____
- _____
- _____
- _____

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator

1-3

- _____
- _____
- _____
- _____
- _____
- _____

4-6

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

Battle Value _____
Cost _____

Heat Scale

25	-5 Movement Points	50	SHUTDOWN
24	+4 Modifier to Fire	49	-9 Movement Points
23	Ammo Explosion, avoid on 6+	48	+7 Modifier to Fire
22	Shutdown, avoid on 8+	47	Pilot Damage, avoid on 12
21	_____	46	Shutdown, avoid on 20+
20	-4 Movement Points	45	AMMO EXPLOSION
19	Ammo Explosion, avoid on 4+	44	System Failure, avoid on 10+
18	Shutdown, avoid on 6+	43	-8 Movement Points
17	+3 Modifier to Fire	42	Shutdown, avoid on 18+
16	_____	41	+6 Modifier to Fire
15	-3 Movement Points	40	Ammo Explosion, avoid on 12
14	Shutdown, avoid on 4+	39	Pilot Damage, avoid on 10+
13	+2 Modifier to fire	38	Shutdown, avoid on 16+
12	_____	37	-7 Movement Points
11	_____	36	System Failure, avoid on 8+
10	-2 Movement Points	35	Ammo Explosion, avoid on 10+
09	_____	34	Shutdown, avoid on 14+
08	+1 Modifier to Fire	33	+5 Modifier to Fire
07	_____	32	Pilot Damage, avoid on 8+
06	_____	31	-6 Movement Points
05	-1 Movement Points	30	Shutdown, avoid on 12+
04	_____	29	_____
03	_____	28	Ammo Explosion, avoid on 8+
02	_____	27	_____
01	_____	26	Shutdown, avoid on 10+
00	_____		